Python Key Stage 3 Workbook – Teacher's notes on Python Maths functions:

+, - plus and minus as you would expect

* times (multiply) – computers use the * instead of x, to save confusion between the symbol and the letter

/ is division - note that Python 2.7 will answer with an integer if the numbers given are all integers, regardless of whether there should be a decimal portion, e.g. 7/2=3, not 3.5. If you want the decimal portion as well, make sure you input numbers with a decimal, even if there is nothing after the decimal, e.g. 7/2.0=3.5 as you would expect.

7%3 is modulus – this is complementary to the /, and gives the remainder of whole number division. So 7%3=1.

2**3 – puts the first number to the power of the second number. The equivalent of 2^3.

3==3 answers True or False depending on the numbers. Read == as "is equal to", which is a **comparison**, as opposed to x=3 which is an **assignment**, setting the variable x to the value 3.

4<6 another comparison – is less than. Replies True or False.

4>6 another comparison – is bigger than. Replies True or False.

4!=6 another comparison – is not equal to. Replies True or False.

range(100) prints out all the numbers in the range, starting at 0 and ending with the number before the number in brackets, therefore offering in this case 100 different numbers from 0 to 99. This would be a good time to point out that computer scientists often start counting at 0 rather than 1.

Random numbers

If you want to generate random numbers, first put the statement

from random import *

Then you can use randint(x,y) to generate a random number between x and y

for example

number=randint(1,10)

print number

This opens up all sorts of possibilities for guessing games etc.