Inputs, Outputs & Type Conversion - Reading

Outputs

To output to the screen we use the **print** procedure. Languages might differ in how you print to the screen, but in general, you do not have a space between *print* and the bracket. Inside the brackets you can place any string.

```
OUTPUT 'hello' hello
```

It is also possible to print the value stored inside a variable. When we print variables we do not use quotes around the variable name as the variable already knows it is a string.

```
name ← 'Amy'
OUTPUT name
```

It is possible to combine two or more strings together. This process is called **concatenation**. In the example below we concatenate the string "Name: " with the variable *name* and the variable *surname*.

```
firstName ← 'Amy'
surname ← 'Smith'
OUTPUT 'Name: ' + name + surname
```

If we want to make a new line there isn't a symbol which we can type in. This means we have to use an **escape character**. The escape character for a new line is n

```
OUTPUT 'some text\n on a new line' some text on a new line
```

<u>Inputs</u>

To get input from the user we use the *input* function. This can have a message which is printed to the user if you wish. The function will return a string containing whatever the user typed in on the keyboard. This can then be stored in a variable. In the example below the string "Jack" will be stored in the variable called *name*.

Type conversion

Variables have specific types of data which they can store. Sometimes, we need to convert between one data type, such as a string, and another data type, such as an integer. Converting one data type to another is known as **type conversion**.

STRING_TO_INT and STRING_TO_REAL will convert a string to an integer or real number. INT_TO_STRING and REAL_TO_STRING will convert an integer or real number to a string.