

Variables

- So, `x` becomes associated with the value 10, which is stored in memory.
- You can think of the variable `x` as a *label* for the value 10.
- Variables don't have to be called `x`, you can name them as you like (`cs151 = 10` , `myVariableName = 10` , `this_is_my_variable_name = 10` all work), but there are rules for valid variable naming.

Variables can change value

New variables can be assigned to existing variables:

```
gemsCollected = 5
gemsCollected = 7
print(gemsCollected)
```

Can use variable **alone** in a statement or on the right-hand-side of assignment **ONLY if already defined**.

```
gemsCollected = gemsCollected**2
```

Right-hand-side operations happen **BEFORE** assignment

```
x = 3
y = 4
distanceTraveled = math.sqrt(x**2 + y**2)
# distanceTraveled is assigned 5
```

Variables can be assigned to variables

```
a = 1
b = 2
a = b
print(a)
```

For now, it is the case that after equating two variables (`a` and `b`) and **one changes, the other does NOT change (it keeps its value)**.

```
a = 1
b = 2
a = b
b = 9
print(a) # b's old value, 2
print(b) # b's new value 9
```

Reason: Variables and their values are stored in the symbol table, not just function names. When equating the variables, their symbol table value get **COPIED**.

Go thru example with symbol table.

Variables assigned with the 4 data types we know work using hard values

Example: If `myString = 'hello'` then `myString = myString + 'world'` concatenates the strings `'hello '` and `'world'` and assigns it to `myString`.

Like before, something like `myString = myString / '3'` won't work.

Step thru temperature program

1. Python reads the definition of `convertTtoC` and stores it for later use in the main symbol table. Now Python 'knows' what the function `convertTtoC` is. You can call it now.
2. Python executes line 12, which is an assignment statement. **Python now associated the value 32 to the variable name `tempInF1`. So, Python 'knows' what the first temperature is.**
3. Python executes line 13, which means it must execute lines 7, then 8. A message is printed to the console because of the command on line 8: `32 degrees in F is 0.0 degrees in C.`
- ...

There's a few things worth pointing out about this program:

- We can pass variables into function just like if they were hard-coded values, like we're used to (e.g. `convertFtoC(tempInF1)`).
- We've been already working with variables in functions. In `convertFtoC`, the **parameter** `temp` is actually a variable.

Temperature symbol table: functions and now variables

What happens to `convertedTemp` after the line `convertFtoC(tempInF1)` finishes executing in our main code? In other words, could we access the value of `convertedTemp` or even `temp` outside the function `convertFtoC`, in our main code, say in between lines 14 and 17? *No, it turns out that we can't!*

What we know about symbol tables so far

1. One symbol table for main code of a program. Contains your functions.
2. Separate symbol tables for **modules**, code you import (e.g. `turtle`, `math`, etc.)

Today, we're going to update our definition of symbol lookup tables

There's two new big ideas:

1. Variable names, data types, and values get stored in each symbol table, not just function names.
2. Each function *gets its own* symbol table **when it is called**.