

# Intro to Coding with Python– User Input

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# Reminder!

- First quiz (on PLATO) is out today!
- Quizzes (and homeworks) are *week long* assignments; expect to spend 5-7 hours on them (this is standard for a college class)

# Plan for Today

- Learn how to get user input
- Write a few programs

Recall: the  
`print()`  
function

- `print()` outputs information to the console ("the shell")
- Works on lots of different **data types** (strings, integers, floats, and many more!)
- When `print()` is called on ("passed") a **variable**, it outputs the **contents**

```
Python 3.8.2 (default, Feb 26 2020, 02:56:10)  
> x = 3  
> print(x)  
_
```

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```

```
> x = 3
```

```
> print(x)
```

```
3
```

# Practice

- Write a short program that prints the following:

```
#####  
# CAIS117 #  
#####
```

# Discussion

What if we wanted to be able to  
print a banner around ANY word?  
What would we need?

## Discussion

What if we wanted to be able to  
print a banner around ANY word?  
What would we need?

- The word
- To be able to count how many characters are in the word



Another  
function:  
`len()`

- `len()` takes in a string and gives back the string's length (number of characters, including spaces)
- Can be called on string **literals** ("`stuff in quotes`") or on **variables** whose contents are strings
- Unlike `print()`, `len()` returns a value

```
Python 3.8.2 (default, Feb 26 2020, 02:56:10)  
> len("Jordan")
```

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Python 3.8.2 (default, Feb 26 2020, 02:56:10)  
> len("Jordan")  
6
```

Back to the 4  
basic tasks



len ()



Back to the 4  
basic tasks



`len("hello")`  
`> 5`

Back to the 4  
basic tasks





```
len("hello")  
> 5
```



# Recall: variables


- In CS, a **variable** is a place to store a piece of data
- In Python, variables are:
  - **declared** by giving them a name
  - **assigned** using the equals sign
- Example:


declaring  
a variable `x`  `x = 3`

 assigning  
the value 3 to `x`

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- Example:

declaring  
a variable `x`  `x = len("hello")`


 assigning  
the return value to `x`




## Recall: variables

- In CS, a **variable** is a place to store a piece of data
- In Python, variables are:
  - **declared** by giving them a name
  - **assigned** using the equals sign
- Example:

```
myStrLen = len("hello")
```

declaring  
a variable 

 assigning  
the return value

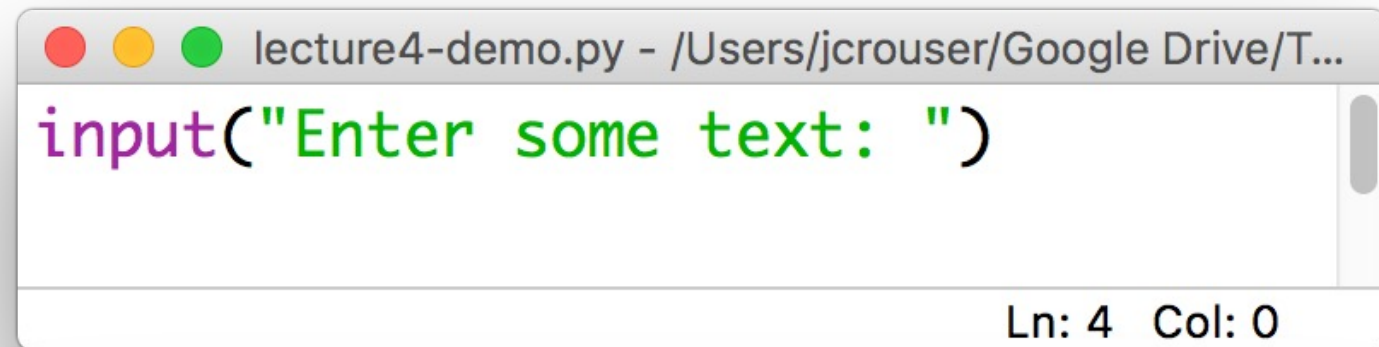
## Discussion

What if we wanted to be able to  
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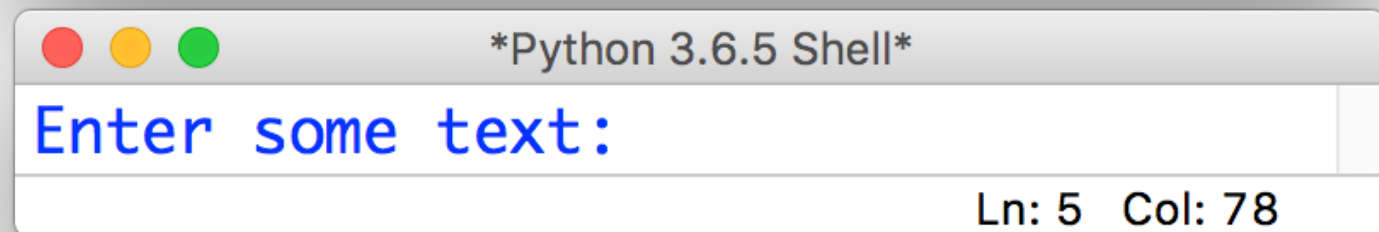
- The word
- To be able to count how many characters are in the word (**and store answer**)

## The `input()` function

- Python has a built-in `input()` function that allows us to ask the user to type in information
- The `input()` function takes in a value, which will be printed to the console as a prompt:



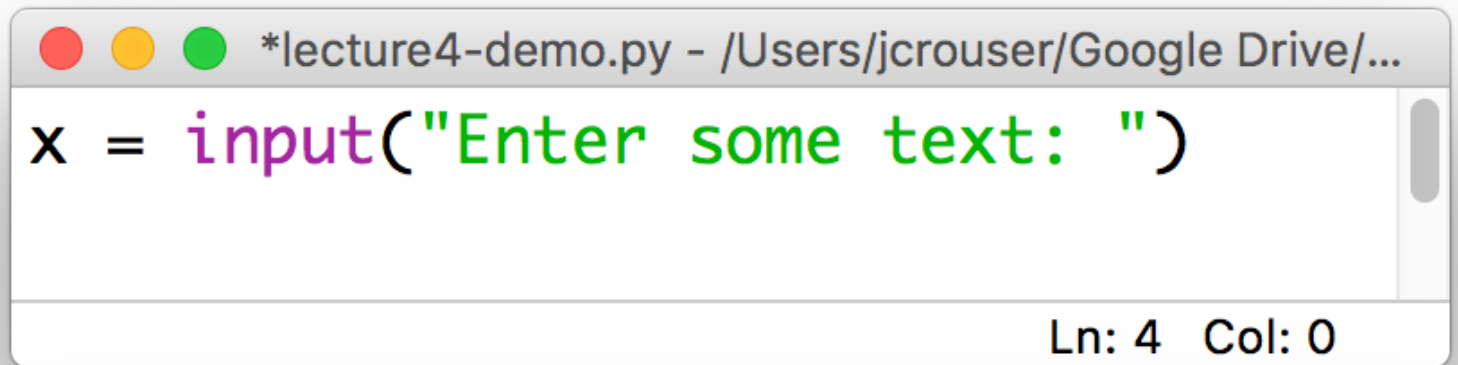
A screenshot of a code editor window titled "lecture4-demo.py - /Users/jcrouser/Google Drive/T...". The code shown is `input("Enter some text: ")`. The status bar at the bottom right indicates "Ln: 4 Col: 0".



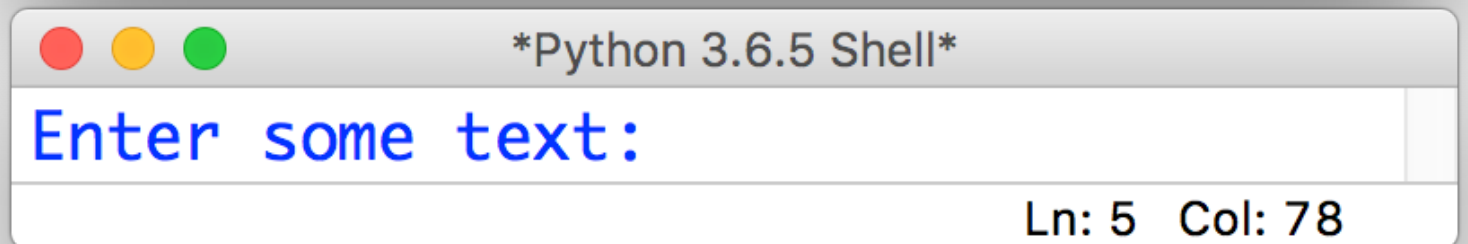
A screenshot of a Python 3.6.5 Shell window titled "\*Python 3.6.5 Shell\*". The prompt "Enter some text:" is displayed in blue text. The status bar at the bottom right indicates "Ln: 5 Col: 78".

## The `input()` function

- In general, we will want to **save** what the user enters so we can do something with it
- This means we need to **assign** the value **returned** by the `input()` function to some variable, e.g.



```
*lecture4-demo.py - /Users/jcrouser/Google Drive/...  
x = input("Enter some text: ")  
Ln: 4 Col: 0
```



```
*Python 3.6.5 Shell*  
Enter some text:  
Ln: 5 Col: 78
```

## Discussion

What if we wanted to be able to  
print a banner around ANY word?  
What would we need?

- The word
- To be able to count how many characters are in the word (**and store answer**)
- Modify your program from earlier to work for any string

Note: The  
`eval()`  
function

- The user's input is always returned as a **string**, even if they enter only numeric characters
- If we want Python to interpret it as a number, we can use the `eval()` function



A screenshot of a Python IDE window titled '\*lecture4-demo.py - /Users/jcrouser/Google Drive/...'. The code editor shows the line `x = eval(input("Enter some text"))`. The `eval` function is highlighted in purple, and the string `"Enter some text"` is highlighted in green. The status bar at the bottom right of the window indicates 'Ln: 3 Col: 0'.

- Then we can manipulate `x` using mathematical operations

## Putting it all together

- In small groups, write a program that asks the user to **input** () two strings:
  - a **word**
  - a **number**
- Store the user input in appropriate **variables** (remember: **eval** () will return the *numeric value of a string*)
- **print** () the **word** the user-specified **number** of times
  - Note: try multiplying a string by an int and see what happens
- Want a **challenge**? Also ask the user to input a **character** (a single letter or symbol), and use that to print a banner around the repeated word

# Discussion

What did you come up with?