Lecture 2

Variables & Assignment

Announcements for Today

If Not Done Already

- Enroll in Piazza
- Sign into CMS
  - Fill out the Survey
  - Complete Quiz 0
- Read the textbook
  - Chapter 1 (browse)
  - Chapter 2 (in detail)

Lab 1

- Getting started with Python
  - Good time to bring a laptop
  - Help you install the software
- Please stay in your section
  - E-mail conflicts to Molly
  - mjt264@cornell.edu
- Have one week to complete
  - Fill out questions on handout
  - Show to TA before next lab

Labs vs. Assignments

Labs

- Held every week
- Graded on **completeness**
  - Always S/U
  - Try again if not finished
- Indirect affect on grade
  - Can miss up to 2 labs
  - After that, grade reduced
- Similar to language drills
  - Simple, but take time

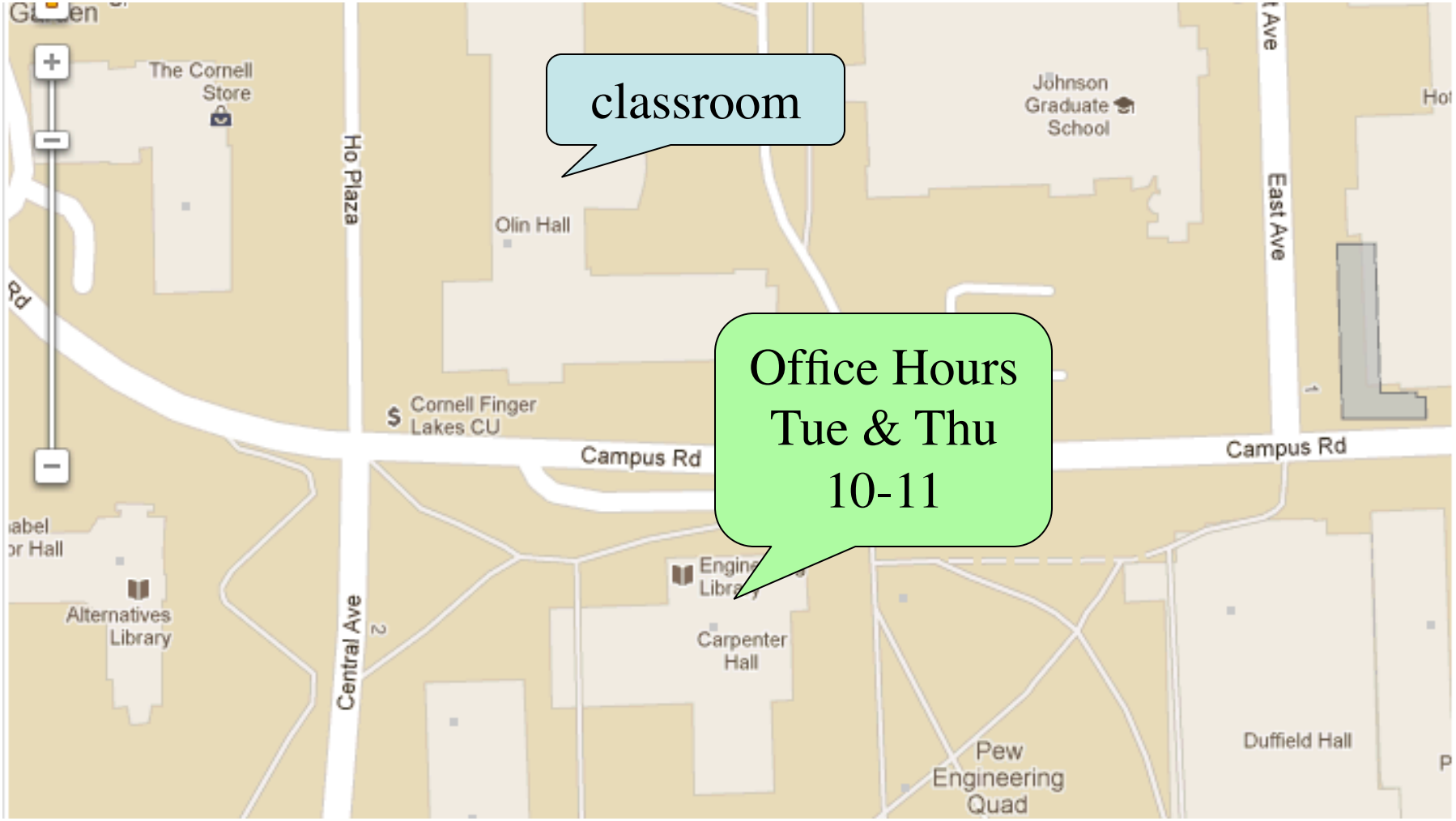
Assignments

- Every two weeks
  - First one due Sep. 25
- Graded on **correctness**
  - Assign points out of 100
- But **first** one is for *mastery*
  - Resubmit until perfect grade
- 40% of your final grade
- Designed to be more fun
  - graphics, game design

Helping You Succeed in this Class

- **Consultants.** ACCEL Lab Green Room
  - Daily office hours (see website) with consultants
  - Very useful when working on assignments
- **AEW Workshops**. Additional discussion course
  - Runs parallel to this class – completely optional
  - See website; talk to advisors in Olin 167.
- **Piazza.** Online forum to ask and answer questions
  - Go here first **before** sending question in e-mail
- **Office Hours.** Talk to the professor!
  - Available in Carpenter Hall Atrium between lectures

Office Hours this Semester



iClickers

- Have you registered your iclicker?
- If not, visit
  - atcsupport.cit.cornell.edu/pollsrvc/
- Instructions on iclickers can be found here:
  - atc.cit.cornell.edu/course/polling/clickers.cfm
- Find these links on the course webpage
  - Click “Texts”
  - Scroll down on the page that opens

Warm-Up: Using Python

- How do you plan to use Python?

A. I want to work mainly in the ACCEL lab
B. I want to use my own Windows computer
C. I want to use my own Macintosh computer
D. I want to use my own Linux computer
E. I will use whatever I can get my hands on

Type: Set of values and the operations on them

- Type **int**:
  - **Values**: integers
  - **Ops**: +, –, *, /, %, **
- Type **float**:
  - **Values**: real numbers
  - **Ops**: +, –, *, /, **
- Type **bool**:
  - **Values**: **True** and **False**
  - **Ops**: not, and, or
- Type **str**:
  - **Values**: string literals
    - Double quotes: `"abc"`
    - Single quotes: `'abc'`
  - **Ops**: + (concatenation)

Will see more types in a few weeks

Operator Precedence

- What is the difference between the following?
  - 2*(1+3) **add, then multiply**
  - 2*1 + 3 **multiply, then add**
- Operations are performed in a set order
  - Parentheses make the order explicit
  - What happens when there are no parentheses?
- **Operator Precedence**: The *fixed* order Python processes operators in *absence* of parentheses

Precedence of Python Operators

- **Exponentiation**: **
- **Unary operators**: + –
- **Binary arithmetic**: * / %
- **Binary arithmetic**: + –
- **Comparisons**: < > <= >=
- **Equality relations**: == !=
- **Logical not**
- **Logical and**
- **Logical or**

- Precedence goes downwards
  - Parentheses highest
  - Logical ops lowest
- Same line = same precedence
  - Read "ties" left to right
  - Example: 1/2*3 is (1/2)*3

- Section 2.7 in your text
- See website for more info
- Major portion of Lab 1

Casting: Converting Value Types

- Basic form: *type*(*value*)
  - float(2) casts value 2 to type **float** (value now 2.0)
  - int(2.56) casts value 2.56 to type **int** (value is now 2)
- Narrow to wide: **bool ⇒ int ⇒ float**
  - *Widening* Cast. Python does automatically if needed
    - **Example**: 1/2.0 evaluates to 0.5 (casts 1 to **float**)
  - *Narrowing* Cast. Python *never* does automatically
    - Narrowing casts cause information to be lost
    - **Example**: float(int(2.56)) evaluates to 2.0

Expressions vs Statements

Expression

- **Represents** something
  - Python *evaluates it*
  - End result is a value
- Examples:
  - `2.3` — Value
  - `(3+5)/4` — Complex Expression

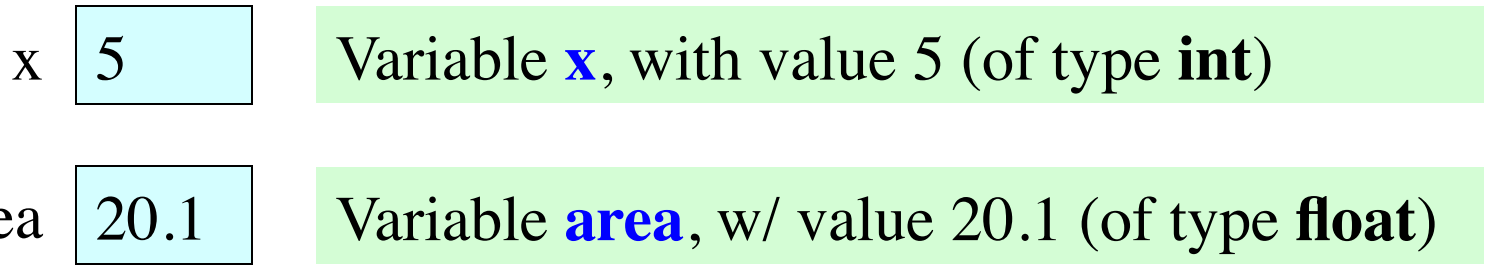
Statement

- **Does** something
  - Python *executes it*
  - Need not result in a value
- Examples:
  - `print "Hello"`
  - `import sys`

Will see later this is not a clear cut separation

Variables (Section 2.1)

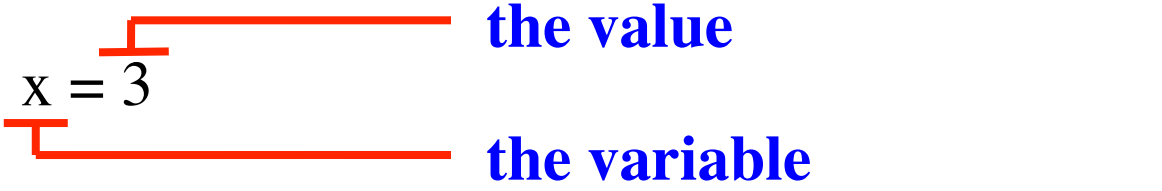
- A **variable** is
  - a **named** memory location (**box**),
  - a **value** (in the box)
- Examples



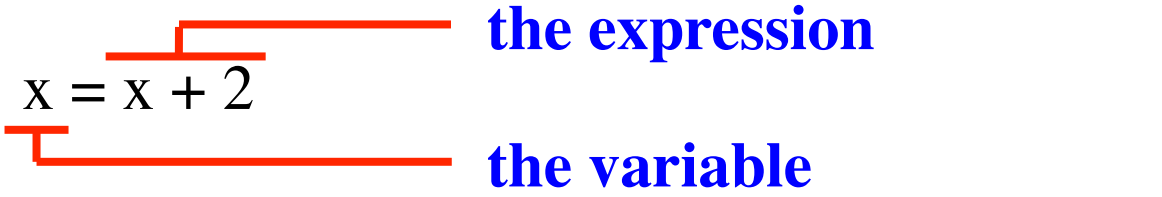
- Variable names must start with a letter
  - So 1e2 is a **float**, but e2 is a variable name

Variables and Assignment Statements

- Variables are created by **assignment statements**
  - Create a new variable name and give it a value



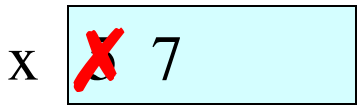
- This is a **statement**, not an **expression**
  - Tells the computer to DO something (not give a value)
  - Typing it into >>> gets no response (but it is working)
- Assignment statements can have expressions in them
  - These expressions can even have variables in them



Execute the Statement: x = x + 2

A: I did it correctly!
B: I drew another box named x
C: I did something else
D: I did nothing –just watched

- Draw variable x on piece of pa



- Step 1: evaluate the expression x + 2
  - For x, use the value in variable x
  - Write the expression somewhere on your paper
- Step 2: Store the value of the expression in x
  - Cross off the old value in the box
  - Write the new value in the box for x
- Check to see whether you did the same thing as your neighbor, discuss it if you did something different.

Execute the statement: `x = 3.0 * x + 1.0`

A: I did it correctly!
B: I drew another box named x
C: I did something else
D: I did nothing –just watched

- You have this:

  x | ~~7.0~~ ~~7.0~~ 22.0

- Execute this command:
  - Step 1: **Evaluate** the expression `3.0 * x + 1.0`
  - Step 2: **Store** its value in x
- Check to see whether you did the same thing as your neighbor, discuss it if you did something different.

Execute the statement: `x = 3.0 * x + 1.0`

- You now have this:

  x ~~3.0~~ ~~7~~ 22.0

- The command:
  - Step 1: **Evaluate** the expression `3.0 * x + 1.0`
  - Step 2: **Store** its value in x
- This is how you execute an assignment statement
  - Performing it is called **executing the command**
  - Command requires both **evaluate** AND **store** to be correct
  - Important *mental model* for understanding Python

Exercise: Understanding Assignment

- Add another variable, interestRate, to get this:

- Execute this assignment:

```
interestRate = x / interestRate
```

- Check to see whether you did the same thing as your neighbor, discuss it if you did something different.

A: I did it correctly!
B: I drew another box called "interestRate"
C: I stored the value in the box for x
D: I thought it would use **int** division
E: I did something else (or nothing)

Exercise: Understanding Assignment

- You now have this:

x ~~22.0~~ | interestRate ~~5.5~~ | intrestRate 27.5

- Execute this assignment:

```
intrestRate = x + interestRate
```

- Check to see whether you did the same thing as your neighbor, discuss it if you did something different.

Spelling mistakes in Python are bad!!

A: I did it correctly!
B: I stored the value in "interestRate"
C: I stored the value in x
D: I did something else (or nothing)

Dynamic Typing

- Python is a **dynamically typed language**
  - Variables can hold values of any type
  - Variables can hold different types at different times
  - Use `type(x)` to find out the type of the value in x
  - Use names of types for conversion, comparison

```
type(x) == int
x = float(x)
type(x) == float
```

- The following is acceptable in Python:

```
>>> x = 1
```
← x contains an **int** value

```
>>> x = x / 2.0
```
← x now contains a **float** value

- Alternative is a **statically typed language** (e.g. Java)
  - Each variable restricted to values of just one type

Dynamic Typing

- Often want to track the type in a variable
  - What is the result of evaluating x / y?
  - Depends on whether x, y are **int** or **float** values
- Use expression `type(<expression>)` to get type
  - `type(2)` evaluates to `<type 'int'>`
  - `type(x)` evaluates to type of contents of x
- Can use in a boolean expression to test type
  - `type('abc') == str` evaluates to **True**