

# CMSC201 Computer Science I for Majors

#### Lecture 03 - Variables

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## Last Class We Covered

- Algorithms
- Program Development
- Control Structures
  - Sequential
  - Decision Making
  - Loops
- Types of Errors
  - Syntax
  - Logic

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## Any Questions from Last Time?

#### Exercise

- What will each of the following do?
- 1.print("Hello')
  Error Need to have matching ' and "
  2.Print('Hello')

Error - Need to have lowercase print

3.print('Hello World')

Hello World

# Today's Objectives

- To start learning Python
- To learn more about variables
  - How to use them
  - Different types
- To learn how to use input and output
   To do interesting things with our program
- To play a party game

## Software Development Process

- A quick reminder about the process we follow
- 1. Analyze the problem
  - Determine specifications (requirements)
- 2. Create a design
- 3. Implement the design
- 4. Test and debug the program
- 5. Maintain the program

# Don't "Cowboy Code"

- "Cowboy coding" is when you jump right in to writing code without planning beforehand
  - -No formal management of project
  - -No standard way of coding
  - -Not planning things out
    - Forgetting to include important things
    - Having to make big changes later

## Example: Temperature Converter

You have been invited to live in Europe during a semester abroad. You aren't sure how to dress because the temperature is given in Celsius.

- Problem:
  - Temperature is given in Celsius
- Solution:
  - Write a program to convert Celsius to Fahrenheit

# Input/Process/Output

- Input
  - What information do you need for your converter?
- Process
  - What formulas do you need for your converter?
- Output
  - What is the output from your converter?



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# Introduction to Python (Variables)

# Python

- Python is a widely used language
  - General purpose
  - High-level language
- Emphasizes code readability

– More streamlined than some other languages

#### "Hello World!"

- In Python: print("Hello World!")
- In the C++ programming language:
   #include <iostream>
   int main() {
   std::cout << "Hello World!\n";
   }</pre>

## Elements of a Program

- Identifiers
  - Variables
  - Modules (later in the semester)
  - Functions (later in the semester)
- Expressions

Code that manipulates or evaluates identifiers

# We Start Python Today!

• Two ways to use Python

We will write programs for assignments

 You can write a program as a series of instructions in a file and then execute it

Use the interpreter to help you test things

 You can also test simple Python commands in the Python interpreter

## What Is a Variable?

- Something that holds a value
   Can change (unlimited number of times)
- Similar to variables in math
- In simple terms, a variable is a "box" that you can put stuff in



## **Rules for Naming Variables**

- Variables can contain:
  - Uppercase letters (A-Z)
  - Lowercase letters (a-z)
  - Numbers (0-9)
  - Underscores (\_)
- Variables can't contain:

- Special characters like \$, #, &, ^, ), (, @



## More Rules for Naming Variables

• Variables can be any length

– x

- IsKanyeRunningForPresidentIn2020
   myName
- Variables cannot <u>start</u> with a digit
  - 2cool4school is not a valid variable
  - cool4school is a valid variable

### Variables and Keywords

• Keywords are the reserved words in Python

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

- Variables cannot be keywords
  - or is not a valid variable name

- **orange** is an acceptable variable name

#### Exercise: Variables

• Are the following legal or illegal in Python?

1spam	No – Illegal!
raisel	Yes – legal!
Spam_And_Eggs	Yes – legal!
	But it doesn't follow
	our coding standards!
	spamAndEggs or
	spam_and_eggs

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# Using Variables in Python

- You create a variable when you declare it
- You also need to initialize it before using
   Use the assignment operator (equal sign)



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# Introduction to Python (Expressions)

#### Expressions

Programs manipulate data
 Allows us to do interesting things

• Expressions calculate new data values

• Use assignment operator to set new value

#### **Expressions** Example



#### **Common Mistake**

- Many new programmers mix up the left and right hand sides of the assignment operator
  - Variable being set is on the *left*
  - Expression is on the *right*
  - Evaluate the expression <u>first</u>, then assign the value

numCandy = 4 + 1 
$$\checkmark$$

$$4 + 1 = numCandy$$

## Variable Types

- There are many different kinds of variables!
   Numbers
  - Integers
  - Floats (decimals)
  - -Booleans (True and False)
  - Strings (collections of characters)

## Variables Types: Examples

- aString = "Hello class"
- $float_1 = 1.12$
- myBool = True
- anInteger = 7

dogName = "Ms. Wuffington"
classCode = 201

## Variable Usage

- Variables are designed for storing information
- Any piece of information your program uses or records <u>must</u> be stored in a variable
  - Python doesn't have a "short term memory," so everything needs to be written down for it

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# Introduction to Python (Input and Output)

### Output

Output is text that is printed to the screen
 So the user can see it (and respond)

• The command for this is **print** 

 Use the keyword "print" and put what you want to be displayed in parentheses after it

#### **Output Example**

The answer is 7

#### **Output Exercise 1**

- What will the following code snippet print?
- a = 10
- b = a \* 5
- c = "Your result is:"
- print(c, b)

#### Your result is: 50

#### Output Exercise 2

- What will the following code snippet print?
- a = 10
- b = a

a = 3

print(b)

There are two possible options for what this could do! Any guesses?

10

## **Output Exercise 2 Explanation**

- Why does it print out 10?
- When you set one variable equal to another, they <u>don't</u> become linked!

- They are separate <u>copies</u> of a value

 After b is set to 10, it no longer has anything else to do with a

#### **Output Exercise 2 Explanation**

- a = 10
  - b = a
  - a = 3

#### print(b)





## Output Exercise 2 Explanation a = 10

- b = a
- **a** = 3

#### print(b)





## Input

Input is text we get from the user
 We must tell them what we want first

userNum = input("Please enter a number: ")
print(userNum)

The output and input will look like this:
 Please enter a number: 22
 22

#### **How Input Works**

userNum = input("Please enter a number: ")

- Takes the text the user entered and stores it
   In the variable named userNum
- You can do this as many times as you like!
   userNum = input("Enter another number: ")
   userNum2 = input("Enter a new number: ")
   userAge = input("Please enter your age: ")

#### Input as a String

- Everything that comes through input() will come in the form of a string
- There is a difference between "10" and 10
  - "10" is a string containing two characters
  - **10** is understood by Python as a number

# **Converting from String**

 To turn an input string into a number, you can do the following:

aNum = input("Enter a number: ")

aNum = int(aNum)

- int stands for "integer" (a whole number)
- You can also do it in one line:
   aNum = int(input("Enter a number: "))

# **Converting from String**

- Do you think the string "1,024" will work if we try to cast it as an integer? Why?
- It won't work, because comma isn't a number
- We can cast to other data types as well
   flt = float(input("Enter float: "))

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#### Exercises

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#### Exercise: Calculating Averages

- Write, on paper or on your computer, a program that asks the user for two numbers and prints out the average.
- Make sure to use variables, and to get the input from the user!
- Does the order of operations come into play for this exercise?

## Exercise: Assignment Weighting

• Pretend you're writing a program to compute someone's weight grade. You have so far:

hwWeight		0.4
examWeight	=	0.5
discussionWeight	=	0.1

• Write a program that then asks the user for their homework grade, exam grade, and discussion grade and prints out their total grade in the class.

#### Class Exercise: Mad Libs

 Mad Libs is a word game where one player prompts the others for different types of words, using them to fill the blank in a story.

• The result is often hilarious, and almost always nonsensical.

#### Announcements

- Your discussions (Labs) start in person this week!
   Go to your scheduled location and time
- Homework 1 is out (on Blackboard)
  - Due by this Wednesday (Sep 14) at 8:59:59 PM
  - Complete the Syllabus/Course Website Quiz to see it
- Academic Integrity Quiz on Blackboard <u>soon</u>
   Must complete to see Homework 2