

# Intro to programming I

## Week 3 - Integers and Integer variables

- An *integer* is any number - positive, negative, or zero - that does not have a fraction, e.g.,

25

Console output

- We can print an integer:

```
print(25)
```

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- We can place the integer in a variable and print the variable:

```
my_age = 10  
print(my_age)
```

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- We can use Python as a calculator; the symbol for multiplication is the asterisk \*, e.g., you age in months on your next birthday is:

```
months_per_year = 12  
age_in_months = (my_age + 1) * months_per_year  
print(age_in_months)
```

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- We can turn a number into a string using *str()*:

```
age_string = str(my_age)  
print(age_string)
```

10

- A number and the string of a number are not the same thing; we can tell them apart by their types, using *type()*:

```
print(type(my_age))  
print(type(age_string))
```

<type 'int'>  
<type 'str'>