



# Review: Data types

- Integers (int)
  - Whole numbers; may be negative.
- Floating point numbers (float)
  - Any number with a decimal point; may be negative.
- Strings
  - Any sequence of letters, numbers, or punctuation.
  - String literals are always surrounded by quotation marks.

# Input from the keyboard

- Use a variation of a variable assignment:
- For integers:  

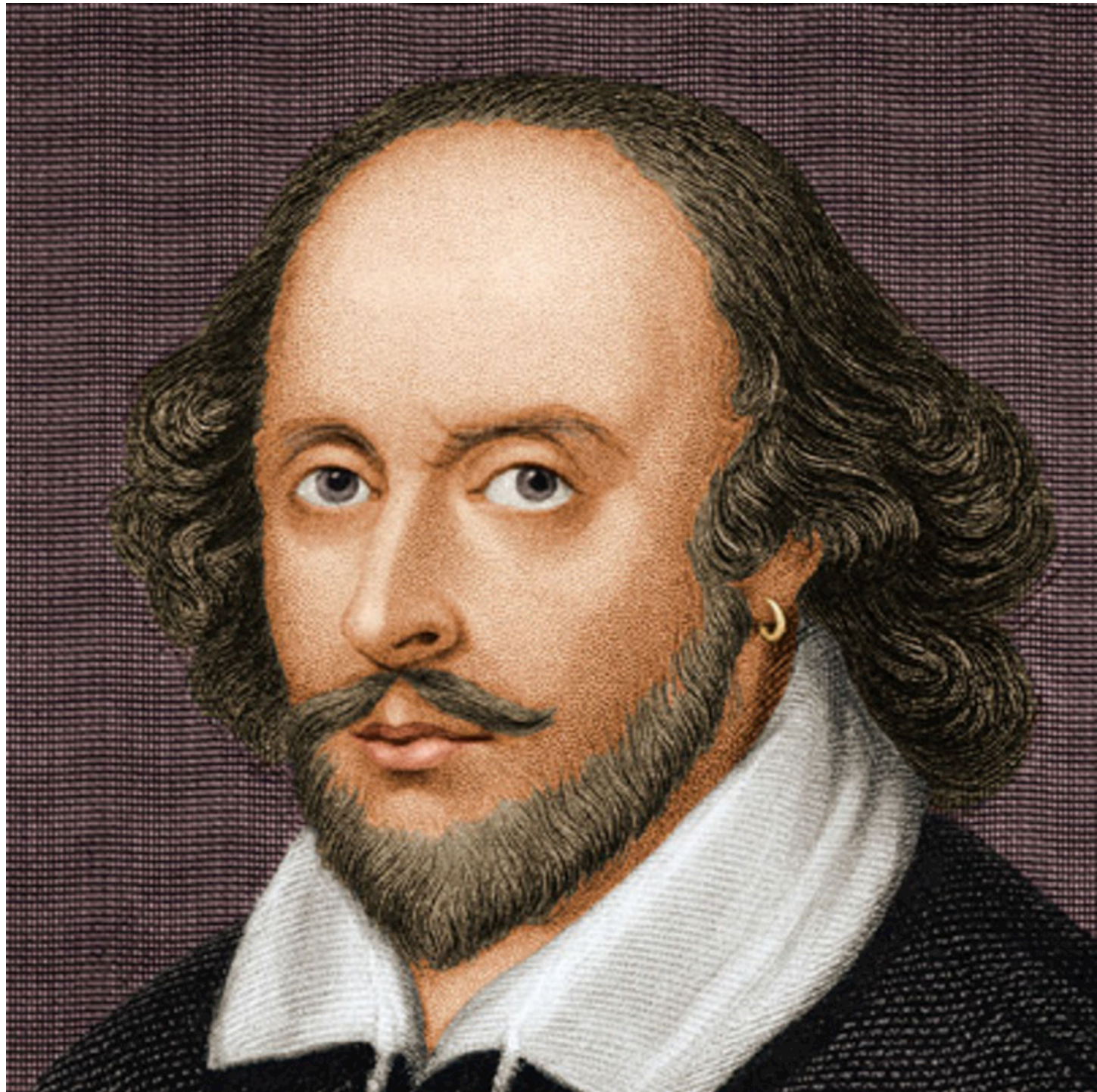
```
variable = int(input("Prompt"))
```
- For floats:  

```
variable = float(input("Prompt"))
```
- For strings:  

```
variable = input("Prompt")
```

```
variable = input("Prompt")
```

- When Python sees an input statement, the program pauses.
- The "prompt" is displayed on the screen.
- The user types something at the keyboard.
  - What the user types must be of the right data type.
- After the user presses ENTER, whatever the user types is placed into the variable.
- Program continues on the next line.





# Terminology

- A ***literal*** is a piece of data that you type directly into your program's code.
  - Ex: 6, 9.25, "Blah blah blah"
- A ***variable*** is a placeholder for a piece of data.
- Every literal and variable in a program has a data type.

# Comments

- Lines that Python ignores completely.
- Used to tell a reader of your program what the program is doing.
- For any line that has a # sign, Python will ignore everything to the right of the #.



# End of Introductory Stuff!

- Key concepts: algorithms, variables, data types (int/float/string), comments, literals
- Python statements you should understand:
  - print
  - input
  - math calculations

**STAND BACK**



**I'M GOING TO TRY  
SCIENCE**