

Vocabulary

variable	something that can change
string	a list of characters
loop	infinite playing
integer	full number
number	
float	decimal number
number	
print	show the output
syntax	grammar/structure of language
modulo	find the remainder
boolean	true/false
function	a piece of code in a program
function call	telling that program to execute that function
parameter	something you gave to the function
argument	parameter

Code

input()	gain information for user
int()	change number to be integer number
float()	change number to be decimal number
str()	a list of number, letter and symbols
print()	show the result
len()	the length of the string
#	comment, no effect

Math

==	equal to
!=	not equal to
<	less than
>	more than
<=	less than or equal to
>=	more than or equal to
%	modulo, find the remainder

Multiplication & Exponent

string * number	combine the string
number * number	multiply(math)
number ** number	exponent(math)

Addition

string + string	combine together
number + number	addition(math)

CRASH!

string + number	CRASH!
string * string	CRASH!
string ** string	CRASH!

True/False

True or anything is always TRUE
False and anything is always FALSE

Forever While Loop

```
while True:
    use r_input =
    input( 'Enter a number: ')
    number = int(us -
er_ input)
    pri nt('The number
squared is', number ** 2')
```

Decision Making/Conditional Statements

```
if 3 < 2: #if statement must
compare 2 Boolean\
    pri nt('3 is less than
2')
elif 4 < 2: #can't have 0 or
more elif statement
    pri nt('4 is less than
2')
elif 5 < 2:
    pri nt('5 is less than
2')
else: #can have 0 or 1 else
statement at the end
    pri nt( 'none of the
above are True')
```

While Loop with List

For-Loop with List

```
forlist = [3, 4, 5, 2, 1]
for item in forlist:
    pri nt( item)
```

Functions

```
#function with no
parameters/arguments
#and no return value
#return is optional if you do
not return a value
def nameOf Fun cti on():
    print ('This function
has no paramet ers')
    print ('This function
has no return value')
    return # no value, just
exits the function
```

```
_____ -
_____ -
_____
#function call
nameOf Fun ction()
#function with 1 paramet er /ar gument
def testFu nct ion (pa ram):
    print ('This function
has 1 paramet er')
    print (param)
#function call
testFu nction ("this is the
parameter value") _____ -
_____ -
_____
#function with 2 parameters and
a return value
def functi on3 (pa ram1,
param2):
    pri nt( 'This function
has 2 paramet ers')
    return param1 + param2 #
return value
#function call and store the
result in a variable
return Value = functi on3(2, 3)
print (retur nValue)
```

Count Even&Odd

```
thelist = [4, 3, 2, 1, 0]
index = 0 # start at the first
item
while index < len(thelist):
    print (thelist[index])
#prints each item
    index = index + 1
```

```
#repeatedly receives positive
integers from user and exit when
gets negative number, then count
even and odd number
evenCount = 0
oddCount = 0
while True:
    user_input = int(input("Enter number: "))
    if user_input < 0:
        print("Total even: ", evenCount)
```



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Count Even&Odd # (cont)

```
> print("Total odd: ",oddCount)
break
elif user_input > 0:
    if user_input % 2 == 0:
        evenCount = evenCount + 1
    else:
        oddCount = oddCount + 1
```

Mystring

```
' ' '
expected output:
0
01
012
0123
01234
' ' '

mystring = " "
count = 0
while count < 5:
    mystring = mystring +
str(count)
    print(mystring)
    count = count + 1
```

Condition While Loop

```
count = 0 #start at 0
while count < 10: #loop while
count is less than 10
    print(count)
#will print number 0-9
    count = count + 1
#must increase count
' ' '
output
0
to
9
' ' '

```

Countdown Machine

```
user_number = input("What number
do you want to count down? ")
number = int(user_number)
countdown_string = ' '
while number > 0:
    countdown_string =
countdown_string + str(number) + " "
    number = number - 1
#print(number)
print(countdown_string)
```

Random List

```
import random
#create a list
mylist = [-1,1.2,1,1,"sruj -
ryju","yikjghk"]
random_item = random.choice(mylist)
print(mylist[random_item])
```

Reverse Word

```
while True:
    word = input("Please enter a word")
    index = 0
    reverse = ' '
    while int(index) < len(word):
        reverse = word[index]
+ (reverse)
    index = int(index) + 1
print("Reverse: ", reverse)
```

Function pi*2

```
def areacircle(r):
    pi = 3.1415
    return pi2
```

Printing values

```
print("hello", "there") #displays hello there
print("hello" + "there") #displays hellothere
```

Combining Strings (Concatenation)

```
"hi" + "there" == "hithere"
"hi" * 5 == "hihihihihi"
```

Naming Convention

Rule for giving name

- letter
 - numbers
 - underscore_
- Valid name
- _mystr
 - my3
 - Hello_there

Invalid name

- 3my = "hi" -- cannot start with number
- first name = "hi"
- first-name
- first+name

Example

```
Print(2) - integer
Print(2.5) - floating point
Print("Hello") - string
Print(mystr) - variable
Print(mystr, "Hi",2,1.0) -- commas
mystr = "Hi"
mystr <- name
"Hi" <- value can change
print(int(1.5)) -> 1
print(int("2")) -> 2
print(float(1)) -> 1.0 anything to a float
```

Example Code

```
mylist = [1, 'hello', 2.5]
print(mylist)
print(mylist2)
print(mylist3)
# how to make a list with all numbers from
0-99
mynumbers = range(5)
for num on mynumbers:
    print(num)
```