

## Python as a Calculator (for Scalars)

Command	Meaning	Example
Arithmetic:  $x + y$ , $x - y$ , $x * y$ , $x / y$ $( )$ $x^{**} y$ $x // y$ $x \% y$	$x + y$ , $x - y$ , $xy$ , $x/y$ grouping $x^y$ (exponent) integer division modulo (remainder)	$7 / 3$ $2 * 3 + 4$ , $2 * (3 + 4)$ $8 ** (1/3)$ $7 // 3$ $7 \% 3$
Calculator functions:  <code>import numpy as np</code> <code>np.exp()</code> <code>np.log(x)</code> <code>np.cos()</code> , <code>np.sin()</code> <code>np.sqrt()</code>	access <code>numpy</code> module code exponential natural logarithm trigonometry square root	# call "import numpy" first <code>np.exp(1)</code> <code>np.log(np.e ** 2)</code> <code>np.sin(np.pi / 2)</code> <code>np.sqrt(9)</code>
Other easy functions:  <code>np.fabs(x)</code> <code>np.floor(x)</code> <code>np.ceil(x)</code> <code>np.round(number, decimals=0)</code> ("==" indicates default)	absolute value greatest integer $\leq x$ ceiling: smallest integer $\geq x$ round to #decimal places	<code>np.fabs(-3)</code> <code>np.floor(-1.5)</code> <code>np.ceil(-1.5)</code> <code>np.round(4/3, 2)</code> <code>np.round(4/3)</code>
Miscellaneous:  <code>help(name)</code> <code>variable = value</code> <code>variable_name</code> <code>type(object)</code> <code>#</code>	check documentation assign variable to value <code>print(variable_name)</code> find object type comment rest of line	<code>help(np.round)</code> <code>x = 3</code> <code>x</code> <code>type(2), type(np.pi), type('a')</code> <code>n = 3 # number of points</code>

A variable name begins with a letter; contains letters, digits and underscores; and is not in `help('keywords')`. By convention, use lowercase words separated by underscores for multiword variable names. e.g.

```
rate = 0.07
doubling_time = np.log(2) / np.log(1 + rate)
doubling_time
# in print(f'...'), {} gives value of enclosed variable
print(f'The rate is {rate} and doubling_time={doubling_time}.')
```

To learn more, see: <https://numpy.org/doc/stable/reference/routines.math.html>.