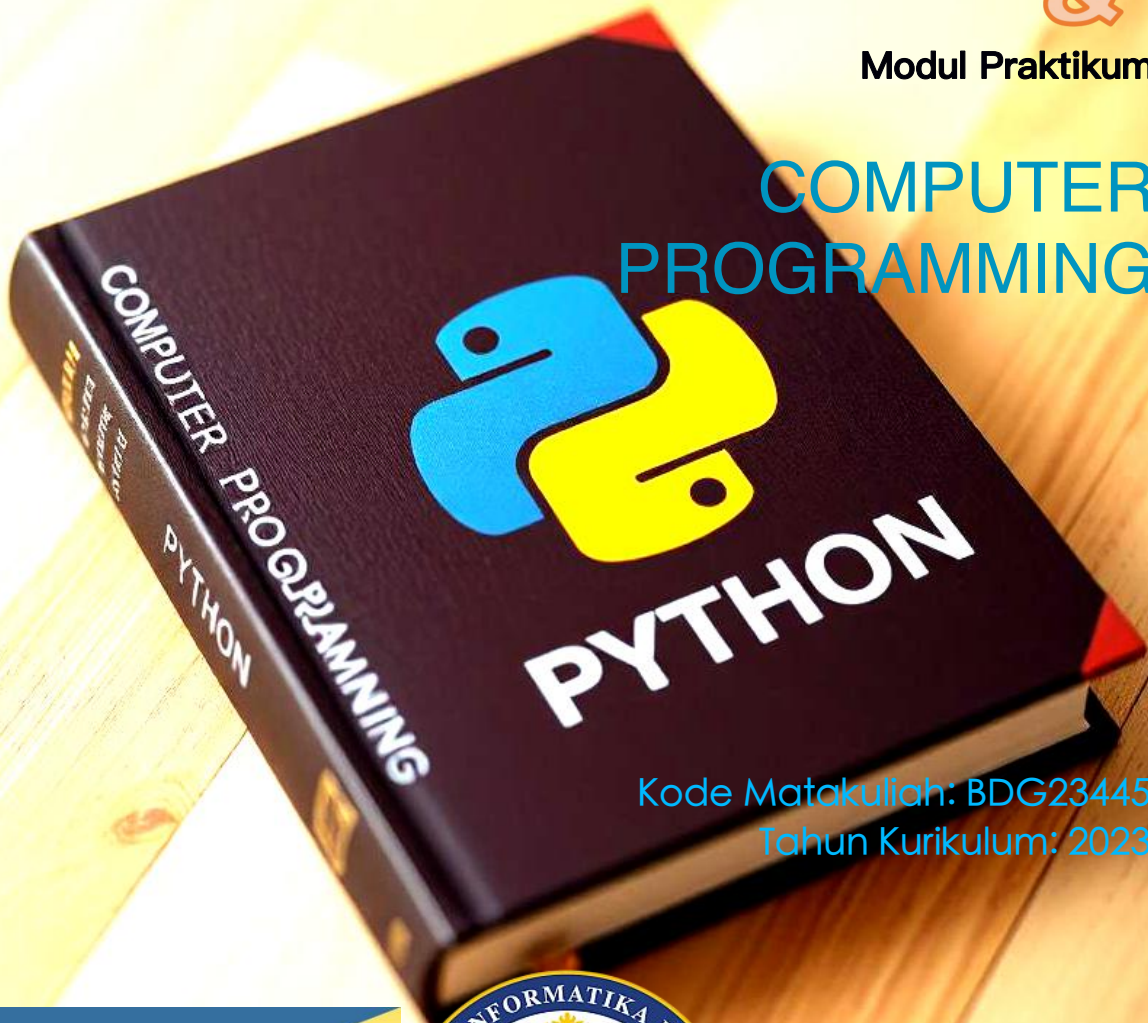




COMPUTER PROGRAMMING



Kode Matakuliah: BDG23445
Tahun Kurikulum: 2023



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2025

Modul 3

Variable & Data Type in python programming

1. Variabel dan aturan Penamaannya

Variables are containers for storing data values.

Python has no command for declaring a variable.

A variable is created the moment you first assign a value to it.

```
x = 5
y = "John"
print(x)
print(y)
```

Variables do not need to be declared with any particular type, and can even change type after they have been set.

```
x = 4          # x is of type int
x = "Sally"   # x is now of type str
print(x)
```

If you want to specify the data type of a variable, this can be done with casting.

```
x = str(3)    # x will be '3'
y = int(3)    # y will be 3
z = float(3)  # z will be 3.0
```

Get the Type

You can get the data type of a variable with the `type()` function.

```
x = 5
y = "John"
print(type(x))
print(type(y))
```

String variables can be declared either by using single or double quotes:

```
x = "John"
# is the same as
x = 'John'
```

Variable names are case-sensitive

```
a = 4
A = "Sally"
#A will not overwrite a
```

Variable Names

A variable can have a short name (like x and y) or a more descriptive name (age, carname, total_volume).

Rules for Python variables:

A variable name must start with a letter or the underscore character

A variable name cannot start with a number

A variable name can only contain alpha-numeric characters and underscores (A-z, 0-9, and _)

Variable names are case-sensitive (age, Age and AGE are three different variables)

A variable name cannot be any of the Python keywords.

Legal variable names:

```
myvar = "John"
my_var = "John"
_my_var = "John"
myVar = "John"
MYVAR = "John"
myvar2 = "John"
```

Multi Words Variable Names

Variable names with more than one word can be difficult to read.

There are several techniques you can use to make them more readable:

Camel Case

Each word, except the first, starts with a capital letter:

```
myVariableName = "John"
```

Pascal Case

Each word starts with a capital letter:

```
MyVariableName = "John"
```

Snake Case

Each word is separated by an underscore character:

```
my_variable_name = "John"
```

Many Values to Multiple Variables

Python allows you to assign values to multiple variables in one line:

```
x, y, z = "Orange", "Banana", "Cherry"  
print(x)  
print(y)  
print(z)
```

And you can assign the same value to multiple variables in one line:

```
x = y = z = "Orange"  
print(x)  
print(y)  
print(z)
```

Unpack a Collection

If you have a collection of values in a list, tuple etc. Python allows you to extract the values into variables. This is called unpacking.

```
fruits = ["apple", "banana", "cherry"]
x, y, z = fruits
print(x)
print(y)
print(z)
```

2. Variabel dan aturan Penamaannya

Data Type in python programming

Built-in Data Types

In programming, data type is an important concept.

Variables can store data of different types, and different types can do different things.

Python has the following data types built-in by default, in these categories:

Text Type:	<code>str</code>
Numeric Types:	<code>int</code> , <code>float</code> , <code>complex</code>
Sequence Types:	<code>list</code> , <code>tuple</code> , <code>range</code>
Mapping Type:	<code>dict</code>
Set Types:	<code>set</code> , <code>frozenset</code>
Boolean Type:	<code>bool</code>
Binary Types:	<code>bytes</code> , <code>bytearray</code> , <code>memoryview</code>
None Type:	<code>NoneType</code>

You can get the data type of any object by using the `type()` function:

Example

Print the data type of the variable x:

```
x = 5
print(type(x))
```

Setting the Data Type

In Python, the data type is set when you assign a value to a variable:

Example	Data Type
<code>x = "Hello World"</code>	str
<code>x = 20</code>	int
<code>x = 20.5</code>	float
<code>x = 1j</code>	complex
<code>x = ["apple", "banana", "cherry"]</code>	list
<code>x = ("apple", "banana", "cherry")</code>	tuple
<code>x = range(6)</code>	range
<code>x = {"name" : "John", "age" : 36}</code>	dict
<code>x = {"apple", "banana", "cherry"}</code>	set
<code>x = frozenset({"apple", "banana", "cherry"})</code>	frozenset
<code>x = True</code>	bool
<code>x = b"Hello"</code>	bytes
<code>x = bytearray(5)</code>	bytearray
<code>x = memoryview(bytes(5))</code>	memoryview
<code>x = None</code>	NoneType

Setting the Specific Data Type

If you want to specify the data type, you can use the following constructor functions:

Example	Data Type
<code>x = str("Hello World")</code>	str
<code>x = int(20)</code>	int
<code>x = float(20.5)</code>	float
<code>x = complex(1j)</code>	complex

<code>x = list(("apple", "banana", "cherry"))</code>	list
<code>x = tuple(("apple", "banana", "cherry"))</code>	tuple
<code>x = range(6)</code>	range
<code>x = dict(name="John", age=36)</code>	dict
<code>x = set(("apple", "banana", "cherry"))</code>	set
<code>x = frozenset(("apple", "banana", "cherry"))</code>	frozenset
<code>x = bool(5)</code>	bool
<code>x = bytes(5)</code>	bytes
<code>x = bytearray(5)</code>	bytearray
<code>x = memoryview(bytes(5))</code>	memoryview

Python Numbers

There are three numeric types in Python:

Variables of numeric types are created when you assign a value to them:

```
x = 1    # int
y = 2.8  # float
z = 1j   # complex
```

Int

Int, or integer, is a whole number, positive or negative, without decimals, of unlimited length

Integers:

```
x = 1
y = 35656222554887711
z = -3255522

print(type(x))
print(type(y))
print(type(z))
```

Float

Float, or "floating point number" is a number, positive or negative, containing one or more decimals.

Floats:

```
x = 1.10
y = 1.0
z = -35.59

print(type(x))
print(type(y))
print(type(z))
```

Float can also be scientific numbers with an "e" to indicate the power of 10.

Floats:

```
x = 35e3
y = 12E4
z = -87.7e100

print(type(x))
print(type(y))
print(type(z))
```

Strings

Strings in python are surrounded by either single quotation marks, or double quotation marks.

'hello' is the same as "hello".

You can display a string literal with the print() function:

Example

```
print("Hello")
print('Hello')
```

Quotes Inside Quotes

You can use quotes inside a string, as long as they don't match the quotes surrounding the string:

Example

```
print("It's alright")
print("He is called 'Johnny'")
print('He is called "Johnny"')
```

Assign String to a Variable

Assigning a string to a variable is done with the variable name followed by an equal sign and the string:

Example

```
a = "Hello"
print(a)
```

Multiline Strings

You can assign a multiline string to a variable by using three quotes:

Example

You can use three double quotes:

```
a = """Lorem ipsum dolor sit amet,
consectetur adipiscing elit,
sed do eiusmod tempor incididunt
ut labore et dolore magna aliqua."""
print(a)
```

Or three single quotes:

Example

```
a = """Lorem ipsum dolor sit amet,  
consectetur adipiscing elit,  
sed do eiusmod tempor incididunt  
ut labore et dolore magna aliqua."""  
print(a)
```

String Concatenation

To concatenate, or combine, two strings you can use the + operator.

Example

Merge variable **a** with variable **b** into variable **c**:

```
a = "Hello"  
b = "World"  
c = a + b  
print(c)
```

Example

To add a space between them, add a " ":

```
a = "Hello"  
b = "World"  
c = a + " " + b  
print(c)
```

String Methods

Python has a set of built-in methods that you can use on strings.

Note: All string methods return new values. They do not change the original string.

Method	Description
--------	-------------

capitalize()	Converts the first character to upper case
casefold()	Converts string into lower case
center()	Returns a centered string
count()	Returns the number of times a specified value occurs in a string
encode()	Returns an encoded version of the string
endswith()	Returns true if the string ends with the specified value
expandtabs()	Sets the tab size of the string
find()	Searches the string for a specified value and returns the position of where it was found
format()	Formats specified values in a string
<code>format_map()</code>	Formats specified values in a string
index()	Searches the string for a specified value and returns the position of where it was found
isalnum()	Returns True if all characters in the string are alphanumeric
isalpha()	Returns True if all characters in the string are in the alphabet
isascii()	Returns True if all characters in the string are ascii characters
isdecimal()	Returns True if all characters in the string are decimals
isdigit()	Returns True if all characters in the string are digits

isidentifier()	Returns True if the string is an identifier
islower()	Returns True if all characters in the string are lower case
isnumeric()	Returns True if all characters in the string are numeric
isprintable()	Returns True if all characters in the string are printable
isspace()	Returns True if all characters in the string are whitespaces
istitle()	Returns True if the string follows the rules of a title
isupper()	Returns True if all characters in the string are upper case
join()	Joins the elements of an iterable to the end of the string
ljust()	Returns a left justified version of the string
lower()	Converts a string into lower case
lstrip()	Returns a left trim version of the string
maketrans()	Returns a translation table to be used in translations
partition()	Returns a tuple where the string is parted into three parts
replace()	Returns a string where a specified value is replaced with a specified value
rfind()	Searches the string for a specified value and returns the last position of where it was found
rindex()	Searches the string for a specified value and returns the last position of where it was found

rjust()	Returns a right justified version of the string
rpartition()	Returns a tuple where the string is parted into three parts
rsplit()	Splits the string at the specified separator, and returns a list
rstrip()	Returns a right trim version of the string
split()	Splits the string at the specified separator, and returns a list
splitlines()	Splits the string at line breaks and returns a list
startswith()	Returns true if the string starts with the specified value
strip()	Returns a trimmed version of the string
swapcase()	Swaps cases, lower case becomes upper case and vice versa
title()	Converts the first character of each word to upper case
translate()	Returns a translated string
upper()	Converts a string into upper case
zfill()	Fills the string with a specified number of 0 values at the beginning

Boolean Values

In programming you often need to know if an expression is **True** or **False**.

You can evaluate any expression in Python, and get one of two answers, **True** or **False**.

When you compare two values, the expression is evaluated and Python returns the Boolean answer:

Example

```
print(10 > 9)
print(10 == 9)
print(10 < 9)
```

When you run a condition in an if statement, Python returns **True** or **False**:

Example

Print a message based on whether the condition is **True** or **False**:

```
a = 200
b = 33

if b > a:
    print("b is greater than a")
else:
    print("b is not greater than a")
```

Evaluate Values and Variables

The **bool()** function allows you to evaluate any value, and give you **True** or **False** in return,

Example

Evaluate a string and a number:

```
print(bool("Hello"))
print(bool(15))
```

Example

Evaluate two variables:

```
x = "Hello"
y = 15

print(bool(x))
print(bool(y))
```

Most Values are True

Almost any value is evaluated to **True** if it has some sort of content.

Any string is **True**, except empty strings.

Any number is **True**, except **0**.

Any list, tuple, set, and dictionary are **True**, except empty ones.

Example

The following will return True:

```
bool("abc")
bool(123)
bool(["apple", "cherry", "banana"])
```

Some Values are False

In fact, there are not many values that evaluate to **False**, except empty values, such as **()**, **[]**, **{}**, **""**, the number **0**, and the value **None**. And of course the value **False** evaluates to **False**.

Example

The following will return False:

```
bool(False)
bool(None)
bool(0)
bool("")
bool(())
bool([])
bool({})
```

One more value, or object in this case, evaluates to **False**, and that is if you have an object that is made from a class with a `__len__` function that returns **0** or **False**:

Example

```
class myclass():
    def __len__(self):
        return 0
```

```
myobj = myclass()
print(bool(myobj))
```

Functions can Return a Boolean

You can create functions that returns a Boolean Value:

Example

Print the answer of a function:

```
def myFunction() :
    return True

print(myFunction())
```

You can execute code based on the Boolean answer of a function:

Example

Print "YES!" if the function returns True, otherwise print "NO!":

```
def myFunction() :
    return True

if myFunction():
    print("YES!")
else:
    print("NO!")
```

Python also has many built-in functions that return a boolean value, like the `isinstance()` function, which can be used to determine if an object is of a certain data type:

Example

Check if an object is an integer or not:

```
x = 200
print(isinstance(x, int))
```

3. Menggunakan type casting dalam Python

Specify a Variable Type

There may be times when you want to specify a type on to a variable. This can be done with casting. Python is an object-orientated language, and as such it uses classes to define data types, including its primitive types.

Casting in python is therefore done using constructor functions:

- `int()` - constructs an integer number from an integer literal, a float literal (by removing all decimals), or a string literal (providing the string represents a whole number)
- `float()` - constructs a float number from an integer literal, a float literal or a string literal (providing the string represents a float or an integer)
- `str()` - constructs a string from a wide variety of data types, including strings, integer literals and float literals

Example

Integers:

```
x = int(1) # x will be 1
y = int(2.8) # y will be 2
z = int("3") # z will be 3
```

Example

Floats:

```
x = float(1) # x will be 1.0
y = float(2.8) # y will be 2.8
z = float("3") # z will be 3.0
w = float("4.2") # w will be 4.2
```

Example

Strings:

```
x = str("s1") # x will be 's1'
y = str(2) # y will be '2'
z = str(3.0) # z will be '3.0'
```

4. Pemanfaatan variabel untuk menyimpan data dalam program

Output Variables

The Python `print()` function is often used to output variables.

Example

```
x = "Python is awesome"  
print(x)
```

In the `print()` function, you output multiple variables, separated by a comma:

Example

```
x = "Python"  
y = "is"  
z = "awesome"  
print(x, y, z)
```

You can also use the `+` operator to output multiple variables:

Example

```
x = "Python "  
y = "is "  
z = "awesome"  
print(x + y + z)
```

Notice the space character after `"Python "` and `"is "`, without them the result would be `"Pythonisawesome"`.

For numbers, the `+` character works as a mathematical operator:

Example

```
x = 5  
y = 10  
print(x + y)
```

In the `print()` function, when you try to combine a string and a number with the `+` operator, Python will give you an error:

Example

```
x = 5  
y = "John"  
print(x + y)
```

The best way to output multiple variables in the `print()` function is to separate them with commas, which even support different data types:

Example

```
x = 5  
y = "John"  
print(x, y)
```