Foundations of Programming

Identifiers, variables, data and functions

Learning outcomes/key ideas

- Describe (and change) the type of data in Python
- Store data in variables using assignment statements
- Describe the difference between printing and returning values
- Define and call functions in Python

Nice reference: <u>https://www.w3schools.com/python/default.asp</u>

What is an identifier?

- The name of something.
- The name of a variable, a function or class.
- Composed of letters, numbers and/or underscores starting with a letter or underscore.
- Case matters: ABC is different than abc
- Name selection should give context to its use (VERY IMPORTANT)

What is a keyword?

- A word in the language that has a defined meaning.
- Can't be an identifier.
- Case matters:
 - "if" is a keyword
 - "IF" is an identifier

What is a statement?

- One line of code
- Written in a computer language (Python)
- Has a purpose:
 - Ask the computer to give a value to a variable
 - Ask the computer to evaluate an expression

What is a variable?

- A name associated with a value
- A name of a storage location that holds a value
- An association of a name of a storage location that holds a certain type of data.
 - xyz = 123 # "int"eger variable xyz holding an initial value (initialization) of 123
 - abc = 2.3 # float variable abc holding an initial value of 2.3
 - is_it = True # "bool"ean variable is_it holding an initial value of True
 - message = "Hello World" # "str"ing variable holding an initial value of "Hello World"
- You can update its value:
 - xyz = xyz + 456 # assignment...xyz gets prior value plus 456

What is a Function?

- A series of statements grouped together as a unit.
- Grouping has a purpose
- Grouping is named for that purpose
- The function is "called" to execute those statements
- The function often produces a result that is "return"ed to the caller.
- The caller often captures the return result and stores into a variable.
- Sometimes input is needed for the Function to produce that result.
- Inputs are called: parameters (sometimes called arguments)
- Functions are sometimes called: methods
- Code inside the function is called "the function body"
- A function body defines a "scope"
- Code inside function can be reused without retyping the code.

Functions:

- Used as a way to organize execution of a related group of statements to act as a unit to perform a task.
- Function call performs that task.
- Function definition includes:
 - name, parameters, function body code

def add (first, second):

""" adds parameters and send back result """

return first + second # adds parameters and send back result

- Indenting defines a "scope"
- "first" and "second" are only known within the "add" function body

Functions:

def add (first, second): """ adds parameters and send back result """ return first + second # adds parameters and send back result

def add print (first, second): """ adds parameters and prints result """ print (first + second) # adds parameters and prints result

function call
? A. Yes B.
A. 3 B
A. 3 B.

with assignment . No C. Maybe D. Sometimes 3. 0 C. Nothing D. 1+2 E. Error 0 C. None D. Other E. Error

result = add print (1,2) # function call with assignment # What is displayed?

func call: does above work? A. Yes B. No C. Maybe D. Sometimes A. 3 B. 0 C. Nothing D. 1 + 2 E. Error # What is value of result? A. 3 B. 0 C. None D. Other E. Error

Strings

Any sequence of characters between " " or ' ' # use double or single quotes

Strings are immutable (don't change, are not variable).

Strings – examples

Which of these are Strings?

1. " a "

2. "abc"

3. abc

4. "5"

5. ""

6. "5 + 5"

7. 5

A: 1, 2, and 3 only B: Everything but 3 C: Everything but 3 and 7 D: Everything but 4, 6, and 7 E: None of the above What is an expression?

- A series of terms and operators that evaluates to a result.
- Can't be a "LHS" (left hand side of assignment)Example:
 - variable = 1 + 3 # variable is LHS
 # and 1 + 3 is the expression
 1 + 3 = variable # does that work?
 A. Yes B. No

What can a "term" be?

- Literal: 1, 25, 1.3 (use that value, literally)
- Variable: xyz, abc
- Function call: some_function (1, 2)

Python uses underscores in identifier names

Changing Types (aka "type casting")

```
Ex: print (int (3.5))
A. 3.5 B. 3
                  C. 0 C. Other D. Error
Ex: print (float (10))
A. 10 B. 10.0 C. 0.0 C. Other D. Error
Ex: print (str (5) + str (5))
A. 10 B. 5+5 C. 55 C. Other D. Error
# Alternatively: Assign to a variable without printing
    var = int (3.5)
    var2 = float(10)
    var3 = str(5) + str(5)
```