

# GSET - Intro to Programming with Python

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## Module 2 - Variables and Assignment

## Module 2 - Variables and Assignment

- Types of Numbers
- Variables and Type
- Assignment and Memory
- *A Riddle*
- A Python Example

# Types of Numbers

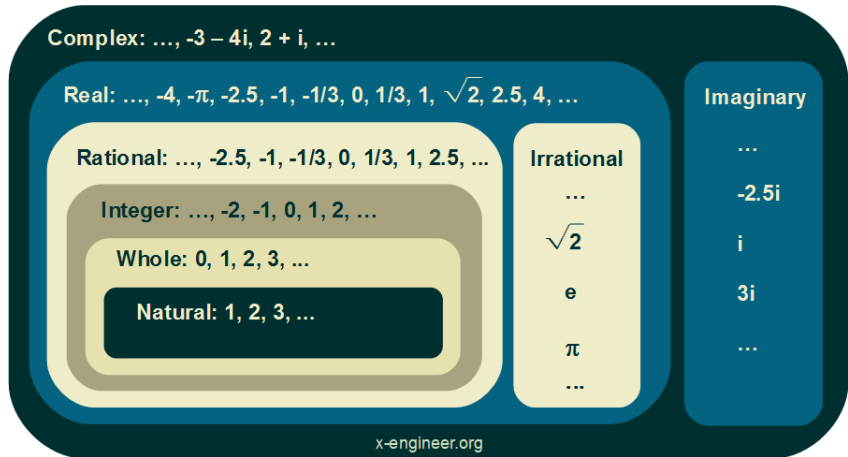


Image: [x-engineer.org](http://x-engineer.org)

# Types of Numbers

| Binary | Decimal | Hexadecimal |
|--------|---------|-------------|
| 0      | 0       | 0           |
| 1      | 1       | 1           |
| 10     | 2       | 2           |
| 11     | 3       | 3           |
| 100    | 4       | 4           |
|        | 5       | 5           |
|        | 6       | 6           |
|        | 7       | 7           |
|        | 8       | 8           |
|        | 9       | 9           |
|        | 10      | A           |
|        | 11      | B           |

| Binary | Decimal | Hexadecimal |
|--------|---------|-------------|
|        | 12      | C           |
|        | 13      | D           |
|        | 14      | E           |
|        | 15      | F           |
|        | 16      |             |
|        | 17      |             |
|        | 18      |             |
|        | 19      |             |
|        | 20      |             |
|        | 21      |             |
|        | 22      |             |
|        | 23      |             |

# Types of Numbers

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|        |         |      |
|        |         |      |
|        |         |      |
|        |         |      |
|        |         |      |
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|        |         |      |

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|        |         |      |

some reference

# Variables and Type

## Types in Python

|                 |                              |
|-----------------|------------------------------|
| Text Type:      | str                          |
| Numeric Types:  | int, float, complex          |
| Sequence Types: | list, tuple, range           |
| Mapping Types:  | dict                         |
| Set Types:      | set, frozenset               |
| Boolean Type:   | bool                         |
| Binary Types:   | bytes, bytearray, memoryview |
| None Type:      | NoneType                     |

# Variables and Type

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```
value_A = 100;  
  
value_B = 25.56j;  
  
course = "ENGR1220-021-GSET"
```

---

A variable is a storage container.

- In Python and many other programming languages, each variable has a type determined by the programmer during [Initialization](#).
- The type can be explicitly used in the initialization for clarity.

# Variables and Type

The type can be explicitly used in the initialization for clarity.

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```
value_A = int(100);
```

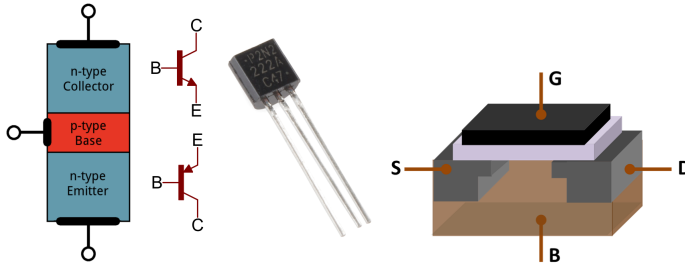
```
value_B = complex(25.56j);
```

```
course = str("ENGR1220-021-GSET")
```

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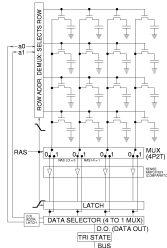
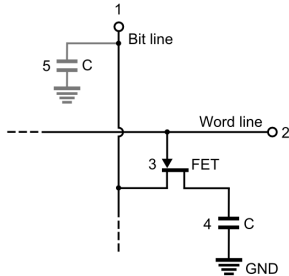


# Assignment and Memory



[Sparkfun - Transistor](#)  
[Wikipedia - Transistor](#)

# Assignment and Memory



[Wikipedia - Memory Cell](#)

[Wikipedia - Semiconductor Memory](#) [Wikipedia - RAM](#)

# Assignment and Memory

## The Assignment Operator

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```
val_A = 53214
```

```
val_B = 0
```

---

- In Python and many other programming languages, variables are assigned a value using the equals sign. This is called [assignment](#).
- Typically the value in the variable can be changed, or re-assigned.
- The expression on the right hand side may contain literal values or variables, operators, and functions.

# Assignment and Memory

## Arithmetic Operators in Python

| Operator | Name           | Example  |
|----------|----------------|----------|
| +        | Addition       | $x + y$  |
| -        | Subtraction    | $x - y$  |
| *        | Multiplication | $x * y$  |
| /        | Division       | $x / y$  |
| %        | Modulus        | $x \% y$ |
| **       | exponentiation | $x ** y$ |
| //       | floor division | $x // y$ |

## A Riddle

Question:

What is the maximum number of rupees that you can hold in the original *Legend of Zelda* video game?

Answer:

# A Python Example

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```
# Variables and Assignment - Python - June 6, 2023
```

```
val = 56
```

```
print("The value is: ",val)
```

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