

Input and Output Functions

- * A program needs to interact with the user to accomplish the desired task
- * This can be achieved by using input and output functions.
- (i) Input Function: `input()`
- (ii) Output Function: `print()`

(i) print() function

- * To display ^[output] result on the screen.
- * Arguments are separated by comma (,) or '+'

Syntax, ^{order is important} ^{Default space} ⁱⁿ ^{approx}

`print(value(s), sep = ' ', end = '\n', file = file, flush = flush)`

- * value(s) + + ^{space is included automatically}
^{+ = no space is included automatically}
- * Data data
- * converted to string before printed

sep = 'separator' [optional] ^{Don't put any quotes in sep parameter}

- * how to separate the objects, if there is more than 1.
- * Default: ' '
- * end = 'end' [optional]

- * what to print at the end
- * Default: '\n'

file [optional] (not working)

- * an object with a write method.
- * Default: sys.stdout

flush [optional] (not working)

- * A boolean, specifying if the output is flushed (True) or buffered (False)
- * Default: False

Example

`print('a' 'a')` → syntax error
`print('a' 'a' 'a')` → syntax error
all other combinations are working

`print("Hello World")` → String

`print(5)` → Value

`print("Sum = ", a)` → String with variable

`print("Sum = " + a)`

`print("n1 = ", a, "n2 = ", b, "n3 = ", c, "...")`

`print(3 * 4 + 9)` → Expression of values

`print("Hello", 123, sep = ',')` → [Hello, 123]

51) input() function [Python 3x]

- * To accept data as input at runtime
(Assigns)
- * Stores the value in the variable if it is defined / declared with '=' sign.

Syntax:

[variable_name1 = variable_name2 = ... = variable_name_n]
= input(prompt = None, 1)

Prompt string:

- * Statement / message to the user, to know what input can be given.
- * If used, it is displayed on the screen (monitor)
(~~using~~ prompt() function) (used inside input() function)

raw_input() function [Python 2.x]

- * To accept exact data with its type as input whatever is typed from the keyboard
- * Converts it to string and then returns it to the variable (stores in variable if it is declared).

Syntax:

[variable_name1 = variable_name2 = ... = variable_name_n]
= raw_input(^{"Prompt string"} prompt = None, 1)

Example: