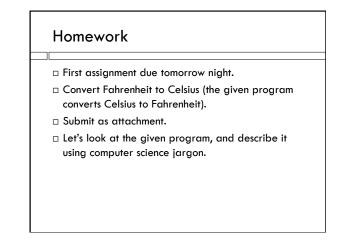
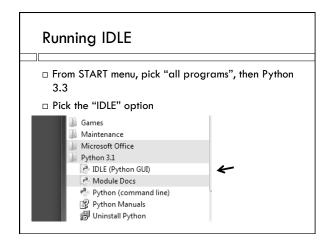
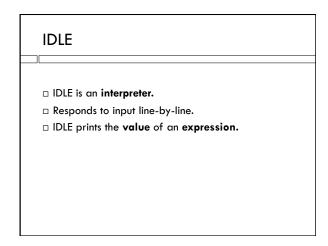
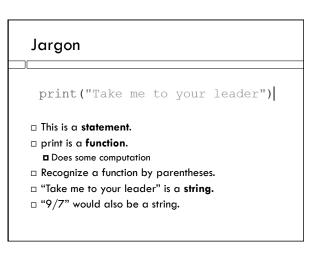
ECS 10



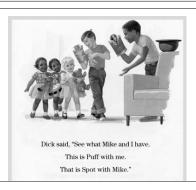








Strings in English



Expressions

print(4+5)

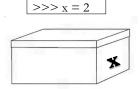
- □ **4+5** is an **arithmetic expressio**n.
- □ It's value is 9.
- \square 4, 5 and 9 are integers.
- \Box + is an operator.
 - □ Does computation, like a function. The only reason there are two ways to do computation is that it is more human-readable.

Variables

- □ x is a variable
- \Box "x = 2" is an **assignment** statement
- □ Variable on left-hand side gets value on right-hand side
- □ Pronounce this "x gets 2" or "x becomes 2"
- □ **Value** of x is now 2

Variables

 \Box Think of a variable as a box.



 \Box The name x is the label on the box.

Variables

□ Think of a vari<u>able as a box.</u>

- $\hfill\Box$ The integer 2 is in the box.
- $\hfill\Box$ The name of the variable is x, 2 is its value.

Variables in computer memory

x = 2

- □ A assignment statement stores data (in this case, the number 2) in the computer's memory
- The program uses the variable name to refer to the particular location in memory where the data is stored (the label on the box where it put it).

Floating point numbers

- □ 7.0, 2.0, 0.0006, 7.34 floating point numbers
- \Box 7/2 produces the floating point value 3.5
- \Box 6/3 produces the floating point value 2.0
- \Box If either number is floating point, so is the answer so 7.0 + 3 produces the floating point value 10.0.

Floating point is not exact

>>> 8.0/3.0

2.66666666666666

- □ This is weird...why?
- Computer numbers have a fixed number of decimal places
- Exact results with floating point numbers would have an infinite number of decimal places:

Example: 8.0/3.0 has the value 2.666666......

Data types

- Strings, integers and floating point numbers are different data types in Python
- □ You can store any data type in a variable.

Program

- □ To write a whole **program** instead of single lines, we use the **script** window.
- $\hfill\Box$ A script is a program that is run by an interpreter.
- The other option is a compiler translating the program into machine-readable form and actually running it are two separate steps.

Making a program

□ Remember and repeat a bunch of commands



Type and role

- $\hfill \Box$ The variable celsius has type integer and it's role is to store the input temperature in Celsius.
- $\hfill\Box$ The type is a data type
- $\hfill\Box$ The role is what it is supposed to do in the program
- □ There are many possible roles, but most variables fall into a few stereotyped roles.

The user



The person running the program.

Getting input from the user

celsius = input("Enter temperature in celsius: ")

- $\hfill\Box$ The input $\mbox{\it function}$ asks the $\mbox{\it user}$ for a data value.
- □ The data type of the variable on the left is always string.
- $\hfill\Box$ We say the input function returns a string.

ECS 10 Commenting Rules

- □ When you first introduce a variable, add a comment
 - What data type is it (integer, string, floating point)?
 - What is it's role?

Tomorrow's assignment

- □ Does not need to get user input.
- □ You can if you want to get a move on....which is a good idea!