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### CS 161: Introduction to Programming and Problem-solving

Warren Harrison Variables and Simple I/O





• We've learned how to display *string constants* using the print function:

print("hello world")

- A string like "hello world" has a *constant* value
- Only useful if you want to display the same message every time you run the program



### Variables

- Recall memory (RAM) is a contiguous sequence of addressable "boxes" that can hold data
- Variables are symbolic representations of memory location addresses
- A variable can be considered to "point to" a memory location just like the URL of a web page



URLs

A URL like

### http://web.pdx.edu/~warren

is the symbolic address of a web page, it isn't the web page itself

Your browser will display the contents of the page

 if someone changes the page contents, those
 will be displayed next time you visit that URL



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- · We say a URL "points" to a web page
- We say a variable "points" to a memory location
- If you use the name of a variable in a Python instruction, the contents of the memory location the variable "points to" will be used we often say that the variable *returns* a particular value



Variable Assignments

- In order for a variable to return a value from a memory location, we have to put a value there
- We use an *assignment statement* to put a value in a memory location:

 This associates the variable name x with a memory location, and places (or *assigns*) the string "Hello World" in that memory location



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### Variable Name Rules

- Names can be arbitrarily long
- Names can contain letters, numbers and '\_'
- · The first character has to be a letter
- Names can contain upper and lower case letters, but upper and lower case letters are different - psu and PSU are different variable names
- Adam, adam, b4 and my\_schools\_NAME are legal variable names PORTLANDS

### **Rules vs. Conventions**

- Rules refer to what you *can* do
- · Conventions refer to what you should do
- Consider general and Python-specific convections when it comes to selecting variable names
  - descriptive names
  - consistency

- start variables with a lower case letter (Pythonspecific)
- keep names under 15 characters



### Using Variables in the print() Function



- This doesn't extend our capabilities beyond printing string constants
- Use the input() function to get the value to put in the memory location from the user



Assigning a Value to a Named Memory Location Using input()

```
greeting = input("Enter a Greeting")
print(greeting)
```

• This makes for a more general program since you can make it display any greeting you enter instead of a "hard-coded" greeting.



### We Can Also Have Multiple Variables

```
firstName=input("First Name: ")
lastName=input("Last Name: ")
print("Dear Mr./Ms. ",lastName)
print()
print("May I call you ",firstName,"?")
print("I'd like to sell you a swamp")
print("in Damascus, Oregon")
```



Swamp Sales R Us

```
>>>
First Name: Warren
Last Name: Harrison
Dear Mr./Ms. Harrison
May I call you Warren ?
I'd like to sell you a swamp
in Damascus, Oregon
22 >>>
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```

# The Syntax & Semantics of the input() Function

- variable name = input (argument)
- Allows a user to enter strings at the keyboard
- The argument is a single string that "prompts" the user to enter something – it can be a string constant or a variable referencing a string
- The *variable name* references the memory location that the value the user enters should be placed

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- An escape sequence allows you to put "special characters" or characters you wouldn't ordinarily be able to use into a string
- An escape sequence always begins with a backslash: "\"
- You can insert a quote: \' or \"
- ... or a non-printable character



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### **Escape Sequences**

- \\ prints a backslash
- \' prints a single quote
- \" prints a double quote
- \n inserts a new line
- \t inserts a tab

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• \a rings the bell (may not work within IDLE)





# <section-header> **Arithmetic**9. We can't do arithmetic on strings, but we often *do* want to do arithmetic 9. We need a numeric data type. 9. A numeric data type can contain numbers for use in computations 9. \* 9. \*

### For Example

- speed = distance / time
- area = length \* width
- celsius = (fahrenheit 32) \* 5 / 9
- fahrenheit = celsius \* 9 / 5 + 32



### input() revisited

- input() always returns a string
- this is often what you want, but not always
- you may want to enter a checking account balance, the area of a room, the speed of a car or the distance between two points
- *if you intend to perform arithmetic on a data item, it should be a number, not a string*



### A Program to Compute Your Average Speed

```
distance = input("miles traveled?")
minutes = input("travel time in minutes?")
speed = distance / minutes * 60
print("Your average speed was ",speed,"mph")
Traceback (most recent call last):
   File "C:/Users/Warren/Documents/Python
   Code/junk.py", line 3, in <module>
    speed = distance / minutes * 60
TypeError: unsupported operand type(s) for /: 'str'
   and 'str'
```

# You Can't Do Arithmetic on the String Returned by input()

- · Some strings are in "numeric format"
- We can convert those to numbers for use in computations using the int() function

```
numVar = int(input(argument))
```

- Converts a string in "numeric format" into an integer data type
- This is called type conversion.



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### Using int()

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<pre>distance = int(input("miles traveled? ")</pre>
<pre>minutes = int(input("time in minutes? ")</pre>
<pre>speed = distance / minutes * 60</pre>
<pre>print("Average speed was ",speed," mph")</pre>
>>>
miles traveled? 60
time in minutes? 45
Average speed was 80.0 mph
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## **Other Types of Type Conversion**

- int()
- float()
- str()
- Differences between an integer and a float ...

