

STUDY GUIDE #3

User Input

Get Input from User in Python

To get input from user in python, you have to use `input()` function. You can get any type of input using this `input()` function in python, you have only to place the type before the statement to get the desired type of input using the `input()` statement in python. Let's first start with discussing how to get integer input from user in python.

The following example asks for the username, and when you entered the username, it gets printed on the screen:

Python 3.6

```
username = input("Enter username:")  
print("Username is: " + username)
```

[Run Example »](#)

Python Data Types

Built-in Data Types

In programming, data type is an important concept, **green are current lesson types.**

Variables can store data of different types, and different types can do different things.

Python has the following data types built-in by default, in these categories:

Text Type: `str`

Numeric Types: `int`, `float`, `complex`

Sequence Types: `list`, `tuple`, `range`

Mapping Type: `dict`

Set Types: `set`, `frozenset`

Boolean Type: `bool`

Binary Types: `bytes`, `bytearray`, `memoryview`

Casting in python is therefore done using constructor functions:

- `int()` - constructs an integer number from an integer literal, a float literal (by rounding down to the previous whole number), or a string literal (providing the string represents a whole number)
- `float()` - constructs a float number from an integer literal, a float literal or a string literal (providing the string represents a float or an integer)
- `str()` - constructs a string from a wide variety of data types, including strings, integer literals and float literals

Example

Integers:

```
x = int(1)    # x will be 1
y = int(2.8) # y will be 2
z = int("3") # z will be 3
```

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Example

Floats:

```
x = float(1)      # x will be 1.0
y = float(2.8)   # y will be 2.8
z = float("3")   # z will be 3.0
w = float("4.2") # w will be 4.2
```

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Python Functions

A function is a block of code which only runs when it is called.

You can pass data, known as parameters, into a function.

A function can return data as a result.

Creating a Function

In Python a function is defined using the `def` keyword:

Example

```
def my_function():
    print("Hello from a function")
```

Calling a Function

To call a function, use the function name followed by parenthesis:

Example

```
def my_function():  
    print("Hello from a function")
```

```
my_function()
```

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Arguments

Information can be passed into functions as arguments.

Arguments are specified after the function name, inside the parentheses. You can add as many arguments as you want, just separate them with a comma.

The following example has a function with one argument (fname). When the function is called, we pass along a first name, which is used inside the function to print the full name:

Example

```
def my_function(fname):  
    print(fname + " Refsnes")
```

```
my_function("Emil")  
my_function("Tobias")  
my_function("Linus")
```

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Python Conditions and If statements

Python supports the usual logical conditions from mathematics:

- Equals: `a == b`
- Not Equals: `a != b`
- Less than: `a < b`
- Less than or equal to: `a <= b`
- Greater than: `a > b`
- Greater than or equal to: `a >= b`

These conditions can be used in several ways, most commonly in "if statements" and loops.

An "if statement" is written by using the `if` keyword.

Example

If statement:

```
a = 33
b = 200
if b > a:
    print("b is greater than a")
```

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Variable Names

A variable can have a short name (like x and y) or a more descriptive name (age, carname, total_volume). Rules for Python variables:

- A variable name must start with a letter or the underscore character
- A variable name cannot start with a number
- A variable name can only contain alpha-numeric characters and underscores (A-z, 0-9, and _)
- Variable names are case-sensitive (age, Age and AGE are three different variables)

Python Comparison Operators

Comparison operators are used to compare two values:

Operator	Name	Example
<code>==</code>	Equal	<code>x == y</code>

<code>!=</code>	Not equal	<code>x != y</code>
<code>></code>	Greater than	<code>x > y</code>
<code><</code>	Less than	<code>x < y</code>
<code>>=</code>	Greater than or equal to	<code>x >= y</code>
<code><=</code>	Less than or equal to	<code>x <= y</code>