



# Variables and Functions

## PYTHON PROGRAMMING COURSES

Including Python Compiler -Latvian

# What is a Variable ?

- Variables are nothing but reserved memory locations to store values.
- Based on the data type of a variable, the python interpreter allocates memory and decides what can be stored in the reserved memory.

```
count = 500  
marks = 85.5  
name = " Peter "
```



# Assigning Values to Variables

- This is how we create a variable called marks, which contains an integer value of 78.

```
marks = 78
```

Answer for print(marks) is 78

- No need to specify the type of a variable when declaring one

```
Counter = 100      #An integer assignment  
Miles     = 1000.0 # A floating point  
Name     = "John"  # A string  
Print (Counter)  
Print (Miles)  
Print (Name)
```



# Naming Rules in Python Variables

- Python variables can only begin with a letter(A-Z/a-z) or an underscore(\_).
- A variable name cannot contain spaces. python is case-sensitive, and so are Python identifiers.
- The rest of the identifier may contain letters(A-Z/a-z), underscores(\_), and numbers(0-9).

```
name = "Amal ", Age = 25 , _marks = 50.8    # valid syntax  
7abc =25 , $name = " abc ", mark s = 70    # invalid syntax  
Name1 = " John "    # valid syntax  
Name@ = " Peter "    # invalid syntax
```



# What is a function?

- Function is a sequence of statements in a certain order, given a name.
- When called, those statements are executed.
- It provides code re-usability.



# Function Types

- There are mainly four types of python functions.
  1. User Defined Functions
  2. Built –in Functions
  3. Lamda Functions
  4. Recursion Functions
- Let's talk about Built-in and User Defined Functions.



# Built- in Functions

- The Python interpreter has a number of functions and types built into it that are always available

<code>abs()</code>	<code>delattr()</code>	<code>hash()</code>	<code>memoryview()</code>	<code>set()</code>
<code>all()</code>	<code>dict()</code>	<code>help()</code>	<code>min()</code>	<code>setattr()</code>
<code>any()</code>	<code>dir()</code>	<code>hex()</code>	<code>next()</code>	<code>slice()</code>
<code>ascii()</code>	<code>divmod()</code>	<code>id()</code>	<code>object()</code>	<code>sorted()</code>
<code>bin()</code>	<code>enumerate()</code>	<code>input()</code>	<code>oct()</code>	<code>staticmethod()</code>
<code>bool()</code>	<code>eval()</code>	<code>int()</code>	<code>open()</code>	<code>str()</code>
<code>breakpoint()</code>	<code>exec()</code>	<code>isinstance()</code>	<code>ord()</code>	<code>sum()</code>
<code>bytearray()</code>	<code>filter()</code>	<code>issubclass()</code>	<code>pow()</code>	<code>super()</code>
<code>bytes()</code>	<code>float()</code>	<code>iter()</code>	<code>print()</code>	<code>tuple()</code>
<code>callable()</code>	<code>format()</code>	<code>len()</code>	<code>property()</code>	<code>type()</code>
<code>chr()</code>	<code>frozenset()</code>	<code>list()</code>	<code>range()</code>	<code>vars()</code>
<code>classmethod()</code>	<code>getattr()</code>	<code>locals()</code>	<code>repr()</code>	<code>zip()</code>
<code>compile()</code>	<code>globals()</code>	<code>map()</code>	<code>reversed()</code>	<code>__import__()</code>
<code>complex()</code>	<code>hasattr()</code>	<code>max()</code>	<code>round()</code>	



# Print() Function

- The print() function prints the specified message to the screen, or other standard output device.

`print("hello !!!")` – gives the output of hello !!!

```
print(1500)
print(3.5)
print("python programming")
print("Next function, please!")
```

Output

```
1500
3.5
python programming
Next function, please!
```





# Input() Function

- The input() function allows user input and reads one line from standard input and returns it as a string.

```
a = input("Enter your name: ")  
print("Your name is: ", a)
```

- This would prompt you to enter any string and it would display same string on the screen.

```
Output  
Enter your name: Kamal  
Your name is: Kamal
```



# User Defined Functions

- You can define functions to provide the required functionality.

```
def abc():
```

```
    "This prints hello and world string values"
```

```
    print("Hello")
```

```
    print("World")
```

```
    return;
```

→ The first statement of a function can be an optional statement

→ A Python function may optionally return a value

- Once you call the function you get the output results.

```
abc() → Hello World
```



# Python Function with Parameters

- Parameters (Arguments) are specified after the function name, inside the parentheses “( )”.

```
# Function definition is here
def printme(abc):
    "This prints a string value"
    print(abc)
    return;
# Now you can call printme function
printme("hello world")
printme("second call to the same
function")
```

```
Output
hello world
second call to the same function
```



# Functions - Exercise

- Create two different functions for addition, Subtraction with two parameters for each function and call them to print the calculations.

```
def addition(num1,num2):  
    print("answer is: ",num1+num2)  
def subtraction(num1,num2):  
    print("answer is: ",num1-num2)  
addition(50,20)  
addition(40,50)  
addition(100,20)  
subtraction(50,20)  
subtraction(100,20)  
subtraction(200,100)
```

## Output

```
answer is: 70  
answer is: 90  
answer is: 120  
answer is: 30  
answer is: 80  
answer is: 100
```



# Lesson Summary

- Variable – Definition
- Assigning Values to Variables
- Function – Definition  Input/Output Function
- User Defined Functions



Thank You

