

COMPUTING

Year 8 Intro to Python

Python is a **text based programming language**. That can be used to create programs, games, applications and much more!

A **program** is a set of precise instructions, expressed in a **programming language**.
Translating the programming language is necessary for a machine to be able to **execute** the instructions.

To execute a Python program, you need a **Python interpreter**.

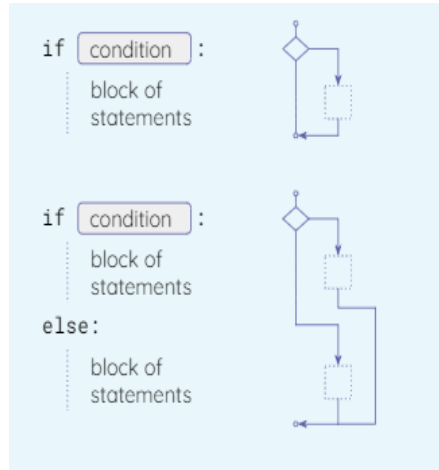
This is a program that translates and executes your Python program.

A **selection** statement allows a computer to **evaluate** whether an **expression** is 'true' or 'false' and then perform an action depending on the outcome.

You will need an **if** or an **if, else**:
 when there is **more than one possible path** for your program to follow.

Syntax Errors

All programming languages have rules for **syntax**, i.e. how statements can be assembled.
 Programs written in a programming language must follow its syntax.
 Programs with **syntax errors** cannot be translated and executed.



Useful snippets of code	
print ("Year 8")	Will display the string "Year 8"
input ()	Reads a line of text from the keyboard and returns it
Variable_name = expression	Allows an expression to be assigned to a variable. E.g. year=1944 or name= "Bob"
Name=[item1, item2, item3]	Allows creation of a list e.g. shopping = ["oranges", "apples", "pears"]

Some data types
 Whole numbers—**integer**
 Yes/no or True/False—**boolean**
 Letters, combination of letters, numbers—**string**

Arithmetic operators
 + addition
 - difference
 * multiplication
 / division
 // integer division
 % remainder of integer division
 ** exponentiation (to the power of)

You can use multiple branches using **if, elif and else**

Python helps by telling the programmer where the error is. So if you see red error text—read it first.

- Some common syntax errors in selection**
- use if and else—no capitals
 - A colon : is always required after the if condition and after else.
 - Use **indentation** to indicate which statements 'belong' to the if block and the else block.
 - The == operator checks for equality.
 - A single = is only used in assignments

