

# Type: Set of values and the operations on them

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- Type **int**:
  - **Values**: integers
  - **Ops**: +, −, \*, /, %, \*\*
- Type **float**:
  - **Values**: real numbers
  - **Ops**: +, −, \*, /, \*\*
- Type **bool**:
  - **Values**: **True** and **False**
  - **Ops**: not, and, or
- Type **str**:
  - **Values**: string literals
    - Double quotes: "abc"
    - Single quotes: 'abc'
  - **Ops**: + (concatenation)

Will see more types  
in a few weeks

# Operator Precedence

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- What is the difference between the following?
  - $2*(1+3)$
  - $2*1 + 3$
- Operations are performed in a set order
  - Parentheses make the order explicit
  - What happens when there are no parentheses?
- **Operator Precedence:** The *fixed* order Python processes operators in *absence* of parentheses

# Operator Precedence

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- What is the difference between the following?
  - $2*(1+3)$  **add, then multiply**
  - $2*1 + 3$  **multiply, then add**
- Operations are performed in a set order
  - Parentheses make the order explicit
  - What happens when there are no parentheses?
- **Operator Precedence:** The *fixed* order Python processes operators in *absence* of parentheses

# Precedence of Python Operators

- **Exponentiation:** `**`
- **Unary operators:** `+` `-`
- **Binary arithmetic:** `*` `/` `%`
- **Binary arithmetic:** `+` `-`
- **Comparisons:** `<` `>` `<=` `>=`
- **Equality relations:** `==` `!=`
- **Logical not**
- **Logical and**
- **Logical or**
- Precedence goes downwards
  - Parentheses highest
  - Logical ops lowest
- Same line = same precedence
  - Read “ties” left to right
  - Example: `1/2*3` is `(1/2)*3`



# Expressions vs Statements

## Expression

- **Represents** something

- Python *evaluates it*
- End result is a value

- Examples:

- 2.3

Value

- $(3+5)/4$

Complex Expression

## Statement

- **Does** something

- Python *executes it*
- Need not result in a value

- Examples:

- `print "Hello"`

- `import sys`

Will see later this is not a clear cut separation

# Variables (Section 2.1)

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- A **variable**
  - is a **named** memory location (**box**)
  - contains a **value** (in the box)
  - can be used in expressions

- Examples:

Variable names must start with a letter (or \_).

x	5	Variable <b>x</b> , with value 5 (of type <b>int</b> )
area	20.1	Variable <b>area</b> , w/ value 20.1 (of type <b>float</b> )

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Variable **x**, with value 5 (of type **int**)

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Variable **area**, w/ value 20.1 (of type **float**)

The type belongs to the *value*, not to the *variable*.

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Variable **area**, w/ value 20.1 (of type **float**)

**1e2** is a **float**, but **e2** is a variable name

# Variables and Assignment Statements

---

- Variables are created by **assignment statements**
  - Create a new variable name and give it a value

`x = 5`

- This is a **statement**, not an **expression**
  - Tells the computer to DO something (not give a value)
  - Typing it into `>>>` gets no response (but it is working)
- Assignment statements can have expressions in them
  - These expressions can even have variables in them

`x = x + 2`

Two steps to execute an assignment:

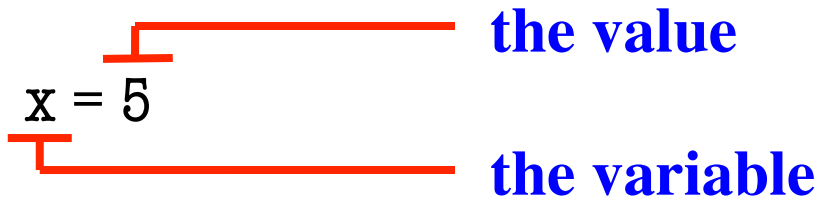
1. evaluate the expression on the right
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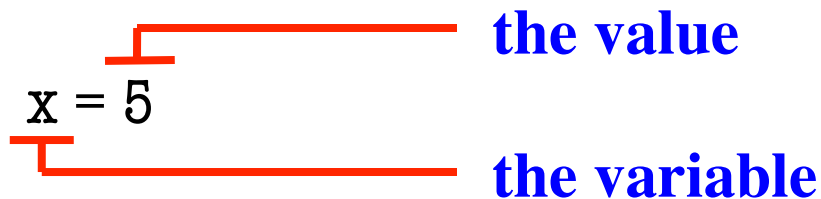
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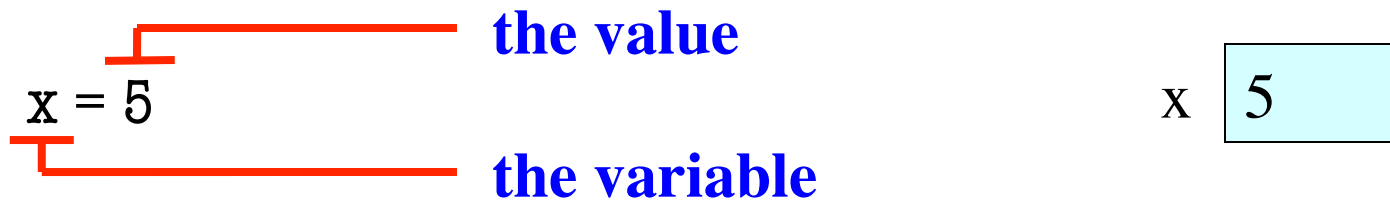
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$x = 5$       the value      x 5  
the variable

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“gets”

Create a new variable name and give it a value

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the value

x

5

the variable

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Two steps to execute an assignment:

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# Execute the statement: $x = x + 2$

---

- Draw variable  $x$  on piece of paper:

$x$  5



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  - For  $x$ , use the value in variable  $x$
  - Write the expression somewhere on your paper

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$x$ 

5
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- Step 1: evaluate the expression  $x + 2$ 
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  - Write the expression somewhere on your paper
- Step 2: Store the value of the expression in  $x$ 
  - Cross off the old value in the box
  - Write the new value in the box for  $x$

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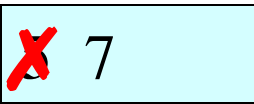
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- Check to see whether you did the same thing as your neighbor, discuss it if you did something different.

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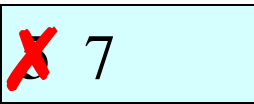
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# Execute the statement: $x = x + 2$

- Draw variable  $x$  on piece of paper

$x$  

A: I did it correctly!

B: I drew another box named  $x$

C: I did something else

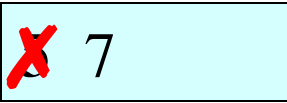
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- Step 1: evaluate the expression  $x + 2$ 
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# Execute the statement: $x = 3.0 * x + 1.0$

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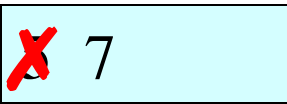
- You have this:

x  7

# Execute the statement: $x = 3.0 * x + 1.0$

---

- You have this:

x 

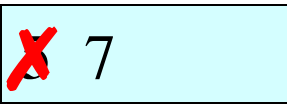
- Execute this command:

- Step 1: **Evaluate** the expression  $3.0 * x + 1.0$
- Step 2: **Store** its value in x

# Execute the statement: $x = 3.0 * x + 1.0$

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- You have this:

x 

- Execute this command:

- Step 1: **Evaluate** the expression  $3.0 * x + 1.0$
- Step 2: **Store** its value in x

- Check to see whether you did the same thing as your neighbor, discuss it if you did something different.



# Execute the statement: $x = 3.0 * x + 1.0$

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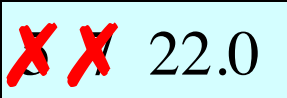
- You have this:

x ~~2~~ ~~2~~ 22.0

- Execute this command:
  - Step 1: **Evaluate** the expression  $3.0 * x + 1.0$
  - Step 2: **Store** its value in x
- Check to see whether you did the same thing as your neighbor, discuss it if you did something different.

# Execute the statement: $x = 3.0 * x + 1.0$

- You have this:

x  22.0

- Execute this command:

- Step 1: **Evaluate** the expression  $3.0 * x + 1.0$
- Step 2: **Store** its value in x

- Check to see whether you did the same thing as your neighbor, discuss it if you did something different.

A: I did it correctly!

B: I drew another box named x

C: I did something else

D: I did nothing –just watched

# Execute the statement: $x = 3.0 * x + 1.0$

---

- You now have this:

x X X 22.0

- The command:
  - Step 1: **Evaluate** the expression  $3.0 * x + 1.0$
  - Step 2: **Store** its value in x
- This is how you execute an assignment statement
  - Performing it is called **executing the command**
  - Command requires both **evaluate** AND **store** to be correct
  - Important *mental model* for understanding Python

# Exercise: Understanding Assignment

---

- Add another variable, `interestRate`, to get this:

x ~~2~~~~2~~ 22.0    `interestRate` 4

- Execute this assignment:

```
interestRate = x / interestRate
```

- Check to see whether you did the same thing as your neighbor, discuss it if you did something different.

# Exercise: Understanding Assignment

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- Add another variable, `interestRate`, to get this:

`x` ~~22.0~~ `interestRate` ~~5.5~~

- Execute this assignment:

```
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```

- Check to see whether you did the same thing as your neighbor, discuss it if you did something different.

# Exercise: Understanding Assignment

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- Add another variable, `interestRate`, to get this:

`x`  `interestRate` 

- Execute this assignment:

```
interestRate = x / interestRate
```

- Check to see whether you did the same thing as your neighbor, discuss it if you did something different.

A: I did it correctly!

B: I drew another box called “`interestRate`”

C: I stored the value in the box for `x`

D: I thought it would use **int** division

E: I did something else (or nothing)

# Exercise: Understanding Assignment

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- You now have this:

x ~~2~~~~2~~ 22.0    interestRate ~~5~~ 5.5

- Execute this assignment:

```
intrestRate = x + interestRate
```

- Check to see whether you did the same thing as your neighbor, discuss it if you did something different.

# Exercise: Understanding Assignment

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- You now have this:

x ~~2~~~~2~~ 22.0    interestRate ~~5~~ 5.5    intrestRate 27.5

- Execute this assignment:

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# Exercise: Understanding Assignment

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- Execute this assignment:

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- Check to see whether you did the same thing as your neighbor, discuss it if you did something different.

A: I did it correctly!

B: I stored the value in “interestRate”

C: I stored the value in x

D: I did something else (or nothing)

# Exercise: Understanding Assignment

- You now have this:

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- Execute this assignment:

```
intrestRate = x + interestRate
```

- Check to see whether you did the same thing as your neighbor, discuss it if you did something different.

Spelling mistakes in  
Python are bad!!

**A:** I did it correctly!

**B:** I stored the value in “interestRate”

**C:** I stored the value in x

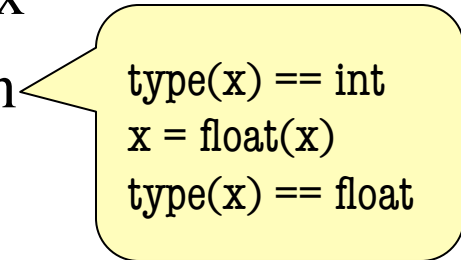
**D:** I did something else (or nothing)

# Dynamic Typing

---

- Python is a **dynamically typed language**
  - Variables can hold values of any type
  - Variables can hold different types at different times
  - Use `type(x)` to find out the type of the value in `x`
  - Use names of types for conversion, comparison
- The following is acceptable in Python:

```
>>> x = 1
>>> x = x / 2.0
```
- Alternative is a **statically typed language** (e.g. Java)
  - Each variable restricted to values of just one type



```
type(x) == int
x = float(x)
type(x) == float
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- The following is acceptable in Python:

```
>>> x = 1          ← x contains an int value
>>> x = x / 2.0    ← x now contains a float value
```
- Alternative is a **statically typed language** (e.g. Java)
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```
type(x) == int
x = float(x)
type(x) == float
```

# Dynamic Typing

---

- Often want to track the type in a variable
  - What is the result of evaluating  $x / y$ ?
  - Depends on whether  $x, y$  are **int** or **float** values
- Use expression `type(<expression>)` to get type
  - `type(2)` evaluates to `<type 'int'>`
  - `type(x)` evaluates to type of contents of  $x$
- Can use in a boolean expression to test type
  - `type('abc') == str` evaluates to **True**