Data Types :
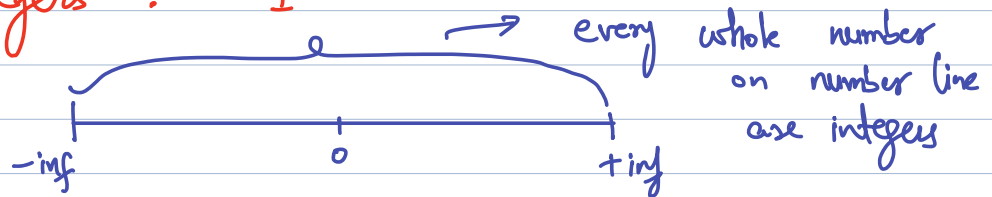
CS :   Counter Strike

Today's topics :   i) Data types
                    ii) Variables
                    iii) input function.

★   Data Types :

i) Integers :   1

every whole number
on number line
are integers

    i) -1
    ii) - 15892088889280
    iii) --5----25---

ii) float :   All the numbers on a number
                line with a decimal part are
                floats.

    i) 5.5   ✓
    ii) - 25. 5205 ✓

iii)   0.2 ✓
iv)   5.0 ✓
v)   0.0 ✓
vi)   3   ✗   (int)

iii) <u>Strings :</u>

=) Strings are sequence of characters.

⇒   ' '   ,   " "

⇒ Characters : Anything you can write with your keyboard.

i)   a — z   } Alphabets
ii)   A — Z
iii)   0 — 9   numbers
iv)   Space   Space
v)   @ #   special characters.

⇒ i) 'abCADe' ✓
⇒ ii) '_' ✓
iii) '@123' ✓
iv) "251 abc '
v) ' Rahul "
vi) " 251 abc "
vii) " Rahul "
viii) ' Rahul '

'Rahul' & "Rahul" these are same

ix) ' * '

x) " 2·5 "

Valid floats ?

⇒ i)   0.3   ✓

ii)   .2   ✓

iii) "2.3"   ✗   str

iv)   1.0   ✓

v) "3.14"   ✗   str

vi)   -3   ✗   int

vii)   5.   ✓

iv) bool :

True   or   false

* How do we check type of a data ?

⇒ There are some pre-defined rules &
methods in our head due to which we
can distinguish ?

type (   )   ⇒

type (1)   ⇒   int

type (2·5)   ⇒   float

type (True)   ⇒   boolean

print (type (1))   ⇒   int

type (true)   ✗   capital T

type (True)   ✔

※ Variable declaration:

x = 2
y = 3

x & y are
holding some values

ans = x + y

ans = 5

Rahul ⇒)

type (x)   ⇒   int

x = 3
y = 'hello'
print (x)

```
print (y)

>> 3
>> hello
```

☆ Naming a variable:

i) Should start either with an
   alphabet or _ (underscore)

ii) It should not start with a
    number or any special char.

iii) number one : Don't use space
                    in b/w

⟶) number_one (Snake case)

⟶) numberOne

i) name1 ✓
ii) _name ✓
iii) name_1 ✓
iv) 5name ✗

☆ Input function:

⟹) Greet
     name = Rahul ,
          = Rohit

=)   Hello   Rahul
        Hello   Rohit

=)   name =   input()