

geoffreyangus.github.io/CS106R/



CS106R

Logistics

About

Login

Class Information

Schools:

Curitiba, BR
Colegio SESC
Colegio Bom Jesus Centro
Colegio Bom Jesus Lourdes

Dates:

7 Weeks
July 30 to September 14

Teachers:

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About:

CS106R is a pioneer, introductory computer science course designed for high-schoolers with no prior computer science experience. Students will learn much of the same material as Stanford's introductory computer science class, *CS106A*. However, we have tailored the notes, exercises and

Week 3

Objects, Variables, and Operators

Notes

Objects and Variables

Operators

Advanced Functions Part 1

Exercises

Guest List

Theorem of Pythagoras

Vidente

```
Geoff
Recorded vote for Geoff
-----
Would you like to:
1) Cast a vote
2) See the current results
3) End the election
Please select a menu item: 2
Geoff: ██████████ 55.6%
Sabri: ██████████ 44.4%
```

This week we'll introduce you to the other half of computer science: Objects.

Important links:

- [Piazza \(Sign Up\)](#) Class Code: cs106r
- [Attendance \(Week 3\)](#)
- [Challenge: Hailstone \(Optional\)](#)

Learning Objectives

- 1.) Objects
- 2.) Variables
- 3.) Operators

Week 3

CS106R

Sabri **Eyuboglu** & Geoffrey **Angus**

Objects, Variables and Operators

Objects

Functions are like Verbs

```
move()
```

```
pick_fruit()
```

```
turn_right()
```

Objects

Functions are like Verbs

Objects are like Nouns

`"Hello, World!"`

163

`"CS106R"`

0.43

`"Brasil"`

5

0.3

Definition

Object - *A piece of information in the memory of the computer.*

Objects

You've used objects before!

Object



```
print("My name is Sabri")
```

```
for i in range(5):
```



Object

4 Basic Object Classes

Object Classes

4 Basic Object Classes

string

Sequences of characters – text

Example

"Hello, World!"

Object Classes

4 Basic Object Classes

string

Sequences of characters – text

Example

`"Hello, World!"`

int

Integers – whole numbers

Examples

5

3450

0

-17

1

Object Classes

4 Basic Object Classes

string

Sequences of characters – text

Example

`"Hello, World!"`

int

Integers – whole numbers

Examples

`5`

`3450`

`0`

`-17`

`1`

float

Fractional numbers

Examples

`-5.0`

`0.174`

`3.14`

Object Classes

4 Basic Object Classes

string

Sequences of characters – text

Example

`"Hello, World!"`

int

Integers – whole numbers

Examples

`5`

`3450`

`0`

`-17`

`1`

float

Fractional numbers

Examples

`-5.0`

`0.174`

`3.14`

bool

True or false

Examples

`True`

`False`

Labeling Objects

But how do we *keep track of* Objects in programs?

Variables

Labeling Objects

```
"Cada um no seu quadrado! (8x)
```

```
    Eu disse ado-a-ado!  
    Cada um no seu quadrado!  
        Ado-a-ado!  
    Cada um no seu quadrado!
```

```
    Saci no seu quadrado! (4x)  
    Saci com giratória! (4x)  
Claudinho e Buchecha no seu quadrado! (4x)  
Claudinho e Buchecha com giratória! (4x)
```

```
    Eu disse ado-a-ado!  
    Cada um no seu quadrado!  
        Ado-a-ado!  
    Cada um no seu quadrado!"
```

```
string
```


Dança do Quadrado

Labeling Objects

`danca_do_quadrado` =

↑
variable

↑
label operator

↑
string object

```
"Cada um no seu quadrado! (8x)

  Eu disse ado-a-ado!
  Cada um no seu quadrado!
    Ado-a-ado!
  Cada um no seu quadrado!

  Saci no seu quadrado! (4x)
  Saci com giratória! (4x)
Claudinho e Buchecha no seu quadrado! (4x)
Claudinho e Buchecha com giratória! (4x)

  Eu disse ado-a-ado!
  Cada um no seu quadrado!
    Ado-a-ado!
  Cada um no seu quadrado!"

string
```

Variables

Variables *label* objects

Variables

label = *rotular*

Definition

Variable - *A label for an Object. We use variables in order to use and reuse Objects.*

Label Objects with Variables

favorite_singer

↑
variable

=

↑
label operator

"Beyonce"

↑
string object

Variables

The **memory** of a computer
is like a set of ***boxes***

Variables

`favorite_singer` = "Beyonce"

Variables

`favorite_singer` = "Beyonce"

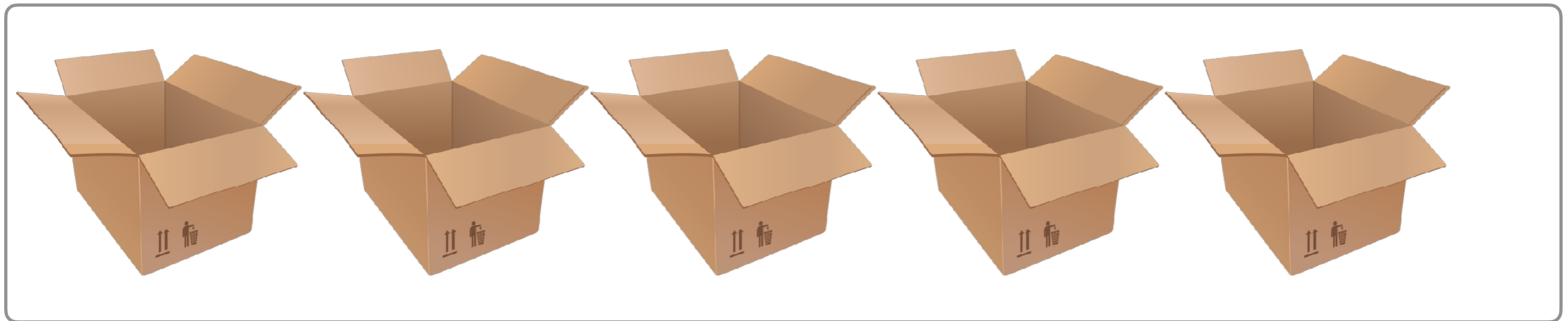


Variables

`favorite_singer` = "Beyonce"



Memory



Variables

`favorite_singer` = "Beyonce"



Memory



Variables

`favorite_singer` = "Beyonce"



"Label Operator"

Memory



Variables

`favorite_singer` = "Beyonce"



Memory



`favorite_singer`

Variables

Code

```
def main():  
    favorite_singer = "Beyonce"  
    print(favorite_singer)
```

Memory

Variables

Objects



Output



Variables

Code

```
def main():  
    favorite_singer = "Beyonce"  
    print(favorite_singer)
```

Memory

Variables

Objects



Output



Variables

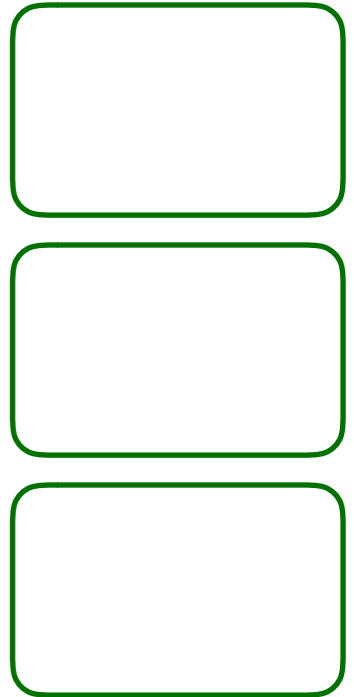
Code

```
def main():  
    favorite_singer = "Beyonce"  
    print(favorite_singer)
```

Memory

Variables

Objects



Output



Variables

Code

```
def main():  
    favorite_singer = "Beyonce"  
    print(favorite_singer)
```

Memory

Variables

Objects

"Beyonce"
string

Output

Variables

Code

```
def main():  
    favorite_singer = "Beyonce"  
    print(favorite_singer)
```

Memory

Variables

favorite_singer

Objects

"Beyonce"
string

Output



Variables

Code

```
def main():  
    favorite_singer = "Beyonce"  
    print(favorite_singer)
```

Memory

Variables

favorite_singer

Objects

"Beyonce"
string

Output



Variables

Code

```
def main():  
    favorite_singer = "Beyonce"  
    print(favorite_singer)
```

Memory

Variables

favorite_singer

Objects

"Beyonce"
string

Output



Beyonce

Variables can label the
same object

Variables

Code

```
def main():  
    geoffs_favorite = "Beyonce"  
    sabris_favorite = geoffs_favorite  
  
    geoffs_favorite = "Drake"  
    print(sabris_favorite)
```

Memory

Variables

Object

Output

Variables

Code

```
def main():  
    geoffs_favorite = "Beyonce"  
    sabris_favorite = geoffs_favorite  
  
    geoffs_favorite = "Drake"  
    print(sabris_favorite)
```

Memory

Variables

Object

Output

Variables

Code

```
def main():  
    geoffs_favorite = "Beyonce"  
    sabris_favorite = geoffs_favorite  
  
    geoffs_favorite = "Drake"  
    print(sabris_favorite)
```

Memory

Variables

Object

"Beyonce"
string

Output

Variables

Code

```
def main():  
    geoffs_favorite = "Beyonce"  
    sabris_favorite = geoffs_favorite  
  
    geoffs_favorite = "Drake"  
    print(sabris_favorite)
```

Memory

Variables

geoffs_favorite

Object

"Beyonce"

string

Output



Variables

Code

```
def main():  
    geoffs_favorite = "Beyonce"  
    sabris_favorite = geoffs_favorite  
  
    geoffs_favorite = "Drake"  
    print(sabris_favorite)
```

Memory

Variables

geoffs_favorite

Object

"Beyonce"
string

Output



Variables

Code

```
def main():  
    geoffs_favorite = "Beyonce"  
    sabris_favorite = geoffs_favorite  
  
    geoffs_favorite = "Drake"  
    print(sabris_favorite)
```

Memory

Variables

geoffs_favorite

sabris_favorite

Object

"Beyonce"

string

Output



Variables

Code

```
def main():  
    geoffs_favorite = "Beyonce"  
    sabris_favorite = geoffs_favorite  
  
    geoffs_favorite = "Drake"  
    print(sabris_favorite)
```

Memory

Variables

geoffs_favorite

sabris_favorite

Object

"Beyonce"

string

Output

Variables

Code

```
def main():  
    geoffs_favorite = "Beyonce"  
    sabris_favorite = geoffs_favorite  
  
    geoffs_favorite = "Drake"  
    print(sabris_favorite)
```

Memory

Variables

geoffs_favorite

sabris_favorite

Object

"Beyonce"
string

"Drake"
string

Output

Variables

Code

```
def main():  
    geoffs_favorite = "Beyonce"  
    sabris_favorite = geoffs_favorite  
  
    geoffs_favorite = "Drake"  
    print(sabris_favorite)
```

Memory

Variables

sabris_favorite

geoffs_favorite

Object

"Beyonce"
string

"Drake"

Output

Variables

Code

```
def main():  
    geoffs_favorite = "Beyonce"  
    sabris_favorite = geoffs_favorite  
  
    geoffs_favorite = "Drake"  
    print(sabris_favorite)
```

Memory

Variables

sabris_favorite

geoffs_favorite

Object

"Beyonce"
string

"Drake"
string

Output



Variables

Code

```
def main():  
    geoffs_favorite = "Beyonce"  
    sabris_favorite = geoffs_favorite  
  
    geoffs_favorite = "Drake"  
    print(sabris_favorite)
```

Memory

Variables

sabris_favorite

geoffs_favorite

Object

"Beyonce"
string

"Drake"
string

Output



Beyonce

Objects and Functions

Object Passing

Imagine... GeoffBot 2.0

Object Passing

Two Brand New Functions

Object Passing

```
go_to_store()
```

```
has_guarana()
```

```
buy_guaranas(num_sodas)
```

```
deliver_message(recipient, message)
```

Object Passing

“GeoffBot, go to the store. If they have Guarana, buy five cans. Also, tell the owner I say hi!”

```
go_to_store()
```

```
if has_guarana() :
```

```
    buy_guaranas(5)
```

```
    deliver_message("owner", "Hi!")
```

Advanced **Functions**

Objects and Variables allow us to communicate to our **functions**.

Object Passing

We can give functions additional information by **passing** them **objects**.

Object Passing

```
function_name (object_name)
```

Example

```
buy_guaranas (num_sodas)
```


Object Passing

Functions can have multiple parameters!

```
function_name(object_1, object_2)
```

Example

```
deliver_message(recipient, message)
```

Object Passing

You've seen this before:

```
print("My name is Sabri")
```

```
range(5)
```

Returning Objects

*Functions can **create** objects*

Returning Objects

```
capitalize_string(text)
```

Returning Objects

```
"cs106r"
```

```
capitalize_string(text)
```

Returning Objects

```
capitalize_string("cs106r")
```

Returning Objects

"CS106R"

```
capitalize_string("cs106r")
```

Returning Objects

"CS106R"

```
capitalize_string(text)
```


Returning Objects

"CS106R"

"gritando"

```
capitalize_string(text)
```

Returning Objects

"CS106R"

```
capitalize_string("gritando")
```

Returning Objects

"CS106R"

"GRITANDO"

```
capitalize_string("gritando")
```

Today's Exercises

Maiúsculas

Guest List

Theorem of Pythagoras

Max Number

Sometimes we want to
ask the users for **input**

Input Functions

```
➤  
PyBot  
-----  
How fast should PyBot move?  
Enter slow, normal, or fast: █
```

Input Functions

Creating **Accounts**

Choosing **Movies**

Making **Playlists**

Playing **Games**

```
▣  
PyBot  
-----  
How fast should PyBot move?  
Enter slow, normal, or fast: █
```

Input Functions

`input_string(message)` Returns a **string** input by user.

`input_int(message)` Returns a **int** input by user.

`input_float(message)` Returns a **float** input by user.

`input_bool(message)` Returns a **bool** input by user.

Input Functions

Example: Inputs

Input Functions

Code

```
def main():  
    question = "Who is your favorite singer?"  
    favorite_singer = input_string(question)  
    print(favorite_singer)
```

Memory

Variables

Object

Output



Input Functions

Code

```
def main():  
    question = "Who is your favorite singer?"  
    favorite_singer = input_string(question)  
    print(favorite_singer)
```

Memory

Variables

Object

Output



Input Functions

Code

```
def main():  
    question = "Who is your favorite singer?"  
    favorite_singer = input_string(question)  
    print(favorite_singer)
```

Memory

Variables

question

Object

"Who is your
favorite
singer?"
string

Output

Input Functions

Code

```
def main():  
    question = "Who is your favorite singer?"  
    favorite_singer = input_string(question)  
    print(favorite_singer)
```

Memory

Variables

question

Object

"Who is your
favorite
singer?"
string

Output

```
>  
Who is your favorite singer? █
```

Input Functions

Code

```
def main():  
    question = "Who is your favorite singer?"  
    favorite_singer = input_string(question)  
    print(favorite_singer)
```

Memory

Variables

question

Object

"Who is your
favorite
singer?"
string

Output

```
➤  
Who is your favorite singer? Frank Ocean
```

Input Functions

Code

```
def main():  
    question = "Who is your favorite singer?"  
    favorite_singer = input_string(question)  
    print(favorite_singer)
```

Memory

Variables

question

Object

"Who is your
favorite
singer?"
string

"Frank
Ocean"
string

Output

```
➤  
Who is your favorite singer? Frank Ocean
```

Input Functions

Code

```
def main():  
    question = "Who is your favorite singer?"  
    favorite_singer = input_string(question)  
    print(favorite_singer)
```

Memory

Variables

question

favorite_singer

Object

"Who is your
favorite
singer?"
string

"Frank
Ocean"
string

Output

```
➤  
Who is your favorite singer? Frank Ocean
```


Input Functions

Code

```
def main():  
    question = "Who is your favorite singer?"  
    favorite_singer = input_string(question)  
    print(favorite_singer)
```

Memory

Variables

question

favorite_singer

Object

"Who is your
favorite
singer?"
string

"Frank
Ocean"
string

Output

```
➤  
Who is your favorite singer? Frank Ocean  
Frank Ocean
```

Today's Exercises

Maiúsculas

Guest List

Theorem of Pythagoras

Max Number

Operators

Arithmetic Operators

+

Add two objects together

int + int
5 + 3
8
int

string + string

"ROFL" + "LMAO"

"ROFLMAO"

string

float + float

0.14 + 0.2

0.34

float

float + int

0.14 + 3

3.14

float

-

Subtract one object from another

*

Multiply two objects together

/

Divide one object by another

Arithmetic Operators

+

Add two objects together

-

Subtract one object from another

int - int

5 - 3

2

int

float - float

0.14 - 0.2

-0.06

float

float - int

3.14 - 3

0.14

float

*

Multiply two objects together

/

Divide one object by another

Arithmetic Operators

+

Add two objects together

-

Subtract one object from another

*

Multiply two objects together

int * int

5 * 3

15

int

string * int

"0" * 5

"000000"

string

float * float

0.14 * 0.2

0.28

float

float * int

0.25 * 4

1.0

float

/

Divide one object by another

Arithmetic Operators

+

Add two objects together

-

Subtract one object from another

*

Multiply two objects together

/

Divide one object
by another

int / int

5/2

2.5

float

float / float

0.14/0.2

0.7

float

float / int

1.0 / 4

2.5

float

Arithmetic Operators

Code

```
def main():  
    num_1 = input_int("Enter first int:")  
    num_2 = input_int("Enter second int:")  
    sum = num_1 + num_2  
    print(sum)
```

Memory

Variables

Object

Output



Arithmetic Operators

Code

```
def main():  
    num_1 = input_int("Enter first int:")  
    num_2 = input_int("Enter second int:")  
    sum = num_1 + num_2  
    print(sum)
```

Memory

Variables

Object

Output



```
Enter first int:
```

Arithmetic Operators

Code

```
def main():  
    num_1 = input_int("Enter first int:")  
    num_2 = input_int("Enter second int:")  
    sum = num_1 + num_2  
    print(sum)
```

Memory

Variables

Object

Output

```
Enter first int: 4
```

Arithmetic Operators

Code

```
def main():  
    num_1 = input_int("Enter first int:")  
    num_2 = input_int("Enter second int:")  
    sum = num_1 + num_2  
    print(sum)
```

Memory

Variables

Object



Output

```
❏  
Enter first int: 4
```

Arithmetic Operators

Code

```
def main():  
    num_1 = input_int("Enter first int:")  
    num_2 = input_int("Enter second int:")  
    sum = num_1 + num_2  
    print(sum)
```

Memory

Variables

num_1

Object

4

int

Output

```
Enter first int: 4
```

Arithmetic Operators

Code

```
def main():  
    num_1 = input_int("Enter first int:")  
    num_2 = input_int("Enter second int:")  
    sum = num_1 + num_2  
    print(sum)
```

Memory

Variables

num_1

Object

4

int

Output

```
Enter first int: 4  
Enter second int:
```

Arithmetic Operators

Code

```
def main():  
    num_1 = input_int("Enter first int:")  
    num_2 = input_int("Enter second int:")  
    sum = num_1 + num_2  
    print(sum)
```

Memory

Variables

num_1

Object

4

int

Output

```
Enter first int: 4  
Enter second int: 5
```

Arithmetic Operators

Code

```
def main():  
    num_1 = input_int("Enter first int:")  
    num_2 = input_int("Enter second int:")  
    sum = num_1 + num_2  
    print(sum)
```

Memory

Variables

num_1

Object

4

int

5

int

Output



```
Enter first int: 4  
Enter second int: 5
```

Arithmetic Operators

Code

```
def main():  
    num_1 = input_int("Enter first int:")  
    num_2 = input_int("Enter second int:")  
    sum = num_1 + num_2  
    print(sum)
```

Memory

Variables

num_1

num_2

Object

4

int

5

int

Output

```
Enter first int: 4  
Enter second int: 5
```


Arithmetic Operators

Code

```
def main():  
    num_1 = input_int("Enter first int:")  
    num_2 = input_int("Enter second int:")  
    sum = num_1 + num_2  
    print(sum)
```

Memory

Variables

num_1

num_2

Object

4

int

5

int

Output

```
Enter first int: 4  
Enter second int: 5
```

Arithmetic Operators

Code

```
def main():  
    num_1 = input_int("Enter first int:")  
    num_2 = input_int("Enter second int:")  
    sum = num_1 + num_2  
    print(sum)
```

Memory

Variables

num_1

num_2

Object

4

int

5

int

9

int

Output

```
Enter first int: 4  
Enter second int: 5
```

Arithmetic Operators

Code

```
def main():  
    num_1 = input_int("Enter first int:")  
    num_2 = input_int("Enter second int:")  
    sum = num_1 + num_2  
    print(sum)
```

Memory

Variables

num_1

num_2

Object

4

int

5

int

9

int

Output

```
Enter first int: 4  
Enter second int: 5
```

Arithmetic Operators

Code

```
def main():  
    num_1 = input_int("Enter first int:")  
    num_2 = input_int("Enter second int:")  
    sum = num_1 + num_2  
    print(sum)
```

Memory

Variables

num_1

num_2

sum

Object

4

int

5

int

9

int

Output

```
❏  
Enter first int: 4  
Enter second int: 5
```

Arithmetic Operators

Code

```
def main():  
    num_1 = input_int("Enter first int:")  
    num_2 = input_int("Enter second int:")  
    sum = num_1 + num_2  
    print(sum)
```

Memory

Variables

num_1

num_2

sum

Object

4

int

5

int

9

int

Output

```
Enter first int: 4  
Enter second int: 5  
9
```

Arithmetic Operators

Code

```
def main():  
    num_1 = input_int("Enter the first int:")  
    num_2 = input_int("Enter the second int:")  
    num_3 = num_1 / num_2  
    num_3 = num_3 + 1  
    print(num_3)
```

Memory

Variables

Object

Output



Arithmetic Operators

Code

```
def main():  
    num_1 = input_int("Enter the first int:")  
    num_2 = input_int("Enter the second int:")  
    num_3 = num_1 / num_2  
    num_3 = num_3 + 1  
    print(num_3)
```

Memory

Variables

Object

Output

```
➤  
Enter the first int:
```

Arithmetic Operators

Code

```
def main():  
    num_1 = input_int("Enter the first int:")  
    num_2 = input_int("Enter the second int:")  
    num_3 = num_1 / num_2  
    num_3 = num_3 + 1  
    print(num_3)
```

Memory

Variables

Object

Output

```
>  
Enter the first int: 10
```


Arithmetic Operators

Code

```
def main():  
    num_1 = input_int("Enter the first int:")  
    num_2 = input_int("Enter the second int:")  
    num_3 = num_1 / num_2  
    num_3 = num_3 + 1  
    print(num_3)
```

Memory

Variables

Object

10

int

Output

```
>  
Enter the first int: 10
```

Arithmetic Operators

Code

```
def main():  
    num_1 = input_int("Enter the first int:")  
    num_2 = input_int("Enter the second int:")  
    num_3 = num_1 / num_2  
    num_3 = num_3 + 1  
    print(num_3)
```

Memory

Variables

num_1

Object

10

int

Output

```
>  
Enter the first int: 10
```

Arithmetic Operators

Code

```
def main():  
    num_1 = input_int("Enter the first int:")  
    num_2 = input_int("Enter the second int:")  
    num_3 = num_1 / num_2  
    num_3 = num_3 + 1  
    print(num_3)
```

Memory

Variables

num_1

Object

10

int

Output

```
>  
Enter the first int: 10
```

Arithmetic Operators

Code

```
def main():  
    num_1 = input_int("Enter the first int:")  
    num_2 = input_int("Enter the second int:")  
    num_3 = num_1 / num_2  
    num_3 = num_3 + 1  
    print(num_3)
```

Memory

Variables

num_1

Object

10

int

Output

```
>  
Enter the first int: 10  
Enter the second int:
```

Arithmetic Operators

Code

```
def main():  
    num_1 = input_int("Enter the first int:")  
    num_2 = input_int("Enter the second int:")  
    num_3 = num_1 / num_2  
    num_3 = num_3 + 1  
    print(num_3)
```

Memory

Variables

num_1

Object

10

int

Output

```
>  
Enter the first int: 10  
Enter the second int: 4
```

Arithmetic Operators

Code

```
def main():  
    num_1 = input_int("Enter the first int:")  
    num_2 = input_int("Enter the second int:")  
    num_3 = num_1 / num_2  
    num_3 = num_3 + 1  
    print(num_3)
```

Memory

Variables

num_1

Object

10

int

4

int

Output

```
>  
Enter the first int: 10  
Enter the second int: 4
```

Arithmetic Operators

Code

```
def main():  
    num_1 = input_int("Enter the first int:")  
    num_2 = input_int("Enter the second int:")  
    num_3 = num_1 / num_2  
    num_3 = num_3 + 1  
    print(num_3)
```

Memory

Variables

num_1

num_2

Object

10

int

4

int

Output

```
>  
Enter the first int: 10  
Enter the second int: 4
```

Arithmetic Operators

Code

```
def main():  
    num_1 = input_int("Enter the first int:")  
    num_2 = input_int("Enter the second int:")  
    num_3 = num_1 / num_2  
    num_3 = num_3 + 1  
    print(num_3)
```

Memory

Variables

num_1

num_2

Object

10

int

4

int

Output

```
➤  
Enter the first int: 10  
Enter the second int: 4
```


Arithmetic Operators

Code

```
def main():  
    num_1 = input_int("Enter the first int:")  
    num_2 = input_int("Enter the second int:")  
    num_3 = num_1 / num_2  
    num_3 = num_3 + 1  
    print(num_3)
```

Memory

Variables

num_1

num_2

Object

10

int

4

int

2.5

Float

Output

```
>  
Enter the first int: 10  
Enter the second int: 4
```

Arithmetic Operators

Code

```
def main():  
    num_1 = input_int("Enter the first int:")  
    num_2 = input_int("Enter the second int:")  
    num_3 = num_1 / num_2  
    num_3 = num_3 + 1  
    print(num_3)
```

Memory

Variables

num_1

num_2

num_3

Object

10

int

4

int

2.5

Float

Output

```
➤  
Enter the first int: 10  
Enter the second int: 4
```

Arithmetic Operators

Code

```
def main():  
    num_1 = input_int("Enter the first int:")  
    num_2 = input_int("Enter the second int:")  
    num_3 = num_1 / num_2  
    num_3 = num_3 + 1  
    print(num_3)
```

Memory

Variables

num_1

num_2

num_3

Object

10

int

4

int

2.5

Float

Output

```
➤  
Enter the first int: 10  
Enter the second int: 4
```

Arithmetic Operators

Code

```
def main():  
    num_1 = input_int("Enter the first int:")  
    num_2 = input_int("Enter the second int:")  
    num_3 = num_1 / num_2  
    num_3 = num_3 + 1  
    print(num_3)
```

Memory

Variables

num_1

num_2

num_3

Object

10

int

4

int

2.5

Float

3.5

Float

Output

```
Enter the first int: 10  
Enter the second int: 4
```

Arithmetic Operators

Code

```
def main():  
    num_1 = input_int("Enter the first int:")  
    num_2 = input_int("Enter the second int:")  
    num_3 = num_1 / num_2  
    num_3 = num_3 + 1  
    print(num_3)
```

Output

```
➤  
Enter the first int: 10  
Enter the second int: 4
```

Memory

Variables

num_1

num_2

num_3

Object

10

int

4

int

2.5

Float

3.5

Float

Arithmetic Operators

Code

```
def main():  
    num_1 = input_int("Enter the first int:")  
    num_2 = input_int("Enter the second int:")  
    num_3 = num_1 / num_2  
    num_3 = num_3 + 1  
    print(num_3)
```

Output

```
Enter the first int: 10  
Enter the second int: 4
```

Memory

Variables

num_1

num_2

num_3

Object

10

int

4

int

2.5

Float

3.5

Float

Arithmetic Operators

Code

```
def main():  
    num_1 = input_int("Enter the first int:")  
    num_2 = input_int("Enter the second int:")  
    num_3 = num_1 / num_2  
    num_3 = num_3 + 1  
    print(num_3)
```

Output

```
Enter the first int: 10  
Enter the second int: 4  
3.5
```

Memory

Variables

num_1

num_2

num_3

Object

10

int

4

int

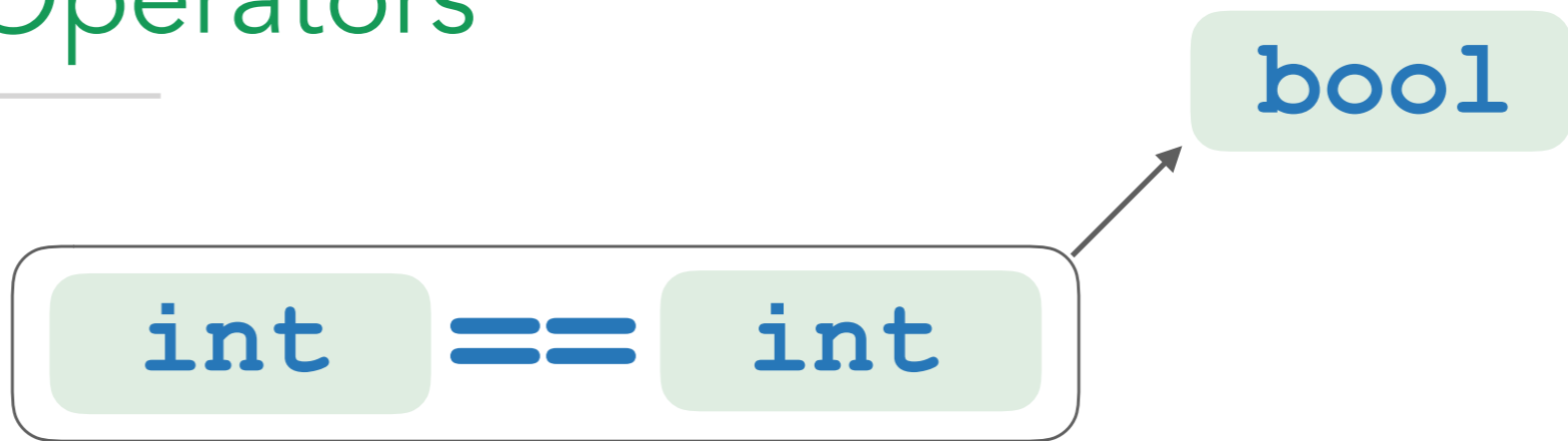
2.5

Float

3.5

Float

Comparison Operators



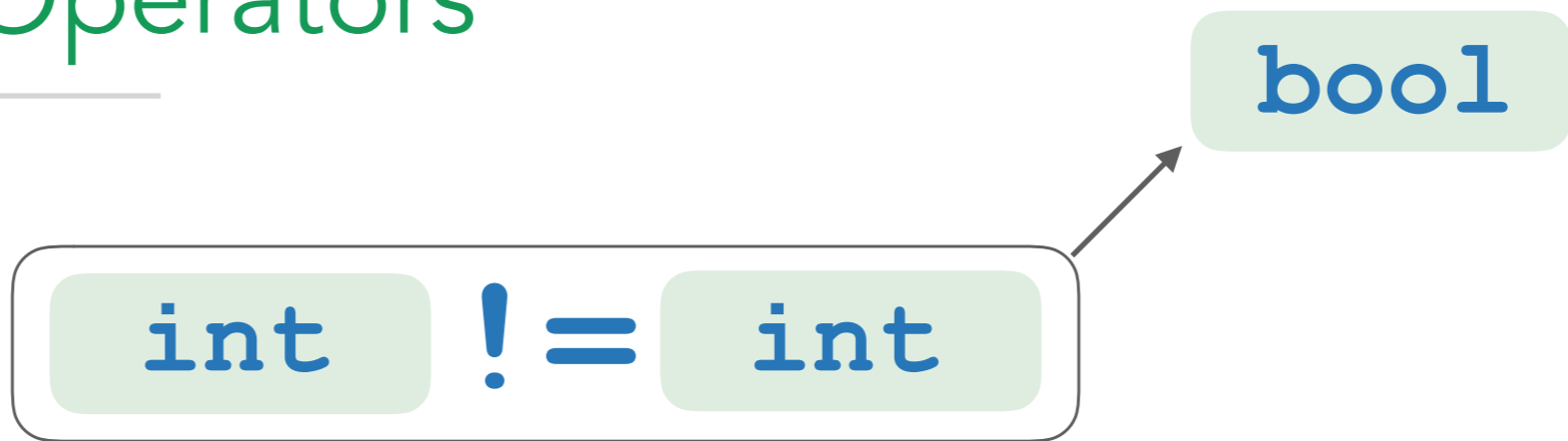
	True	False
== "Equal To"	<code>3 == 3</code> <code>4.0 == 4</code> <code>1.2 == 1.2</code> <code>"hi" == "hi"</code>	<code>4.0 == 7.1</code> <code>3 == 5</code> <code>"ya" == "no"</code>

!= "Not Equal To"

< "Less Than" or... **>** "Greater Than"

<= "Less Than or Equal To" or... **>=** "Greater Than or Equal To"

Comparison Operators



`==` "Equal To"

`!=`

"Not Equal To"

True

`4.0 != 7.1`
`3 != 5`
`"ya" != "no"`

False

`3 != 3`
`4.0 != 4`
`1.2 != 1.2`
`"hi" != "hi"`

`<` "Less Than"

or...

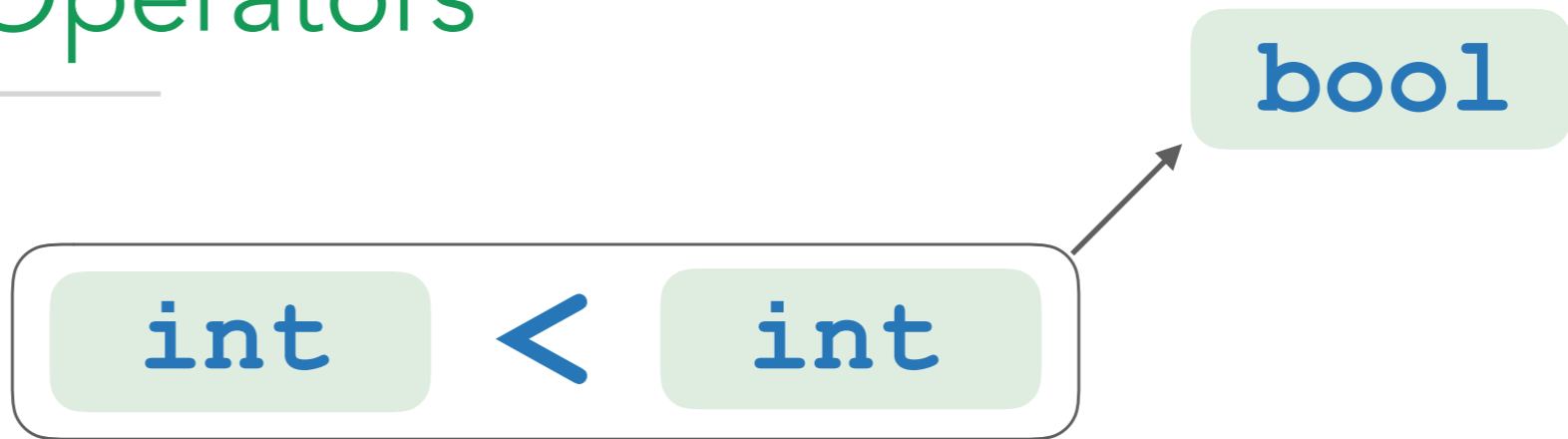
`>` "Greater Than"

`<=` "Less Than or Equal To"

or...

`>=` "Greater Than or Equal To"

Comparison Operators



`==` "Equal To"

`!=` "Not Equal To"

`<` or `>`

"Less Than" or
"Greater Than"

True

`4.0 < 7.1`
`3 < 5`
`5 > 3`

False

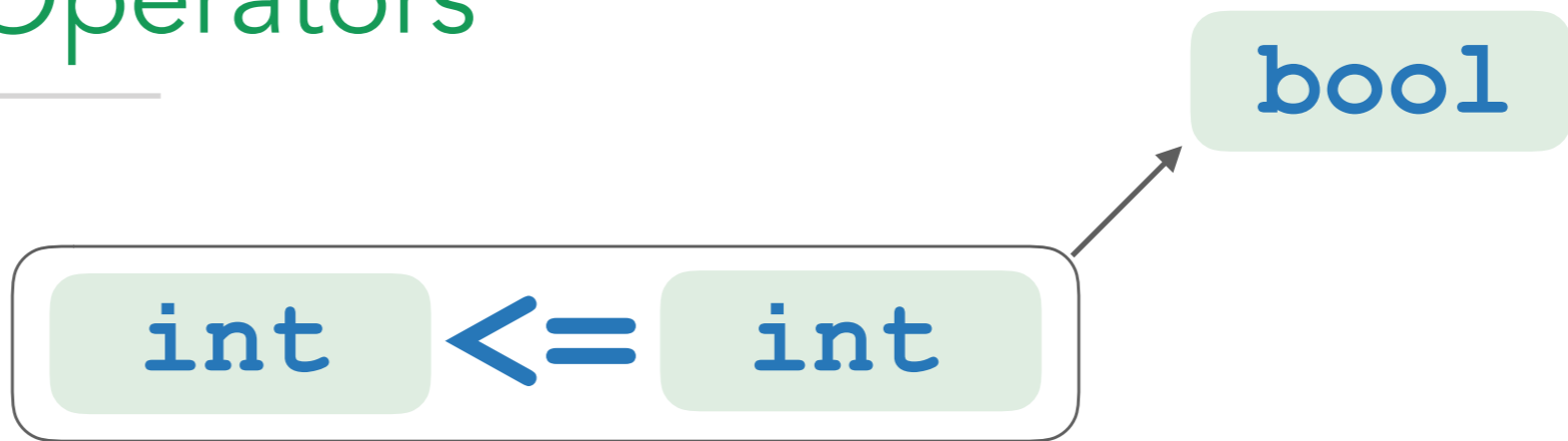
`4.0 < 4.0`
`19 < 15`
`5 > 7`

`<=` "Less Than or Equal To"

or...

`>=` "Greater Than or Equal To"

Comparison Operators



`==` "Equal To"

`!=` "Not Equal To"

`<` "Less Than"

or...

`>` "Greater Than"

`<=` or `>=`

"Less Than or Equal To" or
"Greater Than or Equal To"

True

`4.0 <= 4.0`

`3 <= 5`

`5 >= 3`

False

`7 < 5`

`19 < 15`

`5 > 7`

Comparison Operators

Code

```
def main():  
    num_1 = input_int("Enter the first int:")  
    num_2 = input_int("Enter the second int:")  
    if (num_1 > num_2):  
        print("The first number is bigger!")  
    elif (num_2 > num_1):  
        print("The second number is bigger!")  
    elif (num_1 == num_2):  
        print("The numbers are the same!")
```

Output



Memory

Variables

Object

Comparison Operators

Code

```
def main():
    num_1 = input_int("Enter the first int:")
    num_2 = input_int("Enter the second int:")
    if (num_1 > num_2):
        print("The first number is bigger!")
    elif (num_2 > num_1):
        print("The second number is bigger!")
    elif (num_1 == num_2):
        print("The numbers are the same!")
```

Output

```
➤
Enter the first int:
```

Memory

Variables

Object

Comparison Operators

Code

```
def main():
    num_1 = input_int("Enter the first int:")
    num_2 = input_int("Enter the second int:")
    if (num_1 > num_2):
        print("The first number is bigger!")
    elif (num_2 > num_1):
        print("The second number is bigger!")
    elif (num_1 == num_2):
        print("The numbers are the same!")
```

Output

```
➤
Enter the first int: 49
```

Memory

Variables

Object

Comparison Operators

Code

```
def main():
    num_1 = input_int("Enter the first int:")
    num_2 = input_int("Enter the second int:")
    if (num_1 > num_2):
        print("The first number is bigger!")
    elif (num_2 > num_1):
        print("The second number is bigger!")
    elif (num_1 == num_2):
        print("The numbers are the same!")
```

Output

```
➤
Enter the first int: 49
```

Memory

Variables

Object

49

int

Comparison Operators

Code

```
def main():  
    num_1 = input_int("Enter the first int:")  
    num_2 = input_int("Enter the second int:")  
    if (num_1 > num_2):  
        print("The first number is bigger!")  
    elif (num_2 > num_1):  
        print("The second number is bigger!")  
    elif (num_1 == num_2):  
        print("The numbers are the same!")
```

Output

```
Enter the first int: 49
```

Memory

Variables

num_1

Object

49

int

Comparison Operators

Code

```
def main():
    num_1 = input_int("Enter the first int:")
    num_2 = input_int("Enter the second int:")
    if (num_1 > num_2):
        print("The first number is bigger!")
    elif (num_2 > num_1):
        print("The second number is bigger!")
    elif (num_1 == num_2):
        print("The numbers are the same!")
```

Output

```
Enter the first int: 49
```

Memory

Variables

num_1

Object

49

int

Comparison Operators

Code

```
def main():
    num_1 = input_int("Enter the first int:")
    num_2 = input_int("Enter the second int:")
    if (num_1 > num_2):
        print("The first number is bigger!")
    elif (num_2 > num_1):
        print("The second number is bigger!")
    elif (num_1 == num_2):
        print("The numbers are the same!")
```

Output

```
➤
Enter the first int: 49
Enter the second int:
```

Memory

Variables

num_1

Object

49

int

Comparison Operators

Code

```
def main():
    num_1 = input_int("Enter the first int:")
    num_2 = input_int("Enter the second int:")
    if (num_1 > num_2):
        print("The first number is bigger!")
    elif (num_2 > num_1):
        print("The second number is bigger!")
    elif (num_1 == num_2):
        print("The numbers are the same!")
```

Output

```
Enter the first int: 49
Enter the second int: 276
```

Memory

Variables

num_1

Object

49

int

Comparison Operators

Code

```
def main():
    num_1 = input_int("Enter the first int:")
    num_2 = input_int("Enter the second int:")
    if (num_1 > num_2):
        print("The first number is bigger!")
    elif (num_2 > num_1):
        print("The second number is bigger!")
    elif (num_1 == num_2):
        print("The numbers are the same!")
```

Output

```
➤
Enter the first int: 49
Enter the second int: 276
```

Memory

Variables

num_1

Object

49

int

276

int

Comparison Operators

Code

```
def main():
    num_1 = input_int("Enter the first int:")
    num_2 = input_int("Enter the second int:")
    if (num_1 > num_2):
        print("The first number is bigger!")
    elif (num_2 > num_1):
        print("The second number is bigger!")
    elif (num_1 == num_2):
        print("The numbers are the same!")
```

Output

```
➤
Enter the first int: 49
Enter the second int: 276
```

Memory

Variables

num_1

Object

49

int

num_2

276

int

Comparison Operators

Code

```
def main():  
    num_1 = input_int("Enter the first int:")  
    num_2 = input_int("Enter the second int:")  
    if (num_1 > num_2):  
        print("The first number is bigger!")  
    elif (num_2 > num_1):  
        print("The second number is bigger!")  
    elif (num_1 == num_2):  
        print("The numbers are the same!")
```

Output

```
➤  
Enter the first int: 49  
Enter the second int: 276
```

Memory

Variables

num_1

Object

49

int

num_2

276

int

Comparison Operators

Code

```
def main():
    num_1 = input_int("Enter the first int:")
    num_2 = input_int("Enter the second int:")
    if (num_1 > num_2):
        print("The first number is bigger!")
    elif (num_2 > num_1):
        print("The second number is bigger!")
    elif (num_1 == num_2):
        print("The numbers are the same!")
```

Output

```
➤
Enter the first int: 49
Enter the second int: 276
```

Memory

Variables

num_1

Object

49

int

num_2

276

int

False

bool

Comparison Operators

Code

```
def main():
    num_1 = input_int("Enter the first int:")
    num_2 = input_int("Enter the second int:")
    if (num_1 > num_2):
        print("The first number is bigger!")
    elif (num_2 > num_1):
        print("The second number is bigger!")
    elif (num_1 == num_2):
        print("The numbers are the same!")
```

Output

```
➤
Enter the first int: 49
Enter the second int: 276
```

Memory

Variables

num_1

Object

49

int

num_2

276

int

False

bool

Comparison Operators

Code

```
def main():
    num_1 = input_int("Enter the first int:")
    num_2 = input_int("Enter the second int:")
    if (num_1 > num_2):
        print("The first number is bigger!")
    elif (num_2 > num_1):
        print("The second number is bigger!")
    elif (num_1 == num_2):
        print("The numbers are the same!")
```

Output

```
➤
Enter the first int: 49
Enter the second int: 276
```

Memory

Variables

num_1

Object

49

int

num_2

276

int

False

bool

Comparison Operators

Code

```
def main():
    num_1 = input_int("Enter the first int:")
    num_2 = input_int("Enter the second int:")
    if (num_1 > num_2):
        print("The first number is bigger!")
    elif (num_2 > num_1):
        print("The second number is bigger!")
    elif (num_1 == num_2):
        print("The numbers are the same!")
```

Output

```
Enter the first int: 49
Enter the second int: 276
```

Memory

Variables

num_1

Object

49

int

num_2

276

int

False

bool

True

bool

Comparison Operators

Code

```
def main():  
    num_1 = input_int("Enter the first int:")  
    num_2 = input_int("Enter the second int:")  
    if (num_1 > num_2):  
        print("The first number is bigger!")  
    elif (num_2 > num_1):  
        print("The second number is bigger!")  
    elif (num_1 == num_2):  
        print("The numbers are the same!")
```

Output

```
Enter the first int: 49  
Enter the second int: 276
```

Memory

Variables

num_1

Object

49

int

num_2

276

int

False

bool

True

bool

Comparison Operators

Code

```
def main():
    num_1 = input_int("Enter the first int:")
    num_2 = input_int("Enter the second int:")
    if (num_1 > num_2):
        print("The first number is bigger!")
    elif (num_2 > num_1):
        print("The second number is bigger!")
    elif (num_1 == num_2):
        print("The numbers are the same!")
```

Output

```
Enter the first int: 49
Enter the second int: 276
```

Memory

Variables

num_1

Object

49

int

num_2

276

int

False

bool

True

bool

Comparison Operators

Code

```
def main():
    num_1 = input_int("Enter the first int:")
    num_2 = input_int("Enter the second int:")
    if (num_1 > num_2):
        print("The first number is bigger!")
    elif (num_2 > num_1):
        print("The second number is bigger!")
    elif (num_1 == num_2):
        print("The numbers are the same!")
```

Output

```
➤
Enter the first int: 49
Enter the second int: 276
The second number is bigger!
```

Memory

Variables

num_1

Object

49

int

num_2

276

int

False

bool

True

bool

Comparison Operators

Code

```
def main():
    num_1 = input_int("Enter the first int:")
    num_2 = input_int("Enter the second int:")
    if (num_1 > num_2):
        print("The first number is bigger!")
    elif (num_2 > num_1):
        print("The second number is bigger!")
    elif (num_1 == num_2):
        print("The numbers are the same!")
```

Output

```
➤
Enter the first int: 49
Enter the second int: 276
The second number is bigger!
```

Memory

Variables

num_1

Object

49

int

num_2

276

int

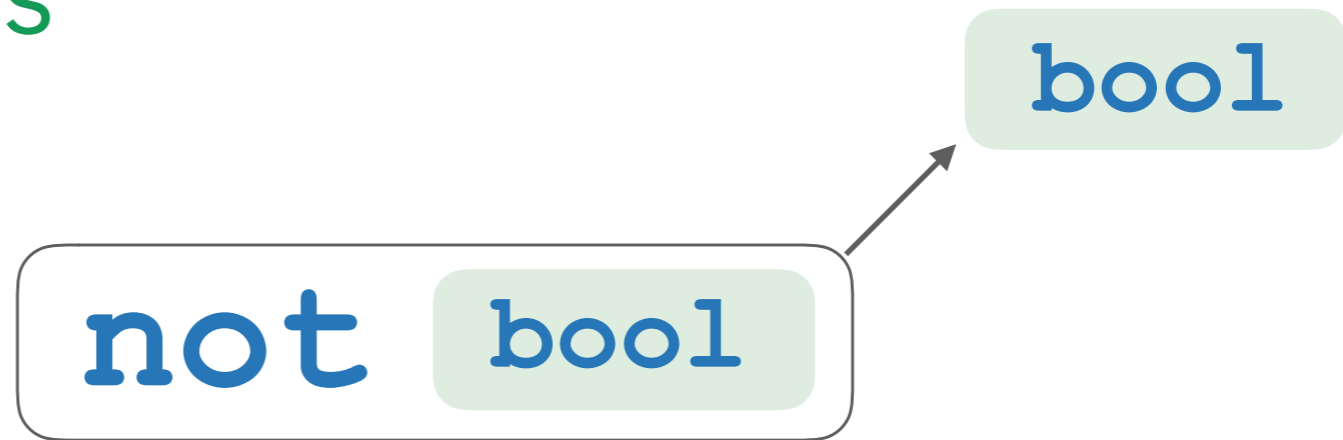
False

bool

True

bool

Logical Operators



not

True

not **False**
not (5 < 3)

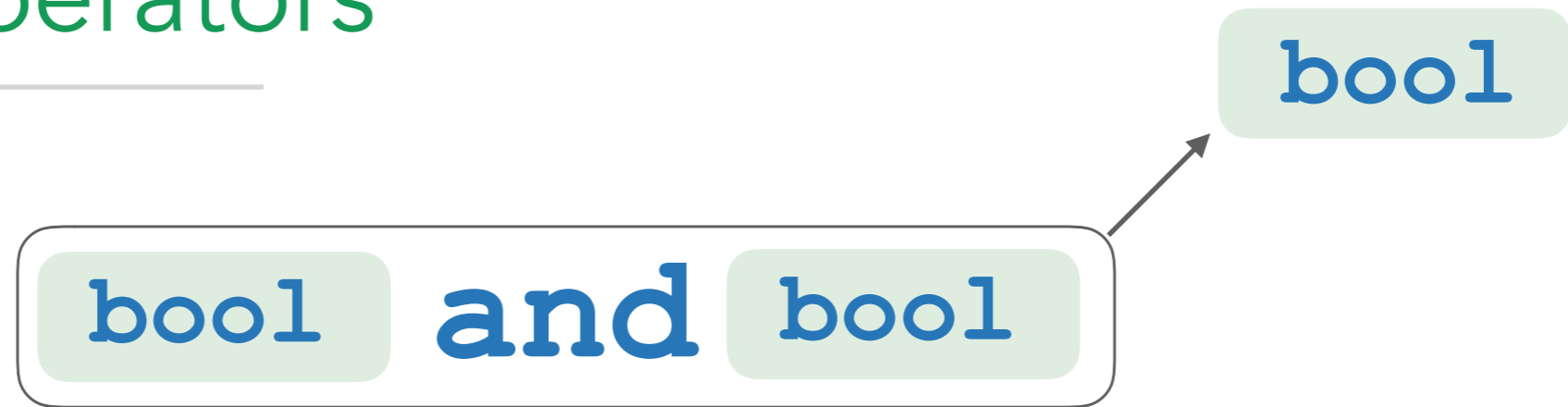
False

not **True**
not (7 > 4)

and

or

Logical Operators



not

and

True

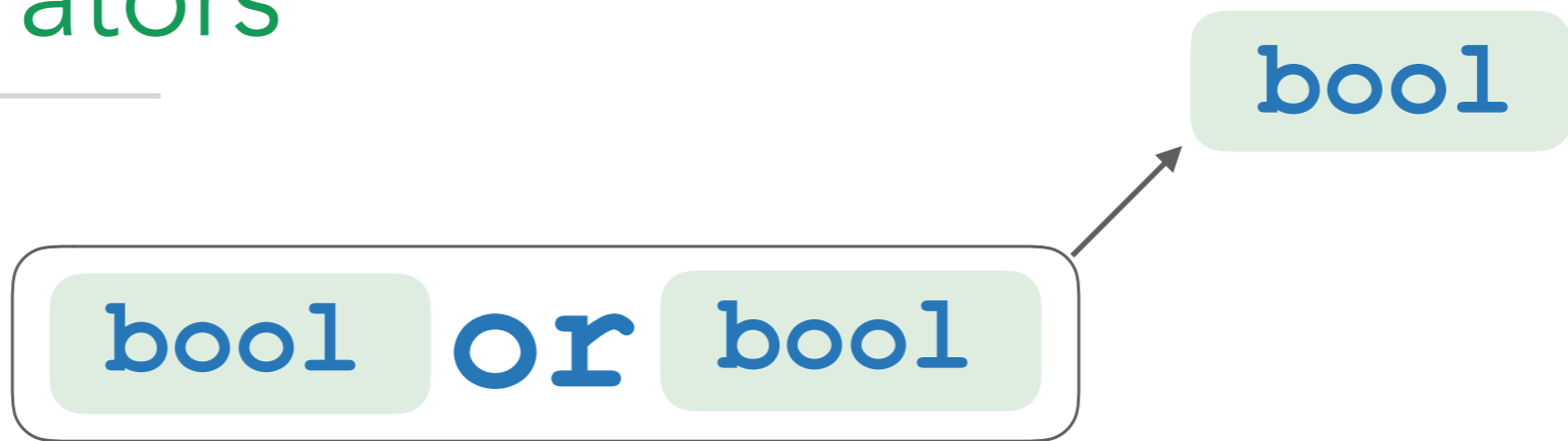
True and True
(3 == 3) and (5 <= 7)

False

False and True
True and False
False and False

or

Logical Operators



not

and

or

True

True or True
True or False
False or True

False

False or False
(1 == 3) or (1 == 5)

Today's Exercises

Maiúsculas

Guest List

Theorem of Pythagoras

Max Number

Recap

Objects = Pieces of information inside of your computer!

Variables = Labels for objects! Unlabeled objects are lost!

Functions Pt. 2 = Functions can give / receive objects!

Operators = Allow objects to interact with each other!

