

Code with Me

Meeting #5

code
with
me ♥

Operators

In Python, you can perform all types of operations. Let's take a look at the different types of operations.

ARITHMETIC OPERATORS:

- The **basic arithmetic operators** are: `+`, `-`, `*`, `/`, `%`
- These represent addition, subtraction, multiplication, division, and modulus (remainder).
- Separate example on modulus.
- You can carry out arithmetic operations on all numbers, including those stored in variables.
- There's also `**` which represents exponent.

**** A FEW EXAMPLES ****

COMPARISON OPERATORS:

- Less than, greater than, less than or equal to, greater than or equal to, equal to, and not equal to.
- These are represented, in order, by: `<`, `>`, `<=`, `>=`, `=`, `!=`
- We will revisit these in a while.

BOOLEANS:

- A Boolean is basically a **true or false**.
- You write a statement, and the output is whether the statement is true or false.
- This is where the comparison operators come in
- Ex: If `x=5` and `y=8`, you can `print(x>y)` and the output will be `False`.

LOGICAL OPERATORS:

- The Logical operators are `and`, `or`, and `not`
- These return values in reference to whether two or more statements are true or false.
- `and`: If both statements/operands are true, returns true/goes ahead with the program
- `or`: If one or more of the statements is true, returns true.
- `not`: If the statement is false, returns true.

****Important:** words like `and`, `or`, and `not` are called reserved words, meaning you shouldn't use them as variables otherwise there may be an error.

Logical operators don't make much sense now, but when we start if statements and loops they will make a lot more sense, don't worry for now!

COMMENTS:

- Sometimes, you want to write notes to tell yourself information or make some comments
- However, these are not code! They are English, you want the computer to ignore these
- We can do this by using a `#`.
- This tells your computer to ignore anything written after it.
- Only lasts for one line, when you move to the next line, you can write code again!

NOTES/REMINDERS: