



Chapter 2

Variables and Statements

A. Downey, Think Python: How to Think Like a Computer Science, 3rd ed., O'Reilly, 2024.



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1. Variables

- A variable is a name that refers to a value. To create a variable, we can write an assignment statement.
- An assignment statement has three parts: the name of the **variable on the left**, the equals operator, =, and an expression on the right.
 - When you run an assignment statement, there is no output. Python creates the variable and gives it a value, but the assignment statement has no visible effect. However, after creating a variable, you can use it as an expression.

```
(base) xuanpd@debian:~$ python
Python 3.12.4 | packaged by Anaconda, Inc. | (main, Jun 18 2024, 15:12:24)
Type "help", "copyright", "credits" or "license()" for more information.
>>> n = 17
>>> pi = 3.141592
>>> message = 'Hello World!'
>>> message
'Hello World!'
>>> pi
3.141592
>>> n + 2
19
>>> █
```



1. Variables

- You can also use a variable as part of an expression with arithmetic operators or you can use a variable when you call a function.

```
>>> n = 17
>>> pi = 3.141592
>>> message = 'Hello World!'
>>> message
'Hello World!'
>>> pi
3.141592
>>> n + 2
19
>>> n = n + 1
>>> n
18
>>> round(pi)
3
>>> len(message)
12
>>> █
```



2. State Diagrams

- A common way to represent variables on paper is to write the name with an arrow pointing to its value:
 - $n \longrightarrow 2$
 - $\pi \longrightarrow 3.141592$
 - $\text{message} \longrightarrow \text{'Hello World!'}$
- This kind of figure is called a state diagram because it shows what state each of the variables is in (think of it as the variable's state of mind).

3. Variable Names

- Variable names can be as long as you like.
- They can contain both letters and numbers, but they can't begin with a number.
 - It is legal to use uppercase letters, but it is conventional to use only lowercase for variable names.
 - The only punctuation that can appear in a variable name is the underscore character, `_`. It is often used in names with multiple words, such as `your_name`.
 - If you give a variable an illegal name, you get a syntax error.

```
(base) xuanpd@debian:~$ python
Python 3.12.4 | packaged by Anaconda, Inc. | (main, Jun 18 2024, 15:12:
Type "help", "copyright", "credits" or "license" for more information.
>>> million! = 1234
File "<stdin>", line 1
    million! = 1234
    ^
SyntaxError: invalid syntax
>>> 12name = 'Hello'
File "<stdin>", line 1
    12name = 'Hello'
    ^
SyntaxError: invalid decimal literal
>>> 
```



3. Variable Names

- Keywords can't be used as variable names.
 - Here's a complete list of Python's keywords:

False	await	else	import	pass
None	break	except	in	raise
True	class	finally	is	return
and	continue	for	lambda	try
as	def	from	nonlocal	while
assert	del	global	not	with
async	elif	if	or	yield

4. The import Statement

- In order to use some Python modules, you have to **import** them. For example, the following statement imports the **math** module:

import math

- A **module** is a collection of variables and functions. The **math** module provides a variable called **pi** that contains the value of the mathematical constant denoted π .
 - To use a variable, function, ... in a module, you have to use the dot operator (.) between the name of the module and the name of the variable, function, ...

```
(base) xuanpd@debian:~$ python
Python 3.12.4 | packaged by Anaconda, Inc. | (main, Jun 18 2024, 15:12:
Type "help", "copyright", "credits" or "license" for more information.
>>> import math
>>> math.pi
3.141592653589793
>>> math.sqrt(16)
4.0
>>> math.pow(4, 2)
16.0
>>> 4 ** 2
16
>>> █
```




5. Expressions and Statements

- An expression can be a single value, like an integer, floating-point number, or string. It can also be a collection of values and operators. And it can include variable names and function calls.
- A statement is a unit of code that has an effect, but **no value**.
 - An `import` statement has an effect—it imports a module so we can use the values and functions it contains—but it has no visible effect

```
>>> import math
>>> n = 20
>>> n + 30 + round(math.pi) * 2
56
>>> █
```

- Computing the value of an expression is called **evaluation**. Running a statement is called **execution**.



6. The print Function

- To display a value, you can use the `print` function.
 - You can also use the `print` function to display a sequence of values separated by commas.
 - Notice that the `print` function puts a space between the values.

```
chapter2.py > ...  
1  n = 17  
2  pi = 3.141592653589793  
3  message = 'And now for something completely different'  
4  
5  print(message)  
6  print(n, pi, message)
```

```
And now for something completely different  
17 3.141592653589793 And now for something completely different
```



7. Arguments

- When you call a function, the expression in parentheses is called an **argument**.
- Some of the functions we've seen so far take only one argument, like `int`. Some functions take two, three ... arguments.
 - `>>> int('12') -----> 12`
 - `>>> math.pow(3, 2) -----> 9`
- Some can take additional arguments that are **optional**.
 - For example, `int` can take a second argument that specifies the base of the number:
 - `>>> int('11', 2) -----> 3`
 - `round` also takes an optional second argument, which is the number of decimal places to round off to:
 - `>>> round(math.pi, 3) -----> 3.142`



7. Arguments

- Some functions can take any number of arguments, like `print`:
 - `>>> print('first', 'second', 'third', 'fourth')`
- If you call a function and provide too many arguments, that's a `TypeError`:
 - `>>> float('123.45', 2)`
`TypeError: float expected at most 1 argument, got 2`
- If you provide too few arguments, that's also a `TypeError`:
 - `>>> math.pow(3)`
`TypeError: pow expected 2 arguments, got 1`
- And if you provide an argument with a type the function can't handle, that's a `TypeError`, too:
 - `>>> math.sqrt('25')`
`TypeError: must be real number, not str`



8. Comments

- As programs get bigger and more complicated, they get more difficult to read.
- Formal languages are dense, and it is often difficult to look at a piece of code and figure out what it is doing and why.
- For this reason, it is a good idea to add notes to your programs to explain in natural language what the program is doing. These notes are called **comments**, and they start with the # symbol.
 - Everything from the # to the end of the line is ignored—it has no effect on the execution of the program.
 - Comments are most useful when they document non-obvious features of the code. It is reasonable to assume that the reader can figure out *what* the code does; it is more useful to explain *why*.



8. Comments

```
chapter2.py > ...  
1  
2 # number of seconds in 42:42  
3 seconds = 42 * 60 + 42  
4  
5 print(seconds)  
6  
7 miles = 10 / 1.61 # 10 kilometers in miles  
8 print(miles)
```

```
2562  
6.211180124223602
```