
Week 4 - Inputting Text and Assigning Variables

Review

- > $N[]$ gives the numeric value of a quantity
- > `Plot[{function1, function2}, {variable, min, max}]`
- > 'esc' 'letter' 'esc' for Greek letters
- > Be aware of how *Mathematica* interprets our use of brackets

Inputting text

I can now input text to *Mathematica*

Text within code

```
(* *)
```

```
10^2(*unseen text - good for adding comments to your code*)
```

```
100
```

```
" "
```

```
10^2 "seen text - good for units or titles"
```

```
100 seen text - good for units or titles
```

```
constant "text"
```

```
text constant
```

We can assign values to a variable by entering a name followed by an equals e.g.

```
constant = 3
```

```
3
```

```
constant "text"
```

```
3 text
```

Example

```
mass = 2>(*mass of ball in kg*)
```

```
2
```

```
weight = 9.8 * mass "Newtons"
```

```
19.6 Newtons
```

```
Clear[mass]
```

Summary

- > Text entered by selecting '+' on new line and then 'Plain text'
- > Two ways of entering text in code:
 - i) Hidden text using (* text *)
 - ii) Seen text using " "
- > assign a variable using the equals sign. E.g. variable=10.
- > Clear variable using Clear[variable]
- > A stitch in time saves nine!