

Python: Variables & Data Objects

1405

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Data Objects & Their Types

- A **data object** can be anything that is stored as data or information, for instance – a number, a piece of text, a sequence, and even a function
- Everything can be a data object, and has associated attributes (properties) and methods (actions)
- A **data type** is a fundamental characteristic of a data object (or a value)

Scalar Types: numeric, bool, NoneType

- **Scalar types** represent a single, atomic, and indivisible value
- A scalar data object is a *numeric* value (**int** or **float** type) or a *Boolean* value (**bool** type)
 - (Ex. int) 1, 2, -3; (Ex. float) -3.14159, 2.7182
 - bool only has two values True, False
- **NoneType** is a special type of scalar object that only has one value **None** – it is used to represent a null or empty value

Casting (Between Scalar Types)

- **Casting** (or converting) a data object from one scalar type into another is allowed, and quite common in some cases
- Automatic casting from a *coarser* type to a *finer* type
bool → **int** → **float**
 - For instance, `True+1+0.2` (becomes `1.0+1.0+0.2`) → `2.2`
- Explicit casting using *type conversion functions*
 - For instance, `float(3)` → `3.0`; `int(3.0)` → `3`; `bool(0.0)` → `False`
 - But be careful: accidental precision loss e.g., `int(2.9)` → `2`

Data Types: Scalar & Non-Scalar

Type	Examples	Description
Numeric	10, 3.14, -5	Numbers such as integers (<code>int</code>) or decimals (<code>float</code>)
Boolean	True, False	Logical values, True or False (<code>bool</code>)
String	"Hello", 'world'	Text data, enclosed in quotes (<code>str</code>)
List	[1, 2, 3], ["a", "b"]	A sequence of items that <i>can</i> be changed (<code>list</code>)
Tuple	(1, 2, 3), ("a", "b")	A sequence of items that <i>cannot</i> be changed (<code>tuple</code>)
Dictionary	{"key": "value"}	A collection of key-value pairs (<code>dict</code>)
Set	{1, 2, 3}, {"a", "b"}	An unordered collection of unique items (<code>set</code>)

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Variables, Values, & Data Objects

- A **variable** is a name that refers to a **value** stored in the computer's memory
- A value is a **data object**; a variable is not a data object, but the value stored in it is a data object
- A value stored in a variable can be *accessed* and *modified* by referencing the name of the variable

Variable & Value Stored in it



The **glass** (variable) holds **orange juice** (value)



The **same glass** (variable) holds **black coffee** (value)

```
glass = "orange juice"  
print(glass)
```

Output: orange juice

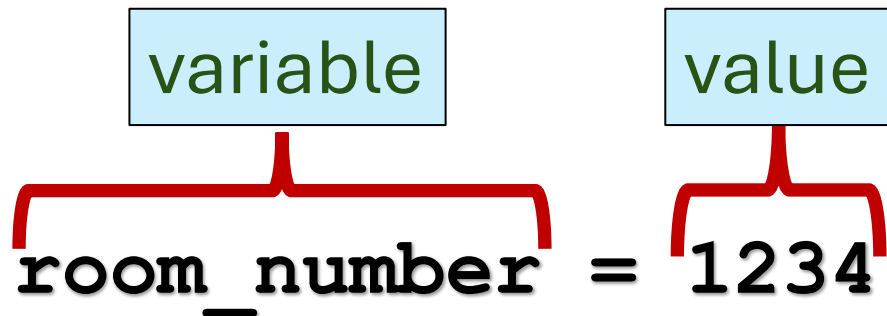
```
glass = "black coffee"  
print(glass)
```

Output: black coffee

The same **print(glass)** prints different outputs because the value stored in glass has changed !

Assigning a Value to a Variable

- A value can be assigned to a variable using the ***assignment operator***, which is the equal sign (=) in Python
- After assigning a value to a variable, that value becomes stored in the variable


variable = value
room_number = 1234



is assigned a
black coffee



Assign (=) vs. Equal (==) Operators

Important: the **assignment operator (assign) =** *does not* judge if two values are equal, which the **comparison operator (equal) ==** does

- The assignment operator (assign) **=** stores the specified value in the specified variable, and does not return any value
- The comparison operator (equal) **==** evaluates to `True` if two values are of the same value, and `False` if they are of different values

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