

## 6.00 Handout, Lecture 2

**(Not intended to make sense outside of lecture)**

```
x = 3 #Create variable x and assign value 3 to it
x = x*x #Bind x to value 9
print x
y = float(raw_input('Enter a number: '))
print y
print y*y

x = int(raw_input('Enter an integer: '))
if x%2 == 0:
    print 'Even'
else:
    print 'Odd'
    if x%3 != 0:
        print 'And not divisible by 3'
-----
x = int(raw_input('Enter x: '))
y = int(raw_input('Enter y: '))
z = int(raw_input('Enter z: '))

if x < y:
    if x < z:
        print 'x is least'
    else:
        print 'z is least'
else:
    print 'y is least'

if x < y:
    if x < z:
        print 'x is least'
    else:
        print 'z is least'
elif y < z:
    print 'y is least'
else:
    print 'z is least'

if x < y and x < z:
    print 'x is least'
elif y < z:
    print 'y is least'
else:
    print 'z is least'

-----
#Find the cube root of a perfect cube
x = int(raw_input('Enter an integer: '))
ans = 0
while ans*ans*ans < abs(x):
    ans = ans + 1
    #print 'current guess =', ans
if ans*ans*ans != abs(x):
    print x, 'is not a perfect cube'
else:
```

```
if x < y and x < z:
    print 'x is least'
elif y < z:
    print 'y is least'
else:
    print 'z is least'
```

```
if x < 0:  
    ans = -ans  
print 'Cube root of ' + str(x) + ' is ' + str(ans)
```

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