

Objects, Variables, Data Types, Expressions, and Assignments

zyBooks
"Programming in Python 3"
chapter 2

Data Types

- Computer programs manipulate quantities (or "values") to produce useful results
- Quantities have a *type*
 - **Numeric: 3, -7, 8.5, and so forth**
 - **textstring: "abcd", "Hello, world", "3.14"**
 - » Strings are marked by single or double *quotes*
 - **More complicated types, with multiple parts**
 - » Lists, Tuples, Dictionaries, Sets
 - » Programmers can defined others as needed

Data Objects

- Python refers to quantities that have known types as *objects*
 - 8.5 is a *floating-point* object (a number)
 - -7 is an *integer* object (a number)
 - "Hello world" is a *string* object
 - "M" is a one-character-long string object
 - "3.14" is a string object that looks like a number
 - » But it isn't a number, it's string
- Objects in Python have "identities" that are reported by the "id()" function
 - Technical: the identity is related to the object's location in computer RAM

Type Examples

- What type is:
 - 2
 - integer
- What type is:
 - 2.0
 - floating-point
- What type is:
 - "2"
 - string
- Mathematics – what type is:
 - $2 + 3j$
 - complex number
- Mathematics – what type is:
 - "2 + 3j"
 - another string

Verify: Python Supports Type Checking

- The "type" builtin function

```
In [6]: print(type(3.5))
<class 'float'>

In [7]: x = type(3.5)

In [8]: x
Out[8]: float

In [9]: print(x)
<class 'float'>

In [10]: type(x)
Out[10]: type

In [11]: |
```

Variables and Constants

- Objects like 8.5 and "M" don't change their value – they are constants, or **literals**
- Some objects need to change their value as part of a program – they are **variables**
 - Variables act as "containers" for other objects
- Variables have *names* that follow rules
 - Names *start* with a letter: 'a'-'z' or 'A'-'Z'
 - Names are made up of
 - » letters – 'a'-'z', 'A'-'Z',
 - » digits – '0'-'9',
 - » and underscore – '_'

Variable Names

- Convenient variable names are short and easy to type
 - ...but it's difficult to remember what they contain
- Helpful variable names describe the values they contain
 - ...but too much description is hard to type
- "Good" variable names are descriptive but easy to type
- "Best practice" says that good variable names are composed of words separated by '_'
 - '_' not always used

Examples of Variable Names

- What kind of variable names are:
 - i
 - a
 - *Very temporary variables* – common for brief use, but not descriptive or "good"
- How about:
 - average_speed
 - *Pretty good, not too hard to type*
- This?
 - x,y
 - *x,y* – *two variables, not one!*

Special Names

- Some names have predetermined meanings:
 - `print, len, list, int, str` - for example
 - These will cause confusion if they are used as variable names
- Some names are *reserved*, and cannot be changed:

<code>False</code>	<code>class</code>	<code>finally</code>	<code>return</code>	<code>return</code>
<code>None</code>	<code>continue</code>	<code>for</code>	<code>lambda</code>	<code>try</code>
<code>True</code>	<code>def</code>	<code>from</code>	<code>nonlocal</code>	<code>while</code>
<code>and</code>	<code>del</code>	<code>global</code>	<code>not</code>	<code>with</code>
<code>as</code>	<code>elif</code>	<code>if</code>	<code>or</code>	
<code>assert</code>	<code>else</code>	<code>import</code>	<code>pass</code>	
<code>break</code>	<code>except</code>	<code>in</code>	<code>raise</code>	

Basic Assignments

- Assignment gives a variable a value
i.e., it "puts an object into a container"
- Assignments use the "equals" operator
 - `=`
 - This is **different** from how the equals sign is used in mathematics
- A variable must be on the left side of the assignment
- Examples:
 - `average_speed = 65.5`
 - `myname = 'Abraham Lincoln'`

Expressions

- Expressions assemble values from other values
 - The assembled values will have a *type*
- Expressions are composed of objects and *operators*
 - Trivially small "expressions" don't need any operators
- Expression objects can be literals, variables

Some Examples of expressions

Expression	Result Type	kind
<code>3 + 4</code>	integer	<i>constant</i>
<code>(a - 8.5)/2.0</code>	floating-point	<i>variable (if a is a variable containing a floating-point object; otherwise, an error)</i>
<code>z = 'wacka '</code> <code>z * 3</code>	string	<i>The first line is an assignment; the second line is an expression</i>
<code>z</code>	string (z as above)	<i>trivial - no operators</i>
<code>"3.14" - 3.0</code>	error!	<i>Can't combine numbers and string this way</i>

Assignments

- Expressions can be used anywhere a value is needed
- For convenience, expressions are often assigned to variables
 - Variable holds *current* value of the expression
- Examples:

```
first_name = 'Margaret'  
last_name = 'Hamilton'  
computer_scientist = first_name + ' ' + last_name  
first_name = 'Englebert'  
  
print(computer_scientist) # still shows "Margaret Hamilton"
```

Updating Variables

- What does this do?

```
count = 2  
print(count, end=', ')  
count = count + 2  
print(count, end=', ')  
count = count + 2  
print(count, end=', ')  
count = count + 2  
print(count, end=', ')  
print('Time to stop and cogitate!')
```

Some Special Assignments

- Combine an operator with an assignment:
 - `x += 2` # x's old value is **incremented** by 2

 - `echo = 'Hello '` # simple assignment
 - `echo += 'world'` # assignment with joining

 - `echo *= (4 + n)` # at least 4 echoes?
- Contents of variable on left-hand-side are *modified* by the operation and value on the right-hand-side
 - Right-hand-side can be literal or expression

Comments - the Hashtag Symbol

- Sometimes a code writer wants to leave a note, usually explaining what some code is doing
- Lines that start with a "#" are *comments*
 - Extends to the end of the line
 - Can follow "real" Python statement
 - Multiline comments must have a "#" on each line
- Examples on previous slide

Long Expressions - the Continuation Character "\

- Long expressions are difficult to read, and harder to debug
- Spread expression over multiple lines:
 - End first line with a backslash ("\")
 - Repeat on as many lines as needed
 - Last line ends with **no** backslash
- Backslash also used in strings to "escape" certain characters
 - "\n" - newline character
- Don't confuse backslash "\" with division "/"
 - Unrelated

Example: the Quadratic Formula

no such
operator
in Python

$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

- Python versions:

```
xplus = (-b + ( b**2 - 4*a*c )**0.5) \  
        / (2*a)
```

```
xminus = (-b - ( b**2 - 4*a*c \  
               )**0.5) / (2*a)
```

backslashes

Continuation Details

- Backslash must be the last character on the line
 - No following comment!
- Indentation of continued lines not important
 - Usually indented to make visual recognition easier
- Preferred: continue an expression at some natural breaking point
 - Previous "xplus" break is better than "xminus" break
- Can't continue comments
 - Just make multiline comments

Some Continuations are Implied

- BMI calculation:
 - `bmi = kilos / meters**2 # fine expression`
 - `bmi = kilos / meters**2 # illegal syntax`
 - `bmi = (kilos / meters**2) # Python "knows" ... # ...it's continued`
- (This behavior seems to have changed slightly with the most recent versions of the language.)

next up...

- compound types - *collections*
- zyBooks chapter 3, "Types"