

Python to English examples	
<code>print("hello!")</code>	Prints a value on screen (in this case, hello!)
<code>input("")</code>	Inputs a value into the computer.
<code>x = input("")</code>	Inputs a value and stores it into the variable x.
<code>x = int(input(""))</code>	Inputs a value into x, whilst also making it into an integer.
<code>answer = x + y</code>	Saves the result of x and y added together in a variable named answer.
<code>print(str(x))</code>	Prints the variable x, but converts it into a string first.
<code>print("Hello", "World")</code>	Prints the two strings concatenated with a space between. This code would output "Hello World".
<code>age = 12</code> <code>print("Age: " + str(age))</code>	The + joins together two variables when printing. Str has to be used to cast age to be a string. This code will output "Age: 12".
<code>if name == "Fred":</code>	Decides whether the variable 'name' has a value which is equal to 'Fred'.
<code>else:</code>	The other option if the conditions for an if statement are not met (eg. name = 'Bob' when it should be Fred)
<code>elif name == "Tim":</code>	elif (short for else if) is for when the first if condition is not met, but you want to specify another option.
<code># COMMENT</code>	# is used to make comments in code – any line which starts with a # will be ignored when the program runs. They are used to describe the code to a programmer.
<code>for i in range(0,10):</code> <code># WRITE CODE HERE</code>	Repeats any code indented after this line a set number of times, in this case, 10.
<code>while x &lt; 10:</code> <code># WRITE CODE HERE</code>	Repeats any code indented after this line until a condition is met, in this case x becoming equal to or greater than 10.
<code>list = ["", ""]</code>	Creates a variable and makes it an array – a list which can store many values.

### Selection example code

```
fav_num = int(input("Pick a number between 1 & 10..."))
if(fav_num == 7):
    print("Good guess!")
elif(fav_num < 7):
    print("Too low!")
else:
    print("Too high!")
```

The code above inputs a number. If the number is 7 it will print "Good guess!", if it is less than 7 it will print "Too low!" and for anything else it will print "Too high!".

### Iteration

Count-controlled loop      Giving a specific number of times to repeat the instructions

```
for number in range(0,10):
    print(number)
```

Conditioned-controlled loop      When the condition is true, the loop will end

```
number=0
while number != 8:
    number = number + 1
    print("the number is", number)
```

<b>Python</b>	A high level programming language.
<b>Programming</b>	The process of writing computer programs. Code The instructions that a program uses.
<b>Sequence</b>	Parts of the code that run in order and the pathway of the program reads and runs very line in order.
<b>Selection</b>	Selects a pathways through the code based on whether a condition is true
<b>Iteration</b>	Code is repeated (looped), either while something is true or for a number of times
<b>Algorithm</b>	A set of rules/instructions to be followed by a computer system
<b>Variable</b>	A value that is stored in the program and can change whilst the program is executed. (eg. time, speed)
<b>Arithmetic Operator</b>	Used when calculating data + - / * % (remainder of the calculation) ^ (to the power of)
<b>Comparative Operator</b>	When comparing data, an operator is used to solve the equality such as <ul style="list-style-type: none"> <li>&lt; less than</li> <li>&gt; greater than</li> <li>!= not equal to</li> <li>== equal to</li> </ul>
<b>Syntax</b>	The punctuation/way that code has to be written so that the computer can understand it. Each programming language has its own syntax.
<b>Data Type</b>	This indicates how the data will be stored. The most common data types are integer, string, and float/real.
<b>String</b>	A collection of letters, numbers or characters. (eg, Hello, WR10 1XA)
<b>Integer</b>	A whole number. (eg. 1, 189)
<b>Float/Real</b>	A decimal number, not a whole number. (eg. 3.14, -26.9)
<b>Boolean</b>	1 of 2 values. (eg. True, False, Yes, No)