

Conditionals

The INFDEV Team @ HR

Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

Using if's

Conditionals

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Conditionals

The INFDEV Team @ HR

Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

Using if's

Introduction



Introduction

Conditionals

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Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

Using if's

Lecture topics

- Making choices
- if-then-else statements
- Reasoning about if-then-else



Conditionals

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Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

Using if's



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Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

Using if's

- Often need to make a choice
- Based on some condition, we do something rather than something else



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Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

Using if's

- If the sun is shining
- Then take a walk
- Otherwise go to work



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Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

Using if's

- If the engine is too warm and the RPM's are high enough
- Then reduce the RPM
- Otherwise do nothing



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Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

Using if's

- Of course conditions like this can be combined
- This means that we can cascade decisions
- This is the building block of intelligent decisions in our programs



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Introduction

Making choices

Making decisions in Python

Reasoning about

if-then-else

Using if's

- If the engine is too warm
- Then
 - If the RPM's are high enough
 - Then reduce the RPM
 - Otherwise light up the temperature lamp
- Otherwise do nothing



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Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

Using if's

Making decisions in Python



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Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

Using if's

- Python offers built-in facilities for decision-making
- if-then-else statement
- We can make decisions about which block of code is executed



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Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

Using if's

- ullet The general form is if CONDITION: THEN-BLOCK else ELSE-BLOCK (if_{CTE})
- If the condition is true, then we jump to the beginning of THEN-BLOCK, otherwise we jump to the beginning of ELSE-BLOCK

```
\begin{cases} (PC,S) \stackrel{ifCTE}{\longrightarrow} (firstLine(T),S) & when & (PC,S) \stackrel{C}{\rightarrow} TRUE \\ (PC,S) \stackrel{ifCTE}{\longrightarrow} (firstLine(E),S) & when & (PC,S) \stackrel{C}{\rightarrow} FALSE \end{cases}
```



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Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

Using if's

- Python is indentation-based
- White-spaces go at the beginning of some lines
- A more indented line is within a less indented line above



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Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

Using if's

- Indentation specifies where the then-block and the else-block begin and end
- The general form of an if-then-else is thus:
 - if COND:
 - newline
 - indentation
 - code of then
 - de-indentation
 - else:
 - newline
 - indentation
 - code of else
 - de-indentation



A correct example

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Making choices

Making decisions in Python

Reasoning about if-then-else

f-then-else

```
if temp > 350.0:
   if throttle > 2500:
     throttle = throttle - 1500
   else:
     warning = True
else:
   print("everythinguisuOK")
```



An incorrect example

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Introduction

Making choices

Making decisions in

Python

Reasoning about if-then-else

```
if temp > 350.0:
if throttle > 2500:
throttle = throttle - 1500
else:
warning = True
else:
print("everything is 0K")
```



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Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

Using if's

- if-then-else statements eventually terminate
- after the then (or else) block is finished, we jump to the first line right after the whole if-then-else

After an if-then-else

print(throttle, temp, warning)

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Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

```
if temp > 350.0:
  if throttle > 2500:
    throttle = throttle - 1500
  else:
    warning = True
else:
  print("everything is OK")
```



After an if-then-else?

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Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

Using if's

```
Without indentation, this:
```

```
if temp > 350.0:
if throttle > 2500:
throttle = throttle - 1500
else:
warning = True
else:
print("everything_is_OK")
print(throttle, temp, warning)
```

would be indistinguishable from both:

```
if temp > 350.0:
                                         if temp > 350.0:
     if throttle > 2500:
                                           if throttle > 2500:
        throttle = throttle - 1500
                                             throttle = throttle - 1500
     else:
                                           else:
        warning = True
                                             warning = True
   else:
                                         else:
7
     print("everything..is..OK")
                                           print("everything...is...OK")
     print(throttle, temp, warning)8
                                         print(throttle, temp, warning)
```



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Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

Using if's

Reasoning about if-then-else



Reasoning about if-then-else

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Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

Using if's

- if-then-else effectively forks the code
- Until run-time, we are not really sure what path the code will take



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Introduction

Making choices

Making decisions in

Reasoning about

if-then-else Using if's

```
10
11
12
13
14
15
16
17
18
```

```
input = sys.stdin.readline()
                                            if op == "+":
6
    if input == "*\n":
                                              z = x + v
7
      x = int(sys.stdin.readline())
                                            else:
8
      y = int(sys.stdin.readline())
                                              if op == "*":
      op = "*"
9
                                                z = x * v
    else:
                                              else:
      if input == "+\n":
        x = int(sys.stdin.readline())_{8}^{7}
                                                raise
                                            print(str(x) + "_ " + op + " " +
        y = int(sys.stdin.readline())
                                                     str(y) + "_{\sqcup}is_{\sqcup}" + str(z))
      else:
        x = int(sys.stdin.readline())
        op = "*"
```



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Introduction

Making choices

Making decisions in

Reasoning about

if-then-else 13

Using if's

Which path will be taken?

```
y = 0
z = 0
op = "none"
input = sys.stdin.readline()
if input == "*\n":
  x = int(sys.stdin.readline())
  y = int(sys.stdin.readline())
  op = "*"
else:
  if input == "+\n":
    x = int(sys.stdin.readline())
    y = int(sys.stdin.readline())
  else:
    x = int(sys.stdin.readline())
    op = "*"
```



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Introduction

Making choices

Making decisions in

Reasoning about

if-then-else 13 Using if's

Which path will be taken?

```
y = 0
z = 0
op = "none"
input = sys.stdin.readline()
if input == "*\n":
  x = int(sys.stdin.readline())
  y = int(sys.stdin.readline())
  op = "*"
else:
  if input == "+\n":
    x = int(sys.stdin.readline())
    y = int(sys.stdin.readline())
  else:
    x = int(sys.stdin.readline())
    op = "*"
```

We do not know!



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Introduction

Making choices

Making decisions in

Reasoning about

if-then-else 13

Using if's

What values will x, y, op, input have?

```
y = 0
v = 0
z = 0
op = "none"
input = sys.stdin.readline()
if input == "*\n":
  x = int(sys.stdin.readline())
  y = int(sys.stdin.readline())
  op = "*"
else:
  if input == "+\n":
    x = int(sys.stdin.readline())
    y = int(sys.stdin.readline())
  else:
    x = int(sys.stdin.readline())
    op = "*"
```



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Introduction

Making choices

Making decisions in

Reasoning about

if-then-else 13

Using if's

What values will x, y, op, input have?

```
y = 0
v = 0
z = 0
op = "none"
input = svs.stdin.readline()
if input == "*\n":
  x = int(svs.stdin.readline())
  y = int(sys.stdin.readline())
  op = "*"
else:
  if input == "+\n":
    x = int(sys.stdin.readline())
    y = int(sys.stdin.readline())
  else:
    x = int(sys.stdin.readline())
    op = "*"
```

We do not know!



Reasoning about if-then-else

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Introduction

Making choices

Making decisions in Python

Reasoning about

if-then-else

Using if's

- The paths are influenced by the value of the input variable
 - One path for "*\n"
 - Another for "+ \n "
 - Another for all other possible values
- We analyze our code based on all possible outcomes



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Introduction

Making choices

Making decisions in Python

Reasoning about

if-then-else

```
x y z op input
0 0 0 "none" "*\n"
```

```
if input == "*\n":
    x = int(sys.stdin.readline())
    y = int(sys.stdin.readline())
    op = "*"
else:
    ...
```

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Introduction

Making choices

Making decisions in Python

Reasoning about

if-then-else

```
x y z op input
0 0 0 "none" "*\n"
```

```
if input == "*\n":
    x = int(sys.stdin.readline())
    y = int(sys.stdin.readline())
    op = "*"
else:
    ...
```

X	У	z	ор	input
in2	in3	0	"*"	"*\n"



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Introduction

Making choices

Making decisions in

Reasoning

about if-then-else

```
input
X
   У
       Z
           op
       0
           "none"
                     "+\n"
```

```
if input == "*\n":
else:
  if input == "+\n":
    x = int(sys.stdin.readline())
    y = int(sys.stdin.readline())
    op = "+"
  else:
```

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Introduction

Making choices

Making decisions in

Reasoning

about if-then-else

```
input
X
   У
       z
           op
       0
           "none"
                      "+\n"
```

```
if input == "*\n":
else:
  if input == "+\n":
    x = int(sys.stdin.readline())
    y = int(sys.stdin.readline())
    op = "+"
  else:
```

X	у	Z	ор	input
in2	in3	0	"+"	" $+\n$ "



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Introduction

Making choices

Making decisions in Python

Reasoning

if-then-else

```
xyzopinput000"none""anything else"
```

```
if input == "*\n":
    ...
else:
    if input == "+\n":
        ...
else:
    x = int(sys.stdin.readline())
    y = 2
    op = "*"
```

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Introduction

Making choices

Making decisions in Python

Reasoning about

if-then-else Using if's

```
ons in 1 2
```

 $x \mid y \mid z$

op

0

"none"

input

```
if input == "*\n":
    ...
else:
    if input == "+\n":
     ...
else:
    x = int(sys.stdin.readline())
    y = 2
    op = "*"
```

"anything else"

Х	У	Z	ор	input
in2	2	0	"*"	"anything else"



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Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

Using if's

We can now merge the various possible outcomes (ignoring input as we do not use it anymore):

X	у	z	ор	input
in2	in3	0	"*"	"*\n"
in2	in3	0	"+"	"+\n"
in2	2	0	"*"	"anything else"

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Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

Using if's

We can now merge the various possible outcomes (ignoring input as we do not use it anymore):

X	у	Z	ор	input
in2	in3	0	"*"	"*\n"
in2	in3	0	"+"	"+\n"
in2	2	0	"*"	"anything else"

Х	у	Z	ор
in2	in3 ∨ 2	0	"*" ∨ "+"



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Introduction

Making choices

Making decisions in

Python Reasoning

about if-then-else

```
x y z op
in2 in3 \( \text{2} \) 0 "*" \( \text{"+"} \)
```

```
if op == "+":
   z = x + y
else:
   if op == "*":
   z = x * y
else:
   raise
```

Example if's

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Introduction

Making choices

Making decisions in Python

Reasoning about

about if-then-else

Using if's

```
x y z op
in2 in3 \( \text{2} \) 0 "*" \( \text{"+"}
```

```
if op == "+":
    z = x + y
else:
    if op == "*":
    z = x * y
else:
    raise
```

Х	у	z	ор
in2	in3 ∨ 2	$in2+in3 \lor in2\times in3 \lor in2\times 2$	"*" ∨ "+"



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Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

Using if's

- in2+in3 ∨ in2×in3 ∨ in2×2 is a long formula
- It is simply saying that there are three possible outcomes:
 - One outcome is in2+in3
 - One outcome is in2×in3
 - One outcome is in2×2



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Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

Using if's

- The more sequential conditionals, the more possible resulting execution paths
- But how many?

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Introduction

Making choices

Making decisions in Python

Reasoning about

if-then-else

Using if's

How many if's? How many execution paths?

```
if C1:
A1
else:
B1
```

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Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

Using if's

How many if's? How many execution paths?

```
if C1:
A1
else:
B1
```

- **1** if
- 2 execution paths



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Introduction

Making choices

Making decisions in

Reasoning about

if-then-else Using if's

```
if C1:
    A1
else:
    B1

if C2:
    A2
else:
    B2
```



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Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

Using if's

```
if C1:
    A1
else:
    B1

if C2:
    A2
else:
    B2
```

- 2 if's
- 4 execution paths



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Introduction

Making choices

Making decisions in

Reasoning about 12 if-then-else 13

Using if's

ВЗ

```
if C1:
  A 1
else:
  В1
if C2:
  A2
else:
  B2
if C3:
  A.3
else:
```



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Introduction

Making choices

Making decisions in Python

Reasoning 11 about 12 if-then-else 13

11-then-else

Using if's

```
if C1:
    A1
else:
    B1

if C2:
    A2
else:
    B2

if C3:
    A3
else:
    B3
```

- **3** if's
- 8 execution paths



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Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

Using if's

- ullet In general, for n if's
- 2^n possible execution paths



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Introduction

Making choices

Making decisions in Python

Reasoning about

if-then-else

Using if's

- Each path can alter the state in a different way
- After an if with 8 possible paths
 - We have 8 possible resulting states
 - Variables can be one of possible 8 different values



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Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

Using if's

- The more if's
- The more complex its conditions
- The harder it is to reason about your program!



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Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

Using if's

Using if's

Conditionals

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Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

Using if's

Rules of thumb

- Logical, short condition
- Good: (temp > 350 & throttle > 2500)
- Bad: (temp > 350 & throttle > 2500 & op == "+")

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Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

Using if's

Rules of thumb

- Few levels of nesting
- Good: between one and three
- Bad: beyond three



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Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

Using if's

Rules of thumb

- Semantically connected then and else
- Good: both then and else perform similar operations on the same variables
- Bad: then and else perform unrelated operations or on different variables



A disastrous example

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Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

Using if's

```
if (temp > 350 & throttle > 2500) | op == "+":
    if op == "+":
        z = x + y
    else:
        z = x * y
        throttle = throttle - 1000
else:
    if op == "*":
        z = x * y
```

What went wrong?



A disastrous example

Conditionals

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Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

Using if's

```
if (temp > 350 & throttle > 2500) | op == "+":
    if op == "+":
    z = x + y
    else:
    z = x * y
    throttle = throttle - 1000
else:
    if op == "*":
    z = x * y
```

What went wrong?

- The condition is very hard to reason about
- The condition involves unrelated quantities
- The various then's and else's are partially unrelated
- There is repetition



Bringing order

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Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

Using if's

```
if temp > 350 & throttle > 2500:
    throttle = throttle - 1000

if op == "+":
    z = x + y
else:
    z = x * y
```

What went right?



Bringing order

Conditionals

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Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

Using if's

```
if temp > 350 & throttle > 2500:
    throttle = throttle - 1000

if op == "+":
    z = x + y
else:
    z = x * y
```

What went right?

- The conditions are simple to reason about
- The conditions are all tight (no unrelated variables)
- The various then's and else's are all strongly related
- Separate if's for separate tasks
- There is no repetition



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Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

Using if's

The value of reasoning

- Always keep in mind:
- You have the power to make your own life a living Hell...



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Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

Using if's

The value of reasoning

- Always keep in mind:
- You have the power to make your own life a living Hell...
- ...unless you reason first and then structure code logically



This is it!

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Introduction

Making choices

Making decisions in Python

Reasoning about if-then-else

Using if's

The best of luck, and thanks for the attention!