

# **Intro to Python**

**Variables, Data Types, Operators, and Input/Output**

# Getting started

Today we will be using **Google Colab!**

**Click the link in Chat**




[Link](#)

Then click file -> "Open in playground mode"



# Google Colab


Colab runs Jupyter Notebooks, a type of file that combines text and Python code in blocks called cells. Some blocks are text just for reading, and some have code, which can be run.

- Tips for Windows:
  -  +  or  to put your windows side-by-side
  - `Alt+Tab` to switch between windows
  - `Ctrl+Tab` and `Ctrl+Shift+Tab` to go back and forth between tabs

# Hello World

Keeping with tradition we'll start by printing "Hello, World!" to the console.

```
print("Hello, World!")
```

- It will take a bit longer to run this first code block
- Run it by clicking the little play button:  `print("Hello, World!")`
- or typing `Shift + Enter`
- Try changing the words between the double-quotes and run it again!

# Variables

We can tell the computer to "remember" something using variables.

Run the cell below:

```
name = "Alice"  
age = 30  
print("Hello,", name)  
print("You are", age, "years old.")
```

# Naming Variables

In lines 1 and 2 we are "assigning" a value to variables. You can name a variable whatever you want, but it should describe what it stores, just like labeling moving boxes!

Can you pick out the least helpful name?

- a. Clothes
- b. Books
- c. Stuff
- d. Pillows



# Another way to print variables

If you put a variable on the last line of a code cell, it will print the value of that variable.

## For example

```
name
```

# More on Variables

```
age = 30
```

- The `=` in the above statement is called the assignment operator.
- Unlike in Math, the order matters and the variable always goes on the left; for example, this will give you a syntax error:

```
30 = name
```



# Variables: Try it some more

In the empty cell below, create a *new* variable and assign a value to it, then print the value of your variable. For example:

```
today = "Monday"  
print(today) # this would print 'Monday'
```

```
# Put your code below
```

# More on Variable Names in Python

- Variable names must begin with a letter or an underscore (`_`).
- There are some *conventions* you should follow:
  - If your name has a space in it replace the space with an underscore. This is called "snake case"!
    - Example: `my_name`
  - Only use lowercase letters for variable names.
    - Uppercase names are reserved for classes, which we'll get to later.
    - All capital letters are for constants, variables that should not change value.

# Data Types

Python has strings, integers, floats, and booleans.

To find the type of something, you can use the `type()` function

```
x = 10    # integer  
y = 3.14  # float  
z = "Python" # string  
a = True  # boolean
```

```
type(a)
```

# Data Types: Try It

Check the type of the variable you created previously, using `type()`. Alternatively, you can make a new variable if you like.

## Example

```
dog = "Fido"  
type(dog)
```

(This example would print `<class 'str'>` and 'str' is short for string)

```
# Put your code below
```

# Operators

We can do arithmetic with these operators:

- Addition: `+`
- Subtraction: `-`
- Multiplication: `*`
- Division: `/`

Run this code block:

```
result = 10 + 5  
result
```

# Operators: Try it

- In the cell below, do the following:
  - store the result of  $5 + 3$  in a variable called `sum`
  - store the result of  $5 - 3$  in a variable called `difference`
  - store the result of  $7 \times 2$  in a variable called `product`
  - store the result of  $6 / 2$  in a variable called `quotient`

```
# Put your code below
```

# Input and Output

We can interact with the user by taking input and displaying output.

```
name = input("What is your name? ")  
print("Hello,", name)
```

# Input and Output: Try it

Ask the user for their name and then print a greeting using their name.

```
# Put your code below
```



# That's it for now

Remember: the best way to learn Python is by playing with it!

Practice and experiment whenever you can!

