

...cont'd

- 1 Open an IDLE Edit Window and initialize a variable by assigning it a string, then display its value and data type
`race = 'Daytona 500'`
`print(race , 'is' , type(race))`
- 2 Next, initialize a variable by assigning it a whole number then display its value and data type
`kilo = 1000`
`print(kilo , 'is' , type(kilo))`
- 3 Now, initialize a variable by assigning it a decimal number, then display its value and data type
`temp = 98.6`
`print(temp , 'is' , type(temp))`
- 4 Initialize a variable by assigning it a truth keyword then display its value and data type
`flag = True`
`print(flag , 'is' , type(flag))`
- 5 Finally, replace the last variable value with a truth result of a comparison, then again display its value and data type
`flag = 4 > 8`
`print(flag , 'is' , type(flag))`
- 6 Save then run the program to discover the types of data stored within the variables you have created



types.py

```
Python Shell
File Edit Shell Debug Options Windows Help
>>> ===== RESTART =====
>>>
Daytona 500 is <class 'str'>
1000 is <class 'int'>
98.6 is <class 'float'>
True is <class 'bool'>
False is <class 'bool'>
>>> |
```



The comparison here examines whether 4 is greater than 8, which is of course untrue. Comparisons are demonstrated fully in the next chapter.