

Yr 8 Python Programming 100% Sheet

Variables and Strings

Variables are used to store values. A string is a series of characters, surrounded by single or double quotes.

Hello world

```
print("Hello world!")
```

Hello world with a variable

```
msg = "Hello world!"  
print(msg)
```

Concatenation (combining strings)

```
first_name = 'albert'  
last_name = 'einstein'  
full_name = first_name + ' ' + last_name  
print(full_name)
```

Lists

A list stores a series of items in a particular order. You access items using an index, or within a loop.

Make a list

```
bikes = ['trek', 'redline', 'giant']
```

Get the first item in a list

```
first_bike = bikes[0]
```

Get the last item in a list

```
last_bike = bikes[-1]
```

Looping through a list

```
for bike in bikes:  
    print(bike)
```

Adding items to a list

```
bikes = []  
bikes.append('trek')  
bikes.append('redline')  
bikes.append('giant')
```

Making numerical lists

```
squares = []  
for x in range(1, 11):  
    squares.append(x**2)
```

Lists (cont.)

List comprehensions

```
squares = [x**2 for x in range(1, 11)]
```

Slicing a list

```
finishers = ['sam', 'bob', 'ada', 'bea']  
first_two = finishers[:2]
```

Copying a list

```
copy_of_bikes = bikes[:]
```

Tuples

Tuples are similar to lists, but the items in a tuple can't be modified.

Making a tuple

```
dimensions = (1920, 1080)
```

If statements

If statements are used to test for particular conditions and respond appropriately.

Conditional tests

equals	x == 42
not equal	x != 42
greater than	x > 42
or equal to	x >= 42
less than	x < 42
or equal to	x <= 42

Conditional test with lists

```
'trek' in bikes  
'surlly' not in bikes
```

Assigning boolean values

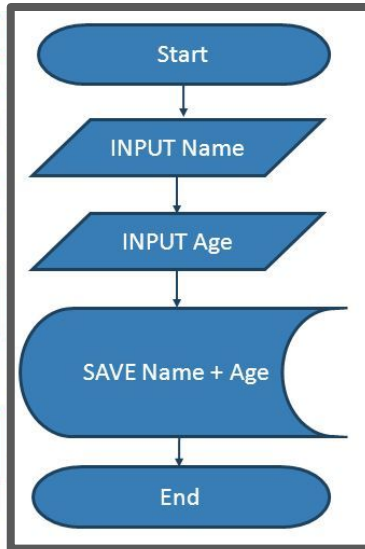
```
game_active = True  
can_edit = False
```

A simple if test

```
if age >= 18:  
    print("You can vote!")
```

If-elif-else statements

```
if age < 4:  
    ticket_price = 0  
elif age < 18:  
    ticket_price = 10  
else:  
    ticket_price = 15
```



User input

Your programs can prompt the user for input. All input is stored as a string.

Prompting for a value

```
name = input("What's your name? ")  
print("Hello, " + name + "!")
```

Prompting for numerical input

```
age = input("How old are you? ")  
age = int(age)
```

```
pi = input("What's the value of pi? ")  
pi = float(pi)
```

Operators



WARNING! A common mistake is to spell print with capital letter, miss off " " and ().

```
1 print  
2 print "Hello Again"  
3 print "I like typing this."  
4 print "This is fun."  
5 print 'Yay! Printing.'  
6 print "I'd much rather you 'not'."  
7 print 'I "said" do not touch this.'
```



```
print ("Greetings")
```

```
name = input ("What is your name?")  
print ("Nice to meet you", name)
```

IF language = French

THEN OUTPUT "bonjour"

ELSE IF language = Spanish

THEN OUTPUT "Hola"

ELSEIF language = German

THEN OUTPUT "guten Tag"

ELSE OUTPUT "Hello"

```
language = input('Enter language')  
if language == 'FR':  
    print("bonjour")  
elif language == 'GE':  
    print("guten Tag")  
elif language == 'SP':  
    print("Ola")  
else:  
    print("Hello")
```