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# Introduction to **Python** Programming



## UNIT-2

### Branching, while Loops, and Program Planning

Prof. Narasimha Swamy S  
Department of AIML  
RV College of Engineering  
Bengaluru-59

*Go, Change the World*

# Outline

- Introduction
- Using the If statement
- Using the else Clause
- Using the el-if clause
- Creating while Loops
- Avoiding Infinite Loops
- Creating Intentional infinite Loops
- Using Compound Conditions

# Introduction

- So, far, the programs we've written have had a simple, sequential flow: each statement is executed once, in order, every time.

## Conditional Statements

Conditional Statements in programming are used to make decisions based on the conditions

## Control Statements

Control Statements in programming are used to control the execution of the Statements

# 1. Using the If statement

2. Using the else Clause
3. Using the elif clause
4. Creating while Loops
5. Avoiding Infinite Loops
6. Creating Intentional infinite Loops
7. Using Compound Conditions



# Using the If statement (Contd.)

# Password

# Demonstrates the if statement

```
print("Welcome to System Security Inc.")
```

```
print("where security is our middle name\n")
```

```
password = input("Enter your password: ")
```

```
if password == "secret":
```

```
    print("Access Granted")
```

```
input("\n\n Press the enter key to exit.")
```



# Using the If statement (Contd.)

The key to program Password is the if statement:

```
if password == "secret":  
    print("Access Granted")
```

The if statement is pretty straightforward. You can probably figure out what's happening just by reading the code.

# Using the If statement (Contd.)

## *Creating Conditions*

- In Python, there are three forms of the if...else statement.

1. if statement

2. if...else statement

3. if...elif...else statement

# Using the If statement (Contd.)

## *Understanding Comparison Operators in if Statement*

- Python supports the usual logical conditions from mathematics:

Equals:  $a == b$

Not Equals:  $a != b$

Less than:  $a < b$

Less than or equal to:  $a \leq b$

Greater than:  $a > b$

Greater than or equal to:  $a \geq b$



# Using the If statement (Contd.)

## *Using Indentation to Create Blocks*

- Indentation refers to the spaces at the beginning of a code line Where in other programming languages the indentation in code is for readability only, the indentation in Python is very important
- Python uses indentation to indicate a block of code

# Using the If Statement (Contd.)

## Using if Statment

The syntax of if statement in Python is

**if condition:**

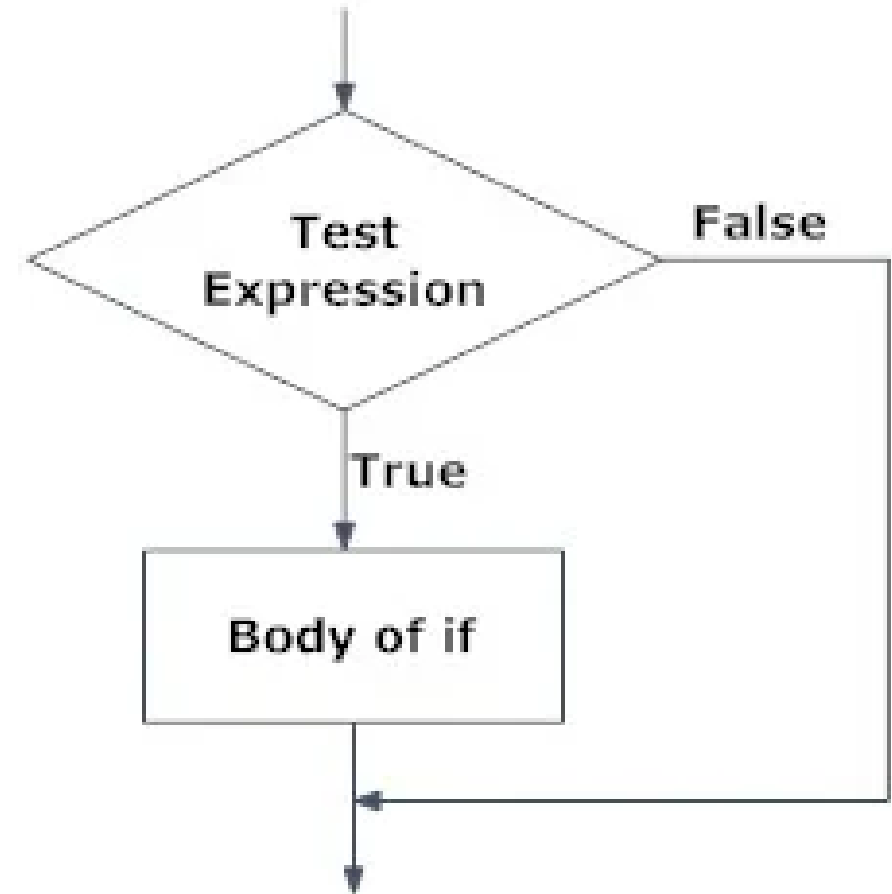
**# body of if statement**

**Condition is True**

```
number = 10
if number > 0:
    # code
# code after if
```

**Condition is False**

```
number = -5
if number > 0:
    # code
# code after if
```



# Using the If statement (Contd.)

## Examples

### # Program 1

```
number = 10
```

```
# Checking the Number is  
greater than Zero
```

```
If number > 0:  
    print("Number is  
    greater than Zero")
```

```
Print("Hello")
```

### # Program 2

```
x = 3  
y = 10  
z = None
```

```
if x < y:  
    z = 13  
    print("Variable Z is now {}".format(z))
```

### # Program 3

```
a = 200  
b = 33  
c = 500  
if a > b and c > a:  
    print("Both conditions are True")
```



1. Using the If statement

## **2. Using the else Clause**

3. Using the el-if clause

4. Creating while Loops

5. Avoiding Infinite Loops

6. Creating Intentional infinite Loops

7. Using Compound Conditions

# if else Statement

*The syntax of if-else statement in Python is:*

**if condition;**

**# block of code if condition is True**

**else:**

**# block of code if condition is False**

**Condition is True**

```
number = 10
if number > 0:
    # code

else:
    # code

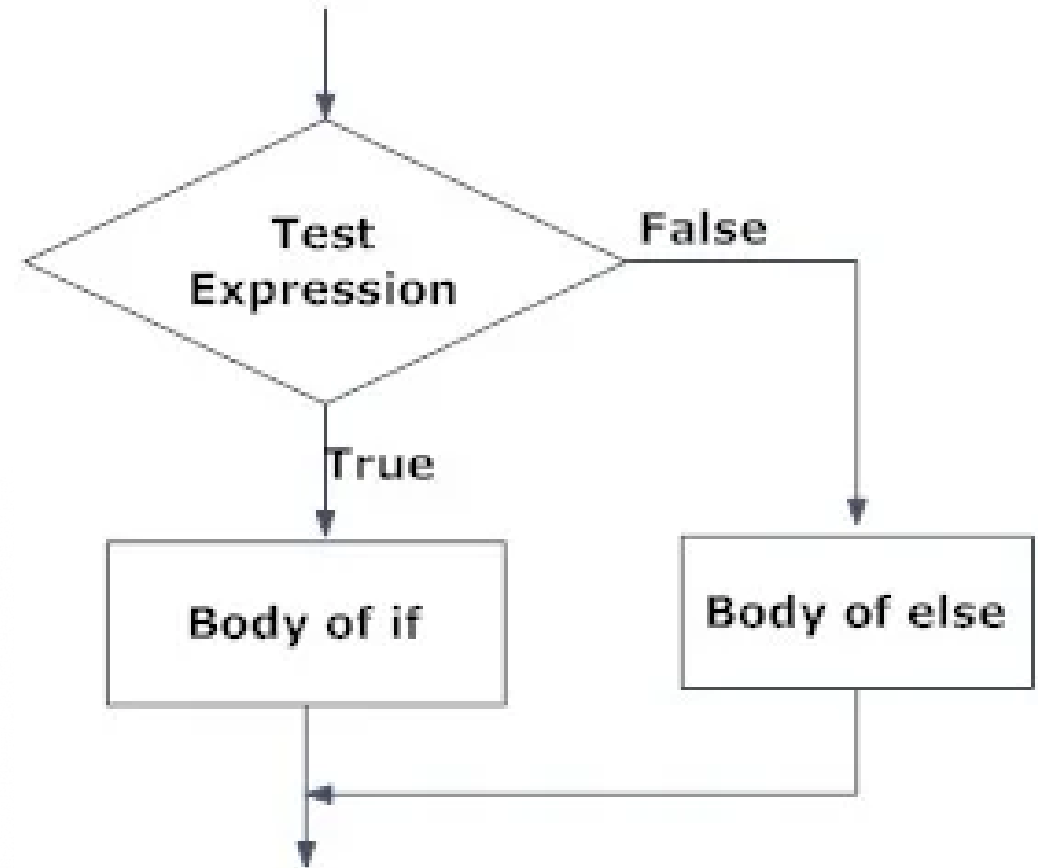
# code after if
```

**Condition is False**

```
number = -5
if number > 0:
    # code

else:
    # code

# code after if
```



# if else Statement

## # 1. Program to check +Ve or –Ve Numbers

```
number = 10
if number > 0:
    print("Number is Positive")
else:
    print("The Number is Negative")
```

## # 2. Program to check Even/ Odd Numbers

```
number = 10
if (number%2 == 0):
    print("Number is Even")
else:
    print("The Number is ODD")
```

## # 3. Program to check +Ve or –Ve Numbers

```
Age = int(input("Enter your age: "))
if age >= 18:
    print("You are Eligible to Vote!")
else:
    print("Not Eligible")
```

## # 4. Short-hand if-else

```
a = 2
b = 330

print("A") if a > b else print("B")
```

1. Using the If statement

2. Using the else Clause

### **3. Using the elif clause**

4. Creating while Loops

5. Avoiding Infinite Loops

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7. Using Compound Conditions

# Using the elif Clause

The syntax of if...elif...else construct statement in Python is:

**if condition1:**

**# code block 1**

**elif condition2:**

**# code block 2**

**else:**

**# code block 3**

**1st Condition is True**

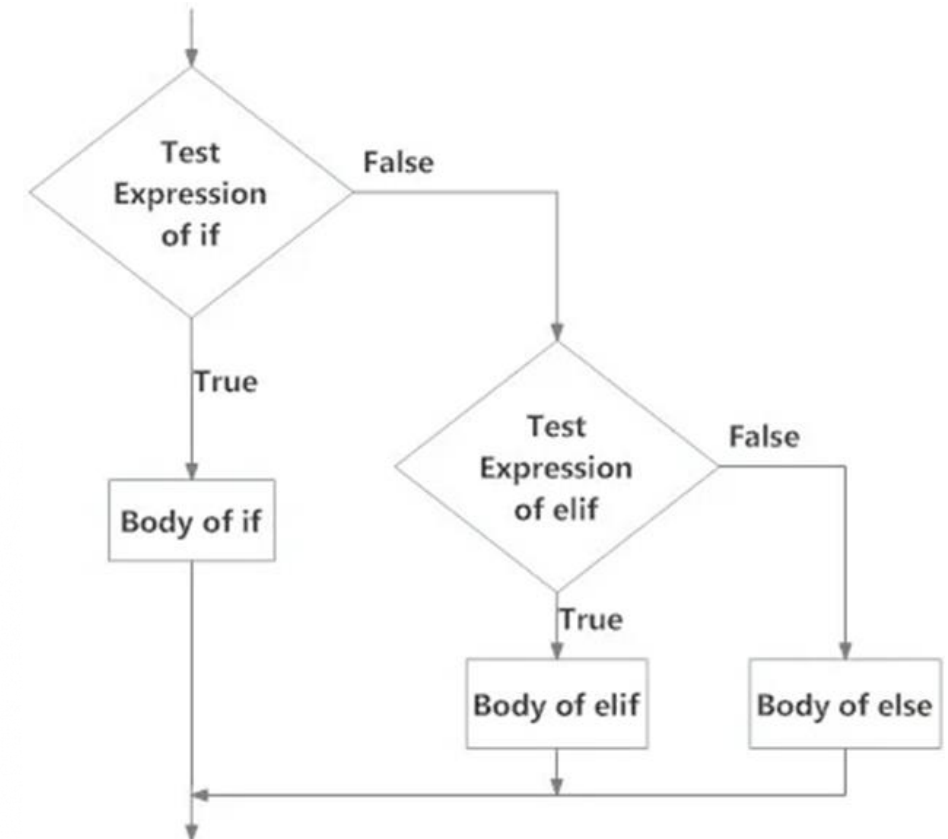
```
let number = 5
if number > 0 :
    # code
elif number < 0 :
    # code
else :
    # code
# code after if
```

**2nd Condition is True**

```
let number = -5
if number > 0 :
    # code
elif number < 0 :
    # code
else :
    # code
# code after if
```

**All Conditions are False**

```
let number = 0
if number > 0 :
    # code
elif number < 0 :
    # code
else :
    # code
# code after if
```





# Using the elif Clause (Contd.)

## # 1. Program to check +Ve or –Ve Numbers or Zero

```
Number = int(input("enter a Number"))
```

```
If(Number < 0):
```

```
    print("Negative Number")
```

```
elif(Number == 0):
```

```
    print("Number is Zero")
```

```
else:
```

```
    print("Number is positive")
```

## # 2. Menu Driven program to perform arithmetic Operations

```
Op1 = int(input("Enter a Operand 1: "))
```

```
Op2 = int(input("Enter a Operand 2: "))
```

```
print("==== Menu =====")
```

```
print("1. ADD\n 2. SUM\n 3.MUL\n 4. DIV\n")
```

```
Choice = int(input("Enter Your Choice: "))
```

```
if(Choice == 1):
```

```
    print("Addition of 2 Numbers: ", Op1+Op2)
```

```
elif(Choice == 2)
```

```
    print("Subtraction of 2 Numbers: ", Op1-Op2)
```

```
elif(Choice == 3)
```

```
    print("Multiplication of 2 Numbers: ", Op1*Op2)
```

```
else:
```

```
    print("Division of 2 Numbers: ", Op1/Op2)
```

# Nested if Statement

*The syntax of if...elif...else construct statement in Python is*

```
if expression1:
    statement(s)
    if expression2:
        statement(s)
    else:
        statement(s)
else:
    if expression3:
        statement(s)
    else:
        statement(s)
```

## # 1. Menu Driven program to perform arithmetic Operations

```
number = 5

if (number >= 0):
    # inner if statement
    if number == 0:
        print('Number is 0')
    # inner else statement
    else:
        print('Number is positive')
# outer else statement
else:
    print('Number is negative')
```

# Nested if Statement (Contd.)

## # 2. Menu Driven Program to Perform Arithmetic Operations

```
Op1 = int(input("Enter a Operand 1: "))
Op2 = int(input("Enter a Operand 2: "))
print("===== Menu =====")

print("1. ADD\n 2. SUM\n 3.MUL\n 4. DIV\n")
Choice = int(input("Enter Your Choice: "))

if(Choice == 1):
    print("Addition of 2 Numbers: ", Op1+Op2)
elif(Choice == 2)
    print("Subtraction of 2 Numbers: ", Op1-Op2)
elif(Choice == 3)
    print("Multiplication of 2 Numbers: ", Op1*Op2)
else:
    if(Op2 != 0):
        print("Division of 2 Numbers: ", Op1/Op2)
    else:
        print(Division not Possible)
```

1. Using the If statement
2. Using the else Clause
3. Using the elif clause

## **4. Creating while Loops**

5. Avoiding Infinite Loops
6. Creating Intentional infinite Loops
7. Using Compound Conditions

## *Introducing the Three-Year-Old Simulator Program*

**# Three Year-Old Simulator**

**# Demonstrates the while loop**

```
print("\t Welcome to the 'Three-Year-Old Simulator'\n")
```

```
print("This program simulates a conversation with a three-year-old child.")
```

```
print("Try to stop the madness.\n")
```

```
response = ""
```

```
while response != "Because.":
```

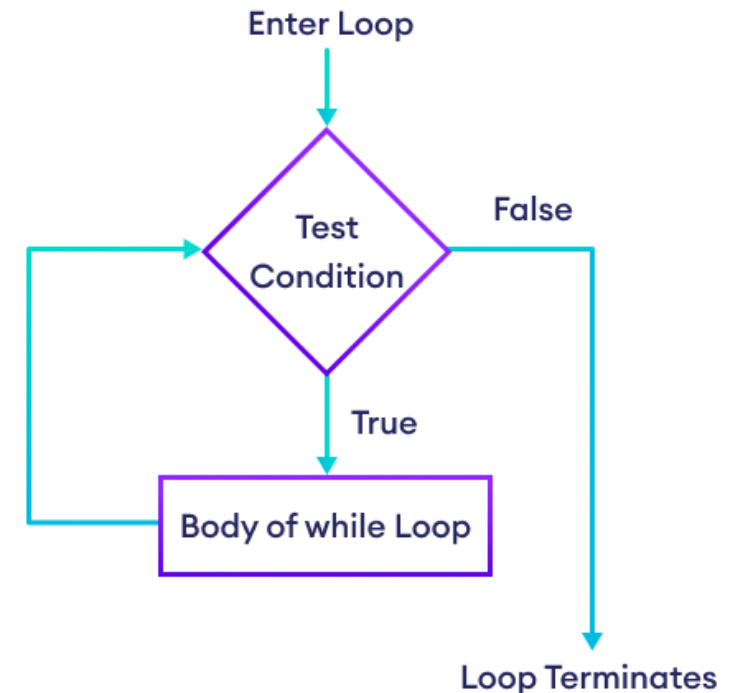
```
    response = input("Why?\n")
```

```
print("Oh. Okay.")
```

# Creating while Loops (Contd.)

## Example

- Often, while loops are controlled by a **sentry variable**, a variable used in the condition and compared to some other value or values.
- Like a human sentry, you can think of your sentry variable as a guard, helping form a barrier around the while loop's block.
- In the Three-Year Old Simulator program, the sentry variable is response.
- It's used in the condition and is compared to the string "Because." before the block is executed each time.
- It's important to initialize your sentry variable. Most of the time, **sentry variables are initialized right before the loop itself**
- That's what I did with: `response = ""` If the sentry variable doesn't have a value when the condition is evaluated, your program will generate an error



# Creating while Loops (Contd.)

## Examining the while Loop

### # 1. Printing the Number from 0 to n

```
n = 1
while n < 10:
    print(n)
    n = n+1
```

### #2. Printing the Statements Repeatedly

```
count = 0
while (count < 5): count += 1; print("Hello
Geek")
```

### # 3. Printing the Even Number from 0 to n

```
n = 0
while n < 10:
    print(n)
    n = n+2
```

### # 4. Printing the Even Number from 0 to n

```
count = 0
while count < 5:
    print (count, " is less than 5")
    count = count + 1
else:
    print (count, " is not less than 5")
```

1. Using the If statement
2. Using the else Clause
3. Using the elif clause
4. Creating while Loops

## **5. Avoiding Infinite Loops**

6. Creating Intentional infinite Loops
7. Using Compound Conditions





# Avoiding Infinite Loops

- Introducing the Losing Battle Program
- Tracing the Program
- Creating Conditions That Can Become False



# Avoiding Infinite Loops (Contd.)

**# Losing Battle      # Demonstrates the dreaded infinite loop**

```
print("Your hero unsheathes his sword for the last fight of his life.\n")
health = 10
trolls = 0
damage = 3
while health != 0:
    trolls += 1
    health -= damage
print("Your hero swings and defeats an evil troll, but takes", damage, "damage points.\n")
print("Your hero fought valiantly and defeated", trolls, "trolls.")
```

# Avoiding Infinite Loops (Contd.)

**# Demonstrates the dreaded infinite loop**

| health | trolls | damage | health != 0 |
|--------|--------|--------|-------------|
| 10     | 0      | 3      | True        |
| 7      | 1      | 3      | True        |
| 4      | 2      | 3      | True        |
| 1      | 3      | 3      | True        |
| -2     | 4      | 3      | True        |
| -5     | 5      | 3      | True        |
| -7     | 6      | 3      | True        |

## Avoiding Infinite Loops (Contd.)

The line with the condition just needs to become

***while health > 0:***

Now, if health becomes 0 or negative, the condition evaluates to False and the loop ends. To be sure, you can trace the program using this new condition:

| health | trolls | damage | health != 0 |
|--------|--------|--------|-------------|
| 10     | 0      | 3      | True        |
| 7      | 1      | 3      | True        |
| 4      | 2      | 3      | True        |
| 1      | 3      | 3      | True        |
| -2     | 4      | 3      | False       |



# Treating Values as Conditions

- Introducing the Maitre D' Program
- Interpreting Any Value as True or False

# Treating Values as Conditions (Contd.)

- Introducing the Maitre D' Program

## *Evaluating condition*

```
print("Welcome to the Chateau D' Food")  
print("It seems we are quite full this evening.\n")
```

```
money = int(input("How many dollars do you slip the Maitre D'? "))
```

```
if money:  
    print("Ah, I am reminded of a table. Right this way.")  
else:  
    print("Please, sit. It may be a while.")
```



# Treating Values as Conditions (Contd.)

The new concept is demonstrated in the line:

**if money:**

Notice that money is not compared to any other value.

money is the condition.

When it comes to evaluating a number as a condition, **0 is False** and everything **else is True**.

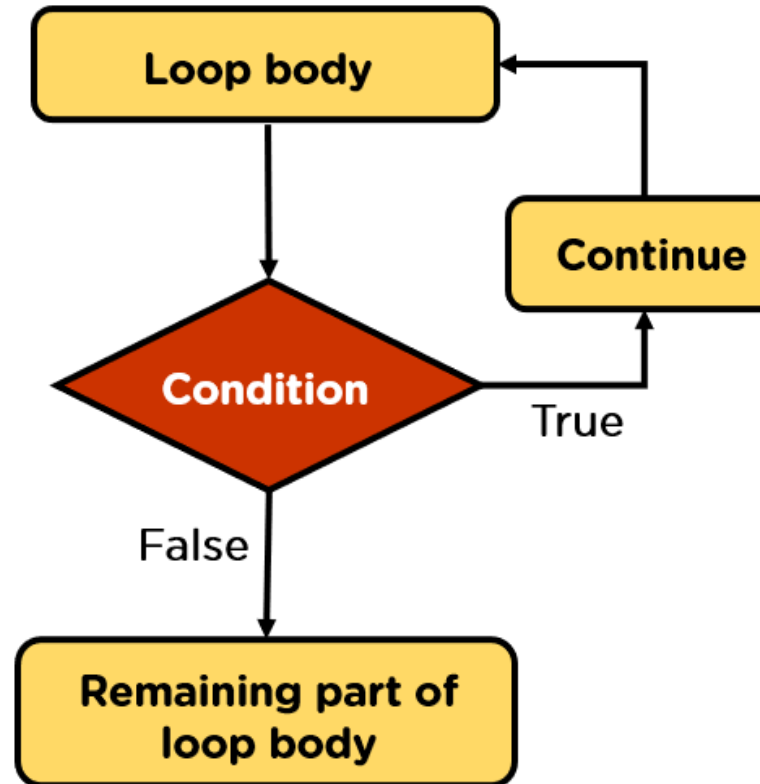
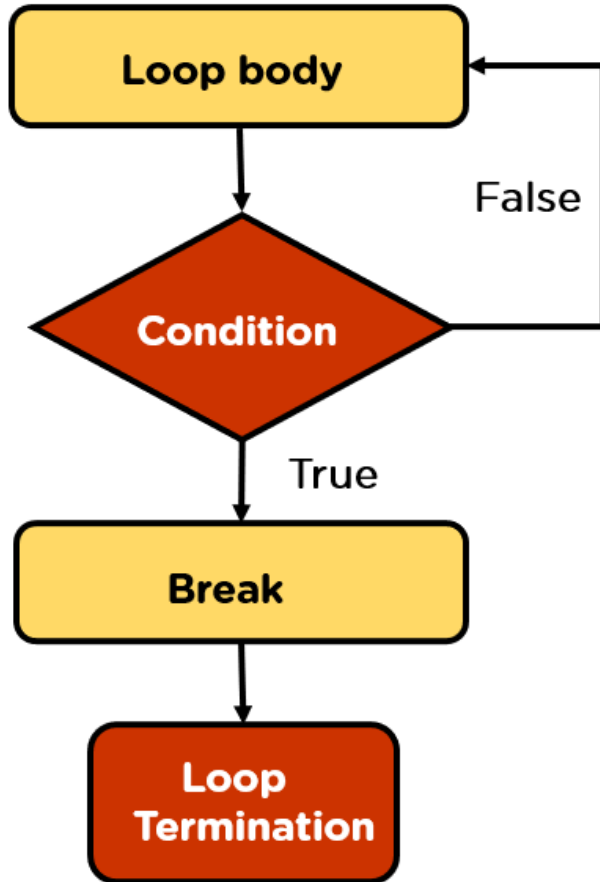
So, the above line is equivalent to

**if money != 0:**

The first version is simpler, more elegant, and more intuitive. It reads more naturally and could be translated to “if there is money.”

# Creating Intentional Infinite Loops

- The Finicky Counter program counts from 1 to 10 using an intentional infinite loop
- It's finicky because it doesn't like the number 5 and skips it.



# Finicky Counter:  
Demonstrates the break  
and continue statements

```
count = 0
while True:
    count += 1
    if count > 10:
        break
    if count == 5:
        continue
    print(count)
```





# Creating Intentional Infinite Loops (Contd.)

I set up the loop with:

```
while True:
```

This technically means that the loop will continue forever, unless there is an exit condition in the loop body. Luckily, I put one in:

```
# end loop if count greater than 10
```

```
    if count > 10:
```

```
        break
```

Since count is increased by 1 each time the loop body begins, it will eventually reach 11.

When it does, the break statement, which here means “break out of the loop,” is executed and the loop ends



# Creating Intentional Infinite Loops (Contd.)

Just before count is printed,

I included the lines:

```
# skip 5
```

```
if count == 5:  
    continue
```

The continue statement means “jump back to the top of the loop.”

Both Break and Continue are known as jump statements. Sometimes you might want to skip statements inside the loop, and sometimes you might want the loop to terminate.



# Understanding When to Use break and continue

- You can use break and continue in any loop you create
- They aren't just restricted for use in intentional infinite loops
- But they should be used sparingly
- Both break and continue make Branching, while Loops, and Program Planning



# Using Compound Conditions and Operators

- Arithmetic Operators
- Assignment Operators
- Comparison Operators
- Identity Operators
- Membership Operators
- Bitwise Operators

# Using Compound Conditions and Operators (Contd.)

| Arithmetic Operators |                |          |
|----------------------|----------------|----------|
| Operator             | Name           | Example  |
| +                    | Addition       | $x + y$  |
| -                    | Subtraction    | $x - y$  |
| *                    | Multiplication | $x * y$  |
| /                    | Division       | $x / y$  |
| %                    | Modulus        | $x \% y$ |
| **                   | Exponentiation | $x ** y$ |
| //                   | Floor division | $x // y$ |

# Using Compound Conditions and Operators (Contd.)

| Assignment Operators |         |            |
|----------------------|---------|------------|
| Operator             | Example | Same As    |
| =                    | x = 5   | x = 5      |
| +=                   | x += 3  | x = x + 3  |
| -=                   | x -= 3  | x = x - 3  |
| *=                   | x *= 3  | x = x * 3  |
| /=                   | x /= 3  | x = x / 3  |
| %=                   | x %= 3  | x = x % 3  |
| //=                  | x //= 3 | x = x // 3 |
| **=                  | x **= 3 | x = x ** 3 |
| &=                   | x &= 3  | x = x & 3  |
| =                    | x  = 3  | x = x   3  |
| ^=                   | x ^= 3  | x = x ^ 3  |
| >>=                  | x >>= 3 | x = x >> 3 |
| <<=                  | x <<= 3 | x = x << 3 |

# Using Compound Conditions and Operators (Contd.)

| Comparison Operators |                          |         |
|----------------------|--------------------------|---------|
| Operator             | Name                     | Example |
| ==                   | Equal                    | x == y  |
| !=                   | Not equal                | x != y  |
| >                    | Greater than             | x > y   |
| <                    | Less than                | x < y   |
| >=                   | Greater than or equal to | x >= y  |
| <=                   | Less than or equal to    | x <= y  |

# Using Compound Conditions and Operators (Contd.)

| Identity Operator |  |            |
|-------------------|--|------------|
| Operator          | Description  | Example    |
| is                | Returns true if both variables are the same object     | x is y     |
| is not            | Returns true if both variables are not the same object | x is not y |

## Example 1

```
X = 10
Y = 20
Z = 19.0
print(X is Y)
print(Y is Z)
```

## Example 2

```
X = 10
Y = 10
Z = X
print(X is not Y)
print(X is not Z)
```



# Using Compound Conditions and Operators (Contd.)

| Membership Operator |  |            |
|---------------------|--|------------|
| Operator            | Description  | Example    |
| in                  | Returns True if a sequence with the specified value is present in the object     | x in y     |
| not in              | Returns True if a sequence with the specified value is not present in the object | x not in y |

## Example 1

```
x = ["apple", "banana"]  
print("banana" in x)
```

## Example 2

```
x = ["apple", "banana"]  
print("pineapple " not in x)
```

# Using Compound Conditions and Operators (Contd.)

| Bitwise Operators |                      |   |
|-------------------|----------------------|---|
| Operator          | Name                 | Description   |
| &                 | AND                  | Sets each bit to 1 if both bits are 1   |
|                   | OR                   | Sets each bit to 1 if one of two bits is 1  |
| ^                 | XOR                  | Sets each bit to 1 if only one of two bits is 1   |
| ~                 | NOT                  | Inverts all the bits  |
| <<                | Zero fill left shift | Shift left by pushing zeros in from the right and let the leftmost bits fall off                        |
| >>                | Signed right shift   | Shift right by pushing copies of the leftmost bit in from the left, and let the rightmost bits fall off |

*Thank  
you*

