

What will happen?

string*integer repeat the string(integer)times

string*string CRASH

integer*intege
r Do the math

string+string connect the strings together

string+integer CRASH

string**integer CRASH

string**string CRASH

a+b- parenthesis-->division-->multiplication--

c*d/(e+f) >subtraction-->addition

Functions/commands

print() print/show info on the screen

int() convert string to intregers

str() convert numbers to string

float() convert integers to decimal

input() to gain info from the user

len() the length of the string

import to import an external program

random.choice() to choose randomly from a list

def define a function

return exit a function

return value value that function give back

func(a<-->) argument/parameter

import to import a existing function

break to exit a loop

continue to continue the loop

Rules for creating a variable name

Start with letter (either uppercase or lower case)

Start with _

Contain only letters,numbers, or _

T/F rule

True or False True

True and False False

Definitions

String list of letters/symbol/numbers

Variable value that can be changed

Integer Whole number

Floating Point Decimal

Syntax Grammar/structure

Boolean True/False

Calculation symbols

== Equals to (compare/result=boolean)

< less than

> more than

!= not equal to

+ addition

* times/multiptcation

/ division(floating)

// division(integer)

<= less than or equal to

>= more than or equal to

** exponents (to the power of...)

%_ Modulo (Find the remainder from dividing with _)

= equals to (give command/value)



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