

# Numbers and If statement

Data Structure, second stage, computer department, college of science  
for women.

Dr. Amer Al-Mahdawi.

# Types of Numbers

- **Integers**

- [illegible]

# Types of Numbers

- [illegible]

- Converting to Ints

- It is possible to convert another type into an integer using the `int()` function. For example, if we want to convert a string into an int (assuming the string contains an integer number) then we can do this using the `int()` function. For example:
- `total = int('100')`
- This can be useful when used with the `input()` function. The `input()` function always returns a string. If we want to ask the user to input an integer number, then we will need to convert the string returned from the `input()` function into an int. We can do this by wrapping the call to the `input()` function in a call to the `int()` function, for example:

# Converting to Ints

- `age = int(input('Please enter your age:'))`
- `print(type(age))`
- `print(age)`
- Running this gives:
- Please enter your age: 21
- `<class 'int'>`
- 21
- The `int()` function can also be used to convert a floating-point number into an
- int, for example:
- `i = int(1.0)`

# Floating Point Numbers

- The type used to represent a floating-point number is called float. Python represents floating point numbers using a decimal point to separate the whole part from the fractional part of the number, for example:
- `exchange_rate = 1.83`
- `print(exchange_rate)`
- `print(type(exchange_rate))`
- This produces output indicating that we are storing the number 1.83 as a floating
- point number:
- 1.83
- `<class 'float'>`

# Converting to Floats

- As with integers it is possible to convert other types such as an int or a string into a float. This is done using the float() function:
- `int_value = 1`
- `string_value = '1.5'`
- `float_value = float(int_value)`
- `print('int value as a float:', float_value)`
- `print(type(float_value))`
- `float_value = float(string_value)`
- `print('string value as a float:', float_value)`
- `print(type(float_value))`
- The output from this code snippet is:
- `int value as a float: 1.0`
- `<class 'float'>`
- `string value as a float: 1.5`
- `<class 'float'>`

# Converting an Input String into a Floating Point Number

- As we have seen the `input()` function returns a string; what happens if we want the user to input a floating point (or real) number? As we have seen above, a string can be converted into a floating-point number using the `float()` function and therefore we can use this approach to convert an input from the user into a float:
- `exchange_rate = float(input("Please enter the exchange rate to use: "))`
- `print(exchange_rate)`
- `print(type(exchange_rate))`
- Using this we can input the string `1.83` and convert it to a floating-point number:
- `Please enter the exchange rate to use: 1.83`
- `1.83`
- `<class 'float'>`

# Boolean Values

- Python supports another type called Boolean; a Boolean type can only be one of True or False (and nothing else). Note that these values are True (with a capital T) and False (with a capital F); true and false in Python are not the same thing and have no meaning on their own
- The equivalent of the int or float class for Booleans is bool. The following example illustrates storing the two Boolean values into a variable all\_ok:
  - `all_ok = True`
  - `print(all_ok)`
  - `all_ok = False`
  - `print(all_ok)`
  - `print(type(all_ok))`
- The output of this is
  - True
  - False
  - `<class 'bool'>`



# Boolean Values

- The Boolean type is actually a sub type of integer (but with only the values True and False) so it is easy to translate between the two, using the functions `int()` and `bool()` to convert from Booleans to Integers and vice versa. For example:
- `print(int(True))`
- `print(int(False))`
- `print(bool(1))`
- `print(bool(0))`
- Which produces
- 1
- 0
- True
- False

# Arithmetic Operators

Operator	Description	Example
+	Add the left and right values together	1 + 2
−	Subtract the right value from the left value	3 − 2
*	Multiply the left and right values	3 * 4
/	Divide the left value by the right value	12 / 3
//	Integer division (ignore any remainder)	12 // 3
%	Modulus (aka the remainder operator)—only return any remainder	13 % 3
**	Exponent (or power of) operator—with the left value raised to the power of the right	3 ** 4

# Integer Operations

- `home = 10`
- `away = 15`
- `print(home + away)`
- `print(type(home + away))`
- `print(10 * 4)`
- `print(type(10*4))`
- `goals_for = 10`
- `goals_against = 7`
- `print(goals_for - goals_against)`
- `print(type(goals_for - goals_against))`
- The output from this is
- 25
- `<class 'int'>`
- 40
- `<class 'int'>`
- 3
- `<class 'int'>`

# Integer Operations

- `print(100 / 20)`
- `print(type(100 / 20))`
- The output is
- 5.0
- `<class 'float'>`
- `res1 = 3/2`
- `print(res1)`
- `print(type(res1))`
- The output is:
- 1.5
- `<class 'float'>`

# Integer Operations

- `res1 = 3//2`
- `print(res1)`
- `print(type(res1))`
- which produces
- `1`
- `<class 'int'>`
- Ex:
- `print('Modulus division 4 % 2:', 4 % 2)`
- `print('Modulus division 3 % 2:', 3 % 2)`
- Which produces:
- `Modulus division 4 % 2: 0`
- `Modulus division 3 % 2: 1`

## Assignment Operators

Operator	Description	Example	Equivalent
<code>+=</code>	Add the value to the left-hand variable	<code>x += 2</code>	<code>x = x + 2</code>
<code>-=</code>	Subtract the value from the left-hand variable	<code>x -= 2</code>	<code>x = x - 2</code>
<code>*=</code>	Multiply the left-hand variable by the value	<code>x *= 2</code>	<code>x = x * 2</code>
<code>/=</code>	Divide the variable value by the right-hand value	<code>x /= 2</code>	<code>x = x / 2</code>
<code>//=</code>	Use integer division to divide the variable's value by the right-hand value	<code>x //= 2</code>	<code>x = x // 2</code>
<code>%=</code>	Use the modulus (remainder) operator to apply the right-hand value to the variable	<code>x %= 2</code>	<code>x = x % 2</code>
<code>**=</code>	Apply the power of operator to raise the variable's value by the value supplied	<code>x **= 3</code>	<code>x = x ** 3</code>