What will happen?

string*integer	repeat the string(integer)times
string*string	CRASH
integer*integer	Do the math
string+string	connect the strings together
string+integer	CRASH
string**integer	CRASH
string**string	CRASH
a+b-c*-d/(e+f)	parenthesis-->division-->multiplication-->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/multipltcation
/	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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