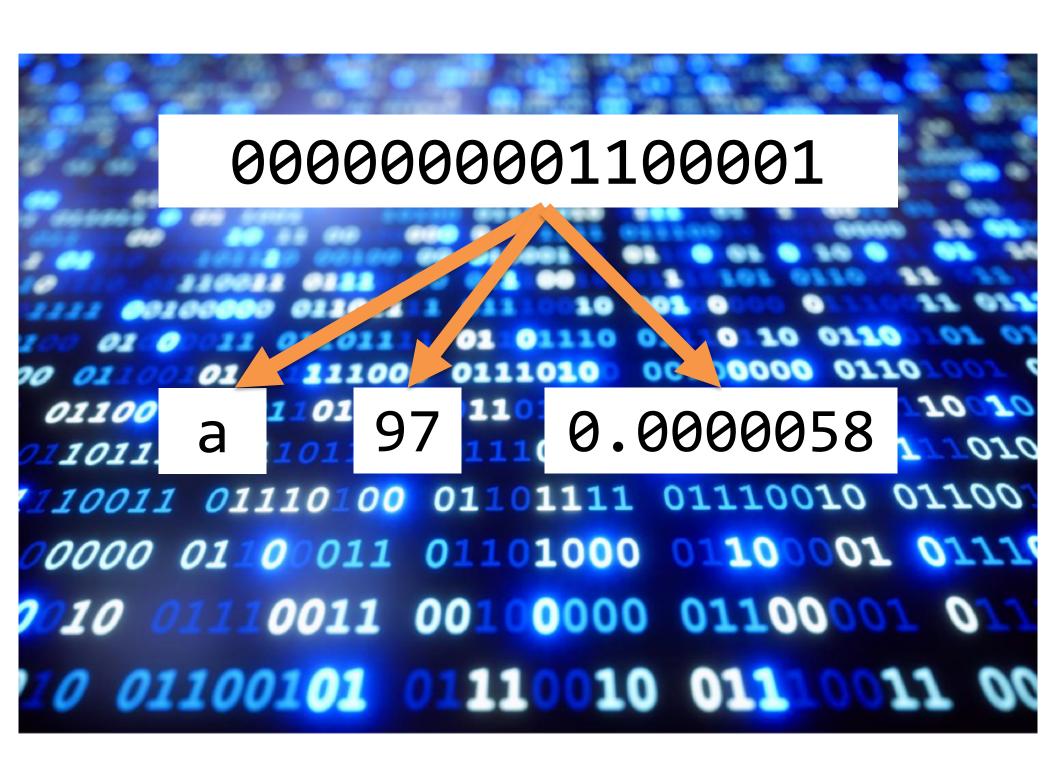Warmup: What is the output of this program?

```
a = 4
b = 2
c = b + 10
b = c - 5
a = a + 1
print(a, b, c)

a = -a
b = a + b
c = c - b
print(a, b, c)
```

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