

Control

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## Announcements

## Print and None

(Demo)

None Indicates that Nothing is Returned

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```
>>> def does_not_return_square(x):  
...     x * x  
... 
```



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```
>>> def does_not_return_square(x):
```

```
...
```

```
    x * x
```

```
...
```



No return

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*Careful:* **None** is *not displayed* by the interpreter as the value of an expression

```
>>> def does_not_return_square(x):  
...     x * x  
...  
>>> does_not_return_square(4)
```



The diagram illustrates the function call. A dashed arrow points from the function call `does_not_return_square(4)` to the function definition. A callout box labeled "No return" points to the function body, which contains the expression `x * x` followed by an ellipsis `...`, indicating that the function does not have an explicit return statement.

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```
>>> def does_not_return_square(x):
```

```
...     x * x  
...     
```

No return

```
>>> does_not_return_square(4)
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None value is not displayed

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```
>>> def does_not_return_square(x):
```

```
...     x * x
... 
```

No return

```
>>> does_not_return_square(4)
```

None value is not displayed

```
>>> sixteen = does_not_return_square(4)
```

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```
>>> def does_not_return_square(x):
```

```
...     x * x
```

```
...     
```

x \* x

No return

```
>>> does_not_return_square(4)
```

None value is not displayed

```
>>> sixteen = does_not_return_square(4)
```

The name **sixteen** is now bound to the value **None**

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```
>>> def does_not_return_square(x):
```

```
...  
...  
...
```

$x * x$

No return

```
>>> does_not_return_square(4)
```

None value is not displayed

```
>>> sixteen = does_not_return_square(4)
```

```
>>> sixteen + 4
```

The name **sixteen** is now bound to the value **None**

```
Traceback (most recent call last):
```

```
File "<stdin>", line 1, in <module>
```

```
TypeError: unsupported operand type(s) for +: 'NoneType' and 'int'
```

## Pure Functions & Non-Pure Functions

---

### **Pure Functions**

*just return values*

### **Non-Pure Functions**

*have side effects*

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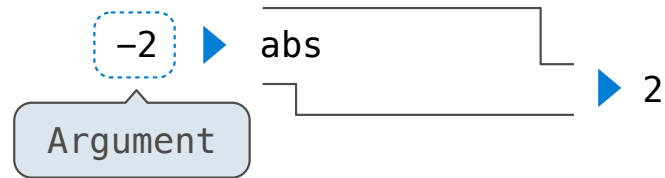


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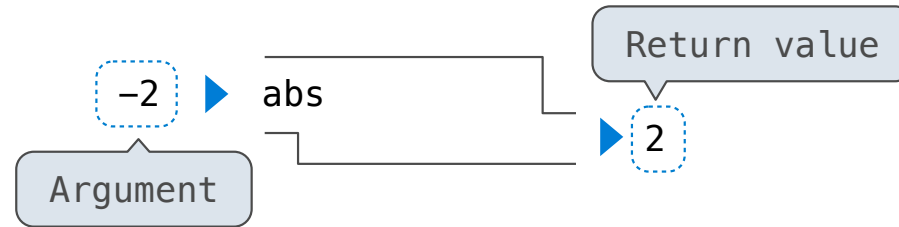


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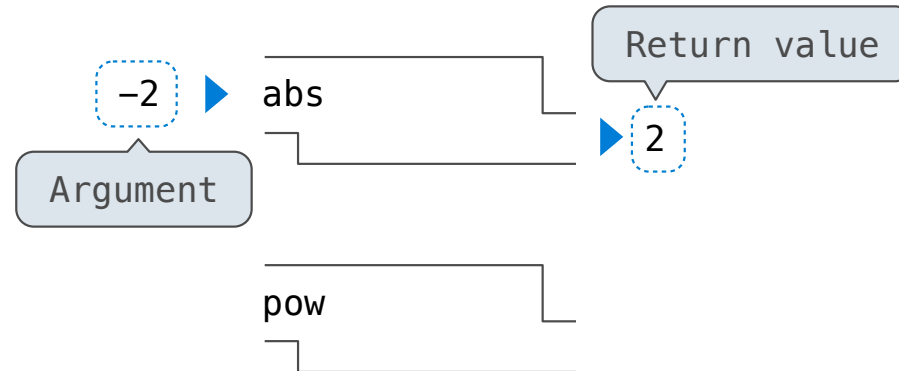


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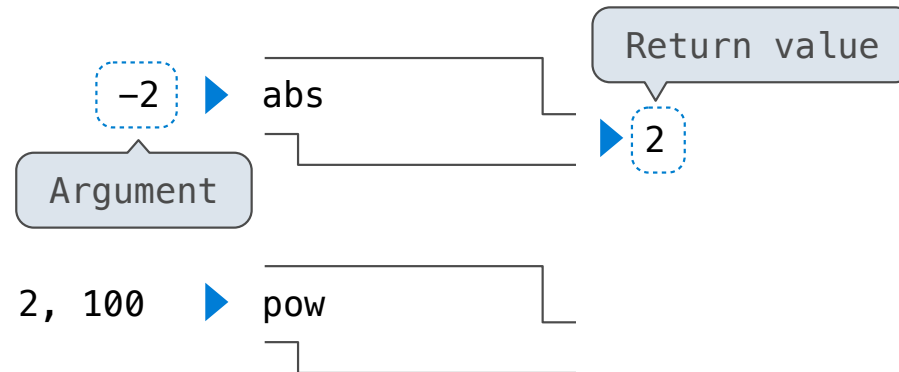


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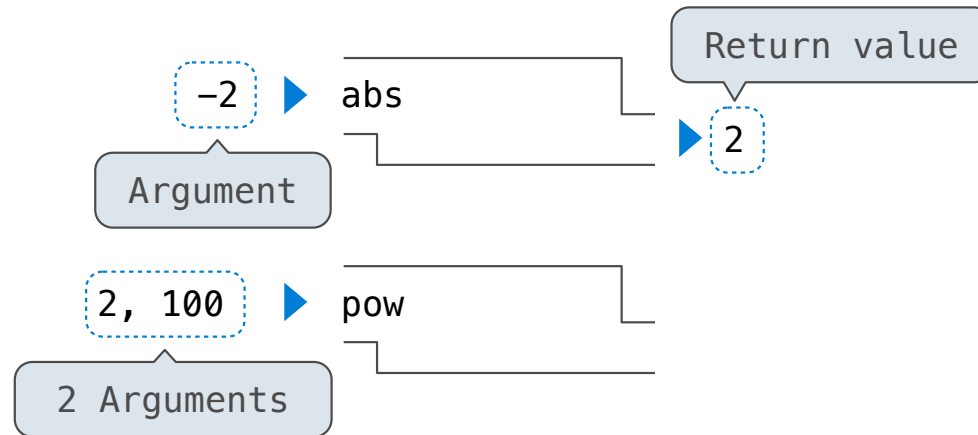


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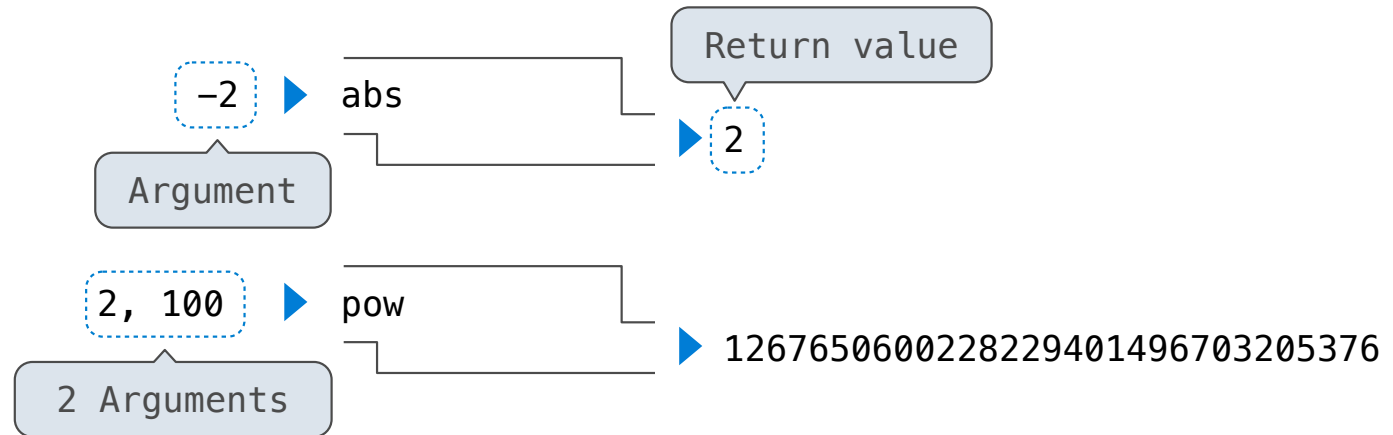


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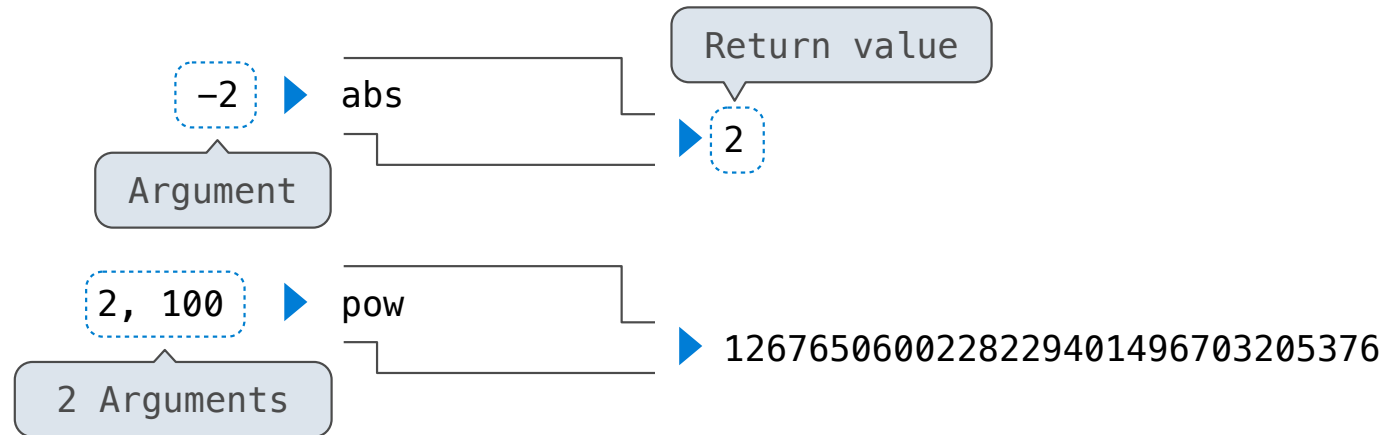


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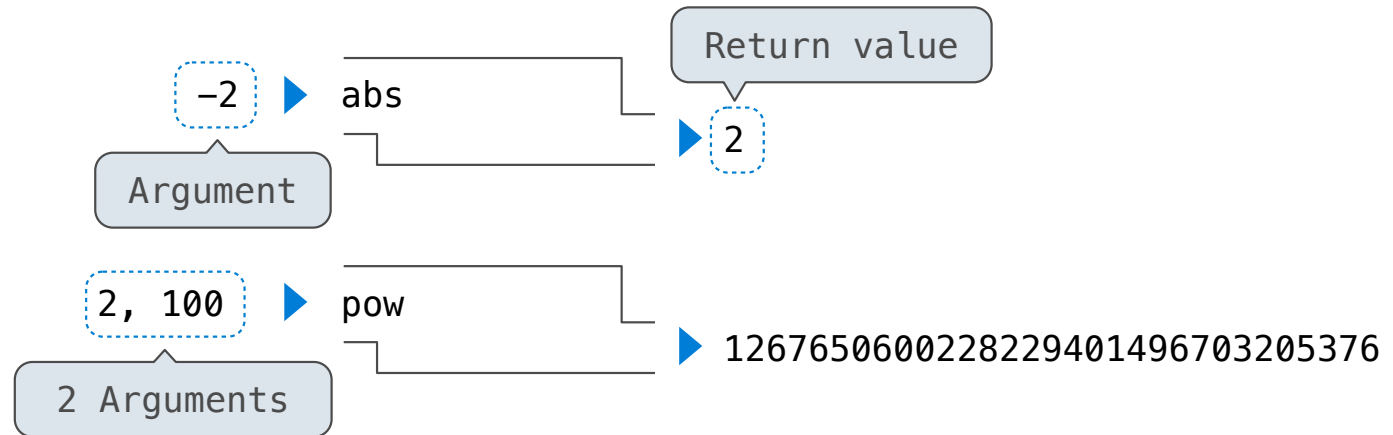


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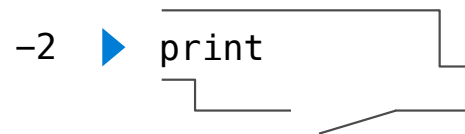
`print`

## Pure Functions & Non-Pure Functions

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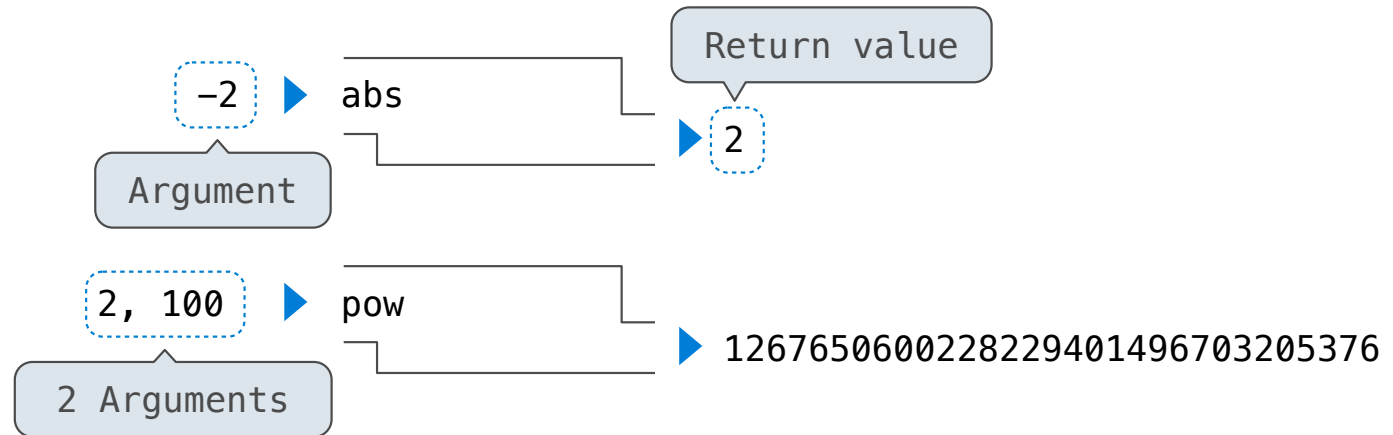


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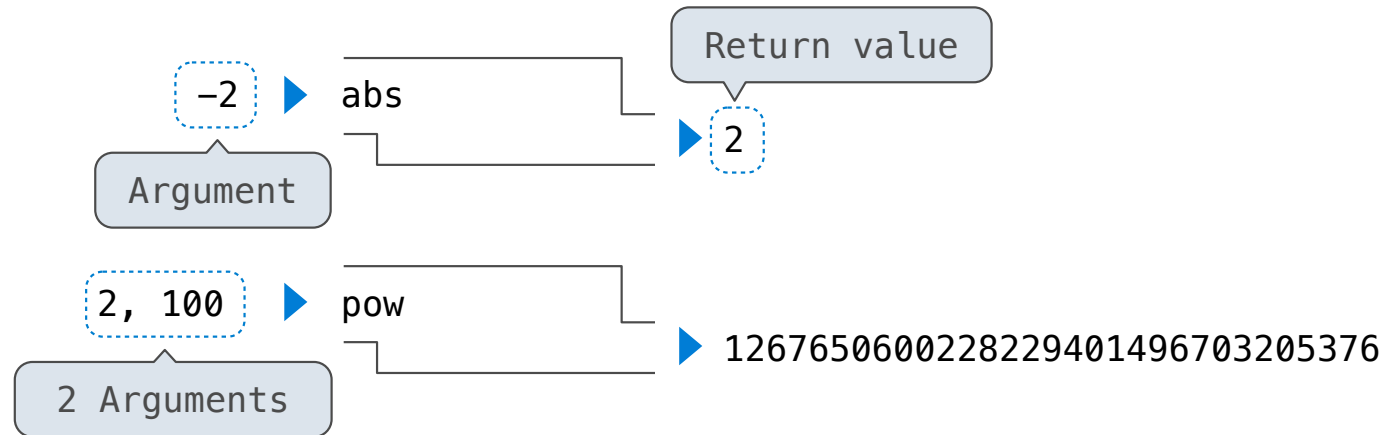


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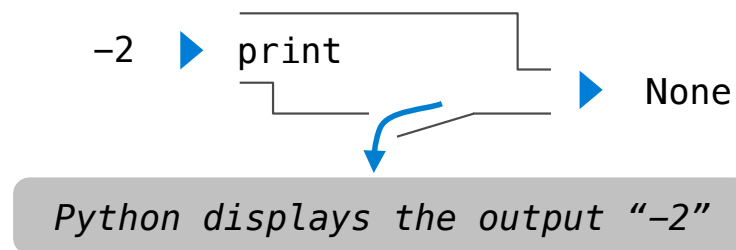


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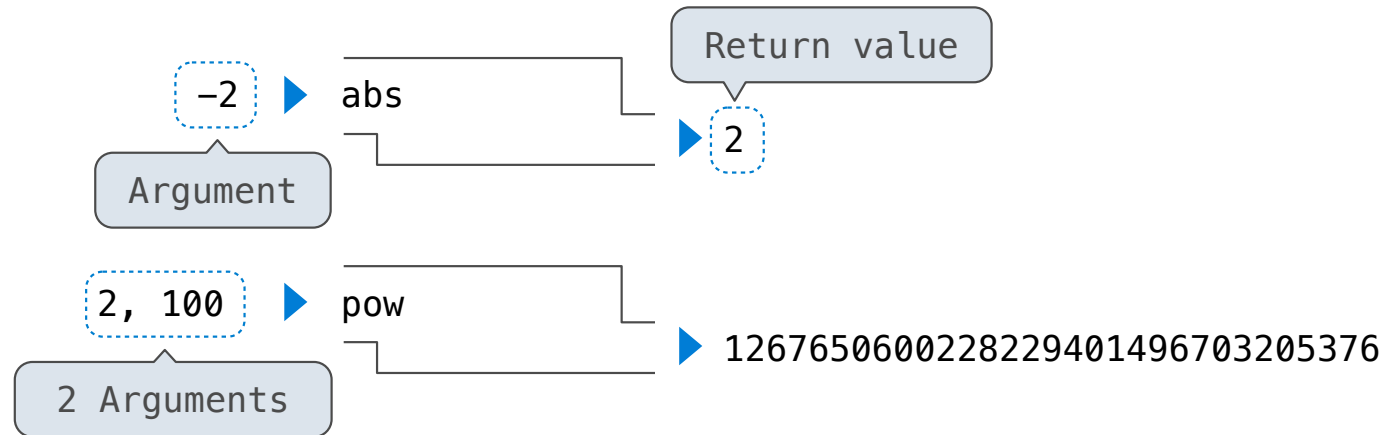


**Non-Pure Functions**  
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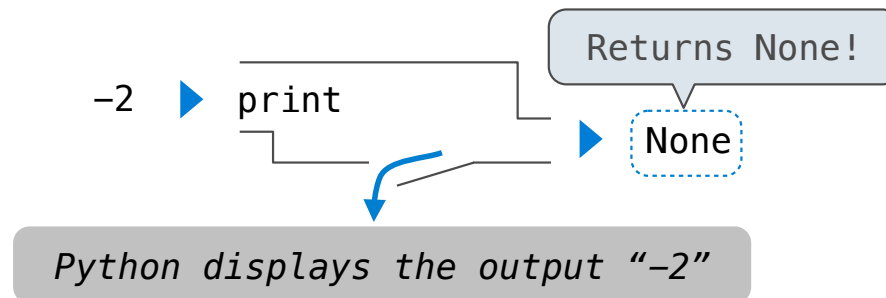


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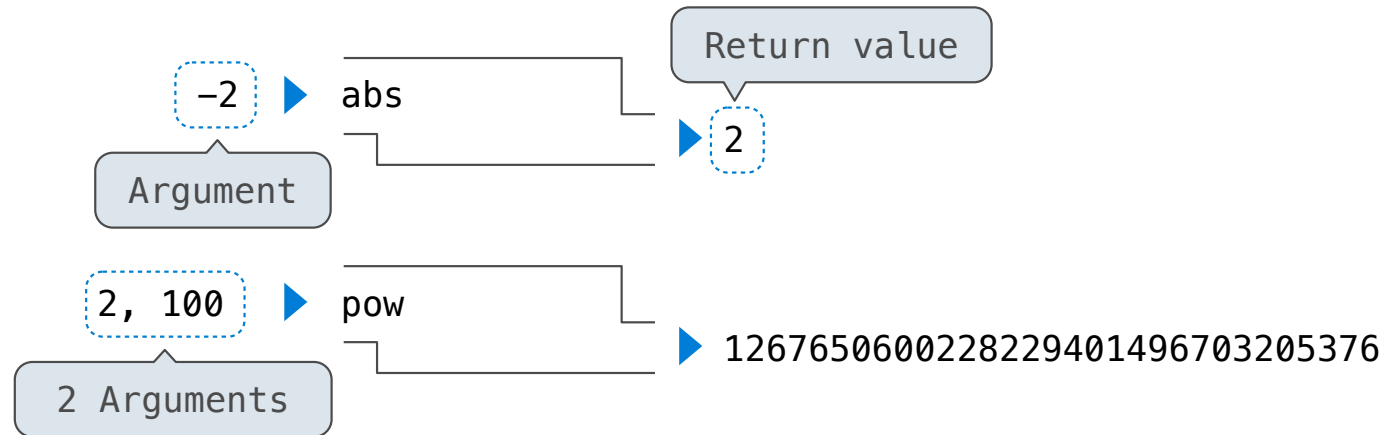


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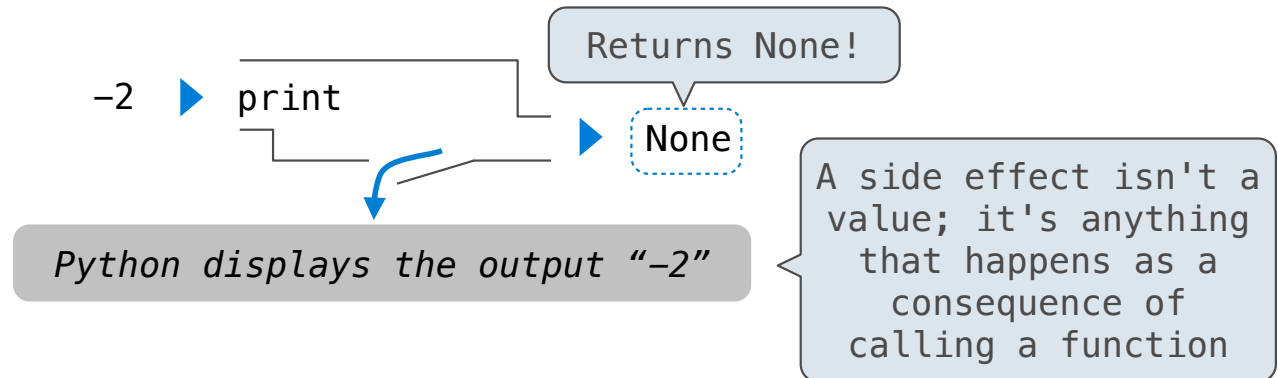


## Pure Functions & Non-Pure Functions

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## Nested Expressions with Print

---

```
>>> print(print(1), print(2))  
1  
2  
None None
```

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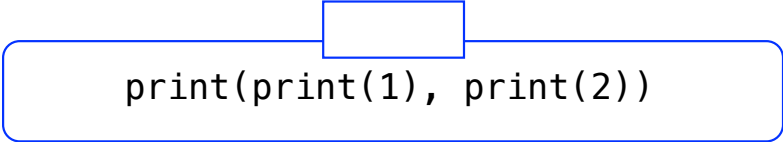
```
print(print(1), print(2))
```



## Nested Expressions with Print

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```
>>> print(print(1), print(2))  
1  
2  
None None
```

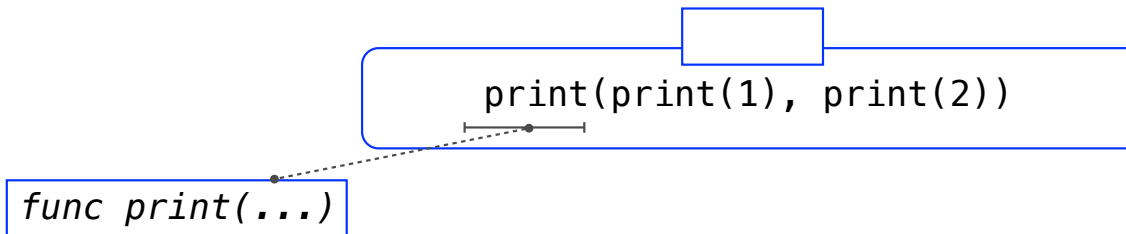


The diagram illustrates the execution of the nested print expression. It features a large rounded rectangle containing the text `print(print(1), print(2))`. A small, empty rectangular box is positioned directly above the first `print(1)` call. A blue line connects the top of this small box to the `print(1)` call, indicating the flow of data from the inner expression to the outer function call.

```
print(print(1), print(2))
```

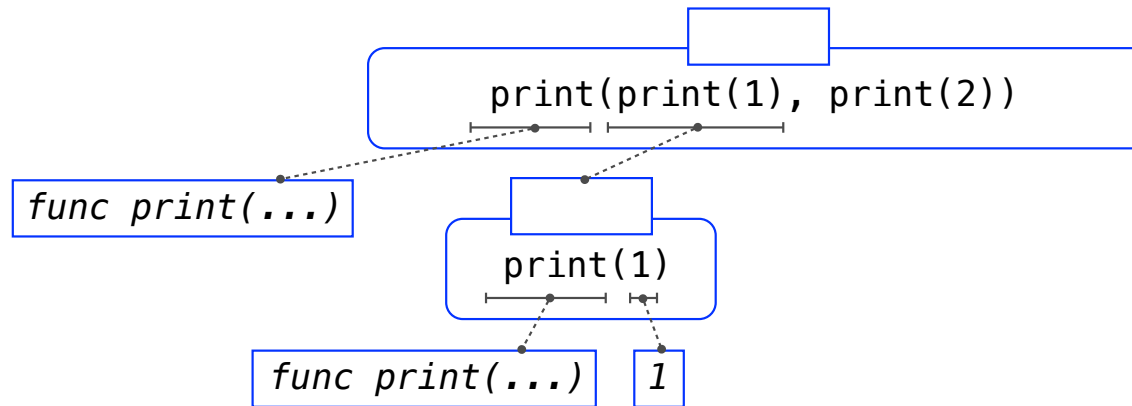
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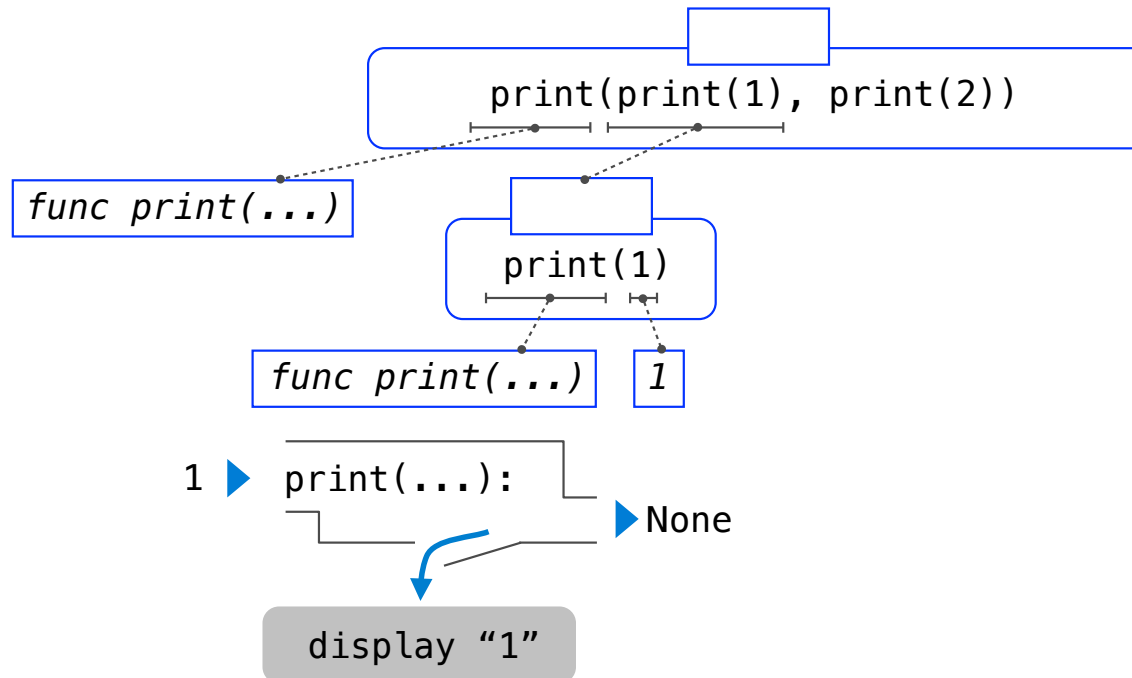
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```
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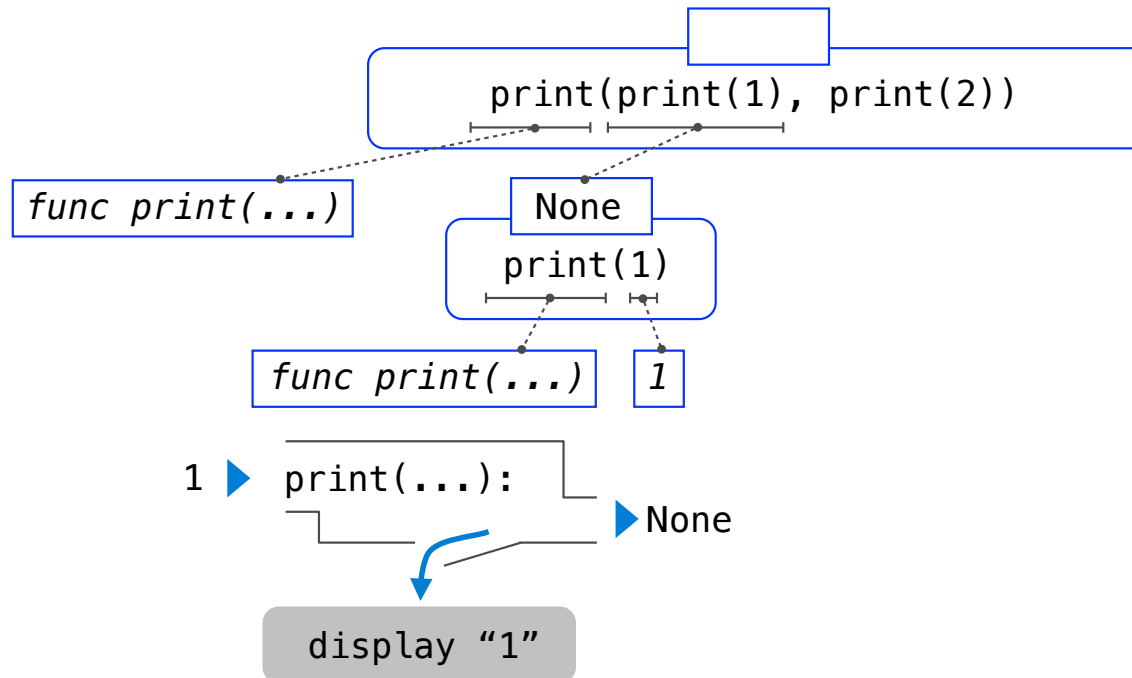
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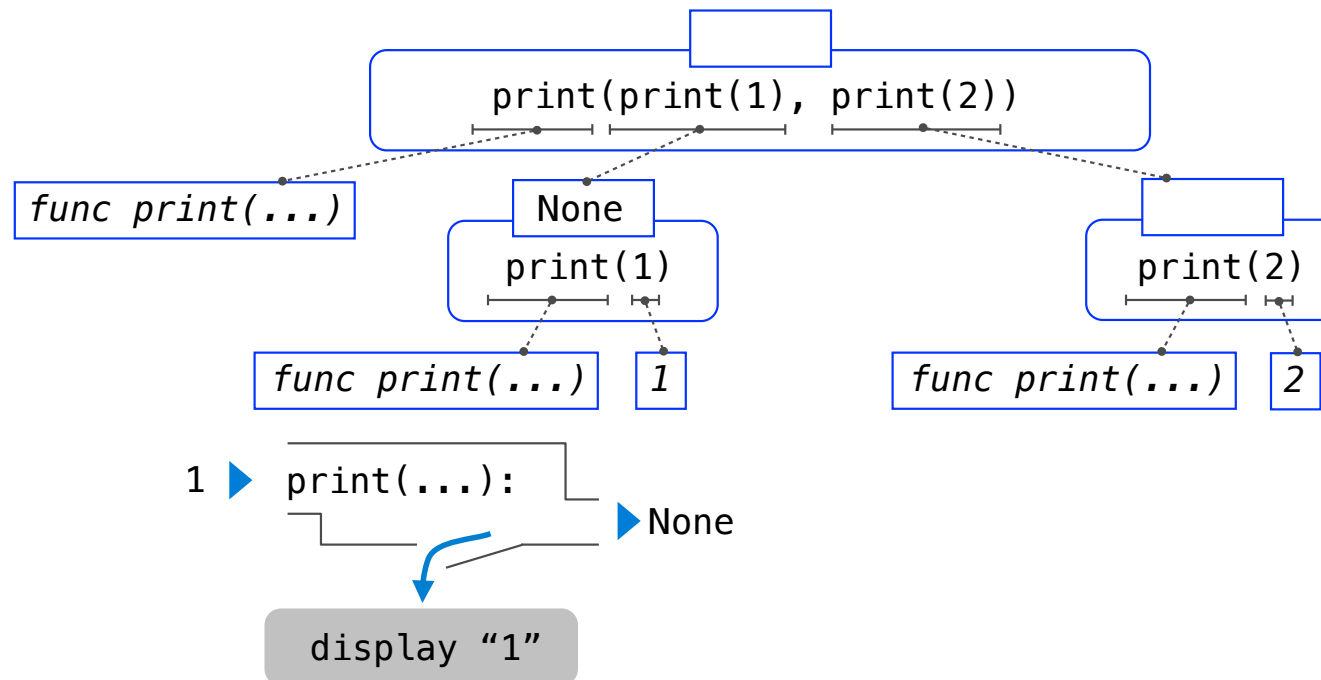
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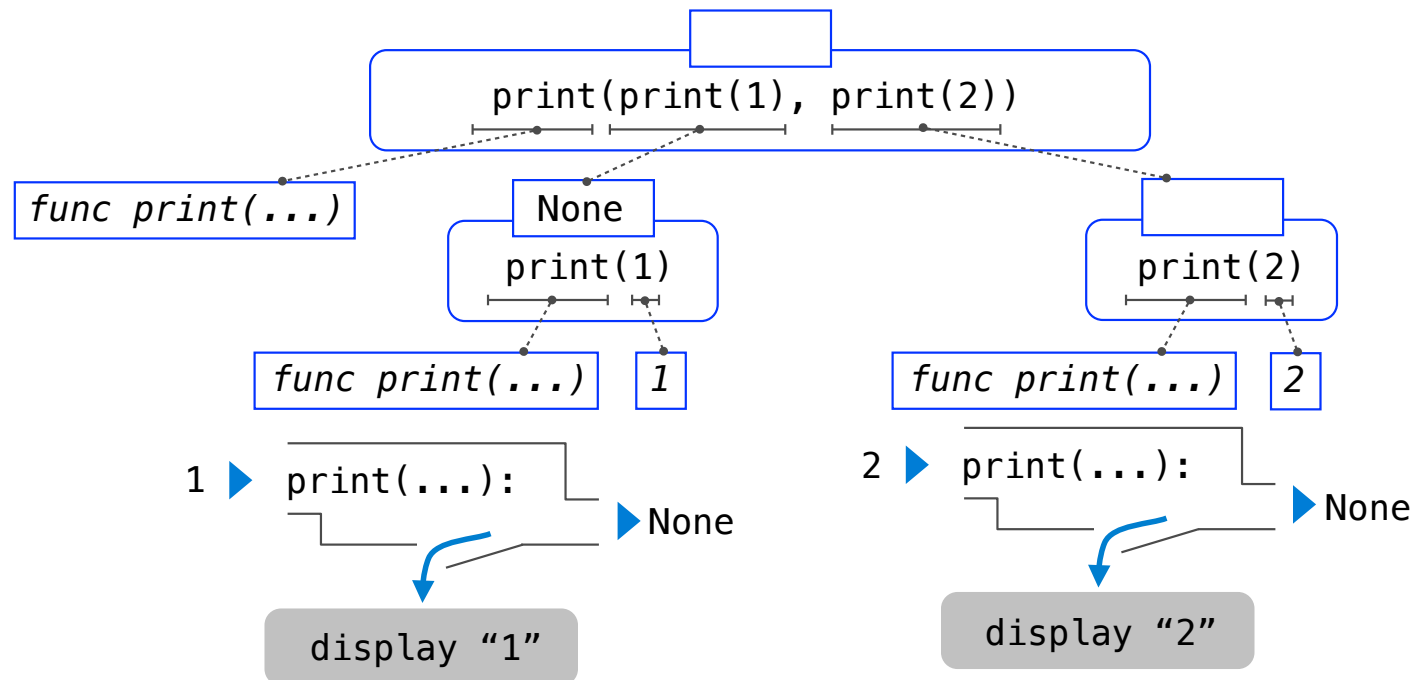
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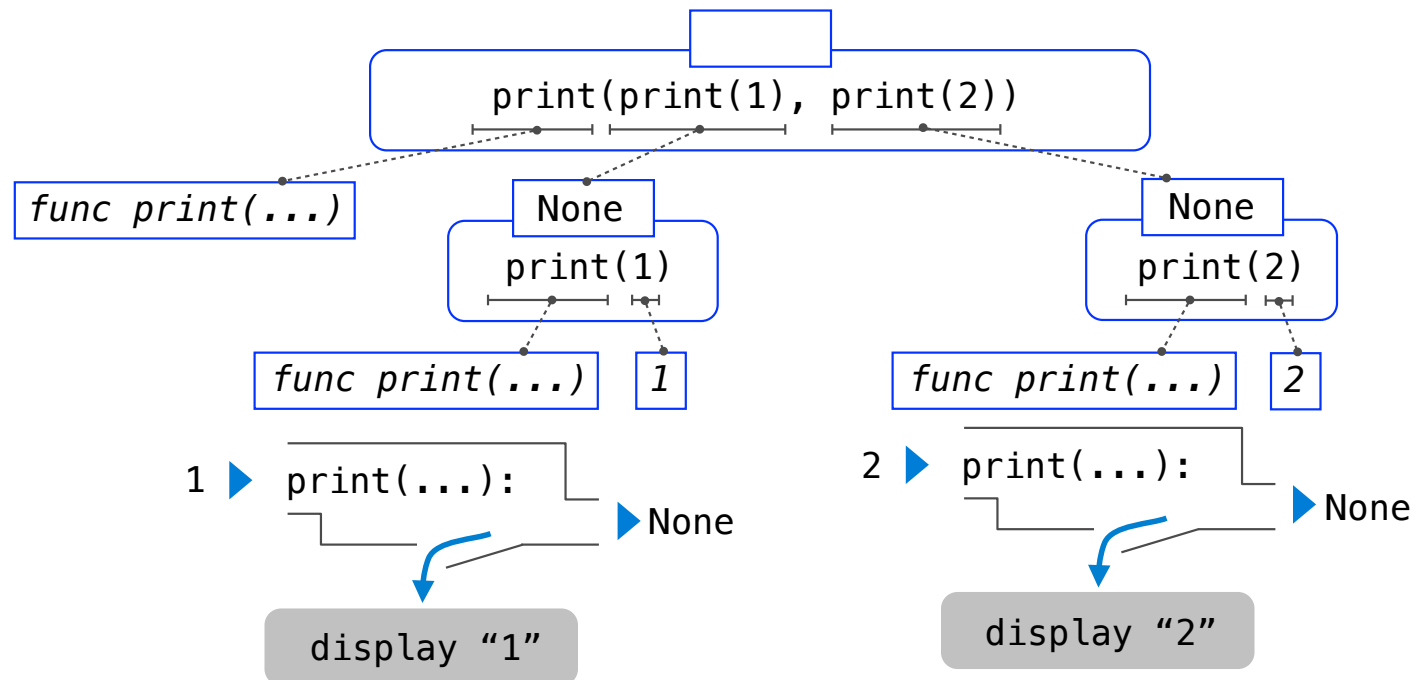
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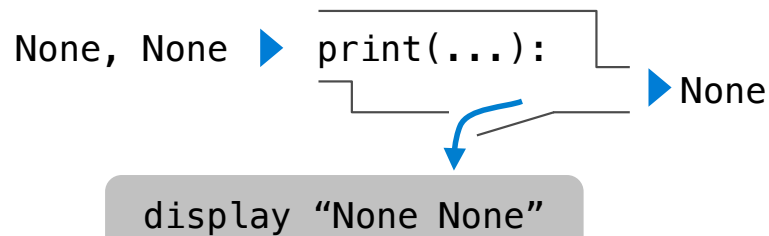
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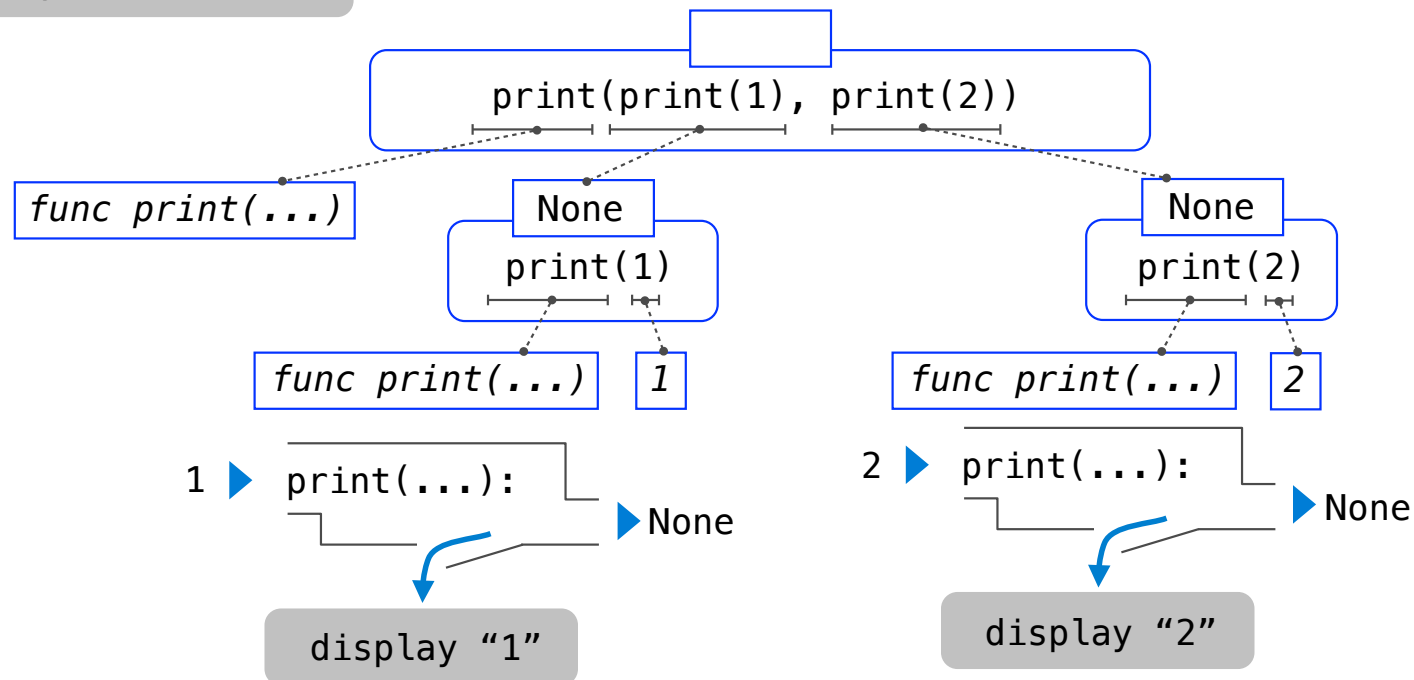




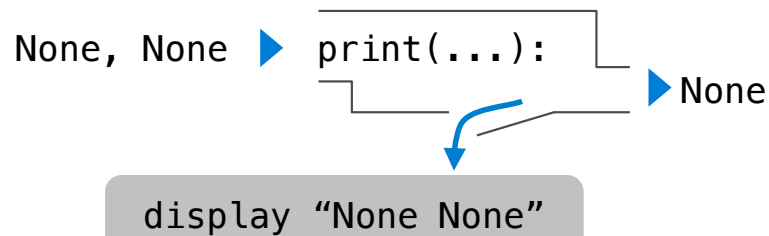
## Nested Expressions with Print



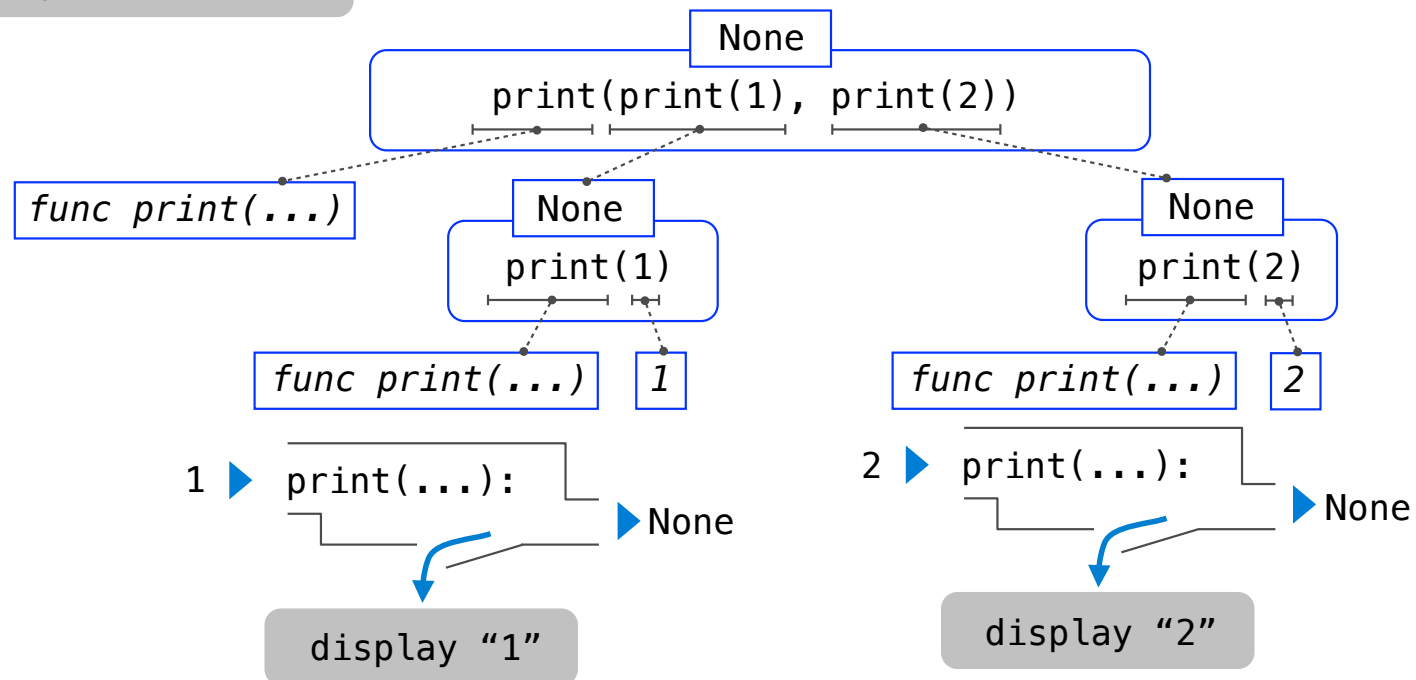
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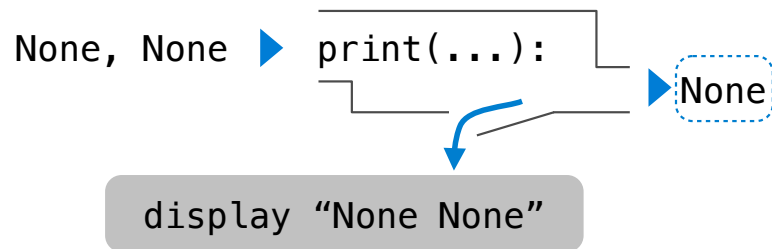
## Nested Expressions with Print



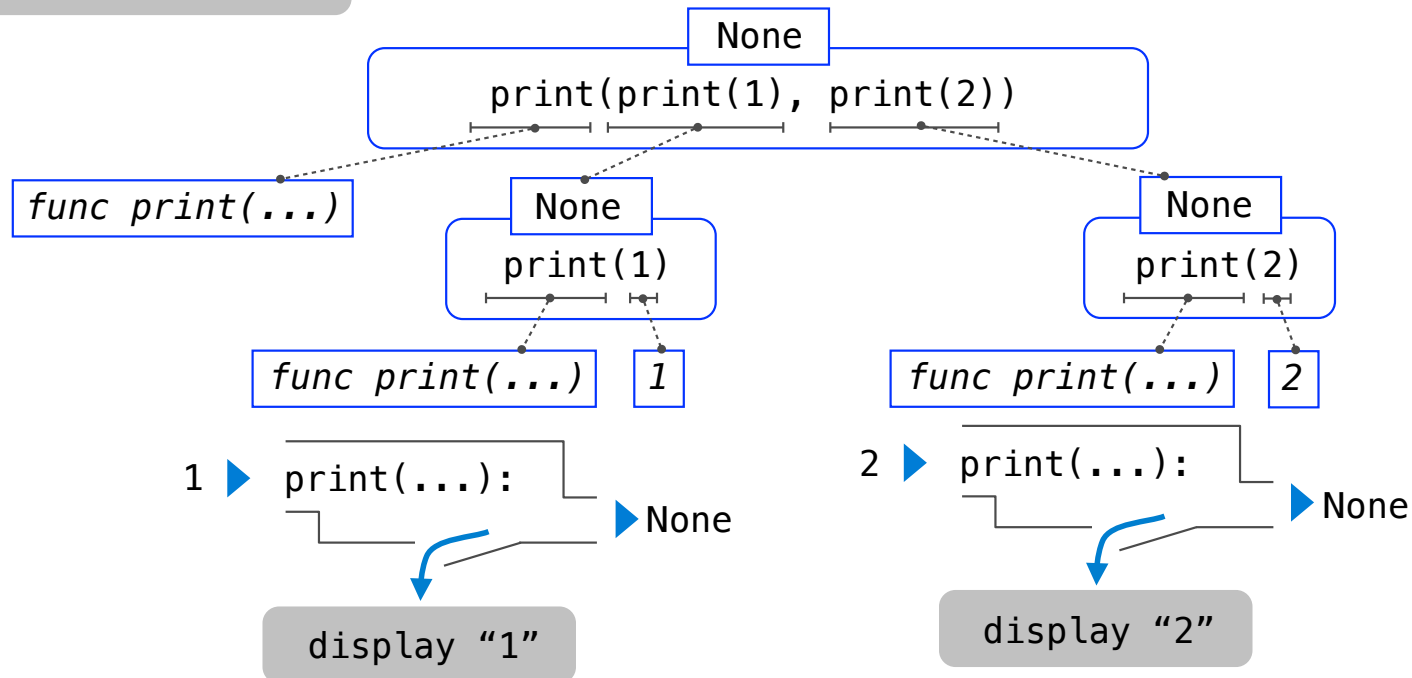
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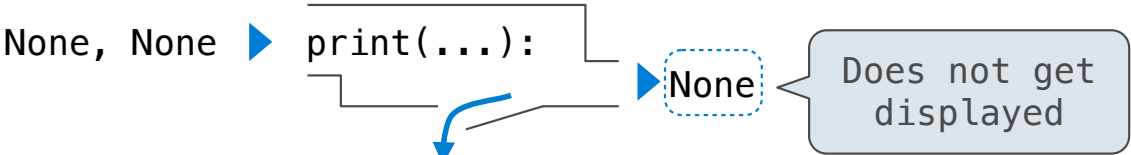
## Nested Expressions with Print



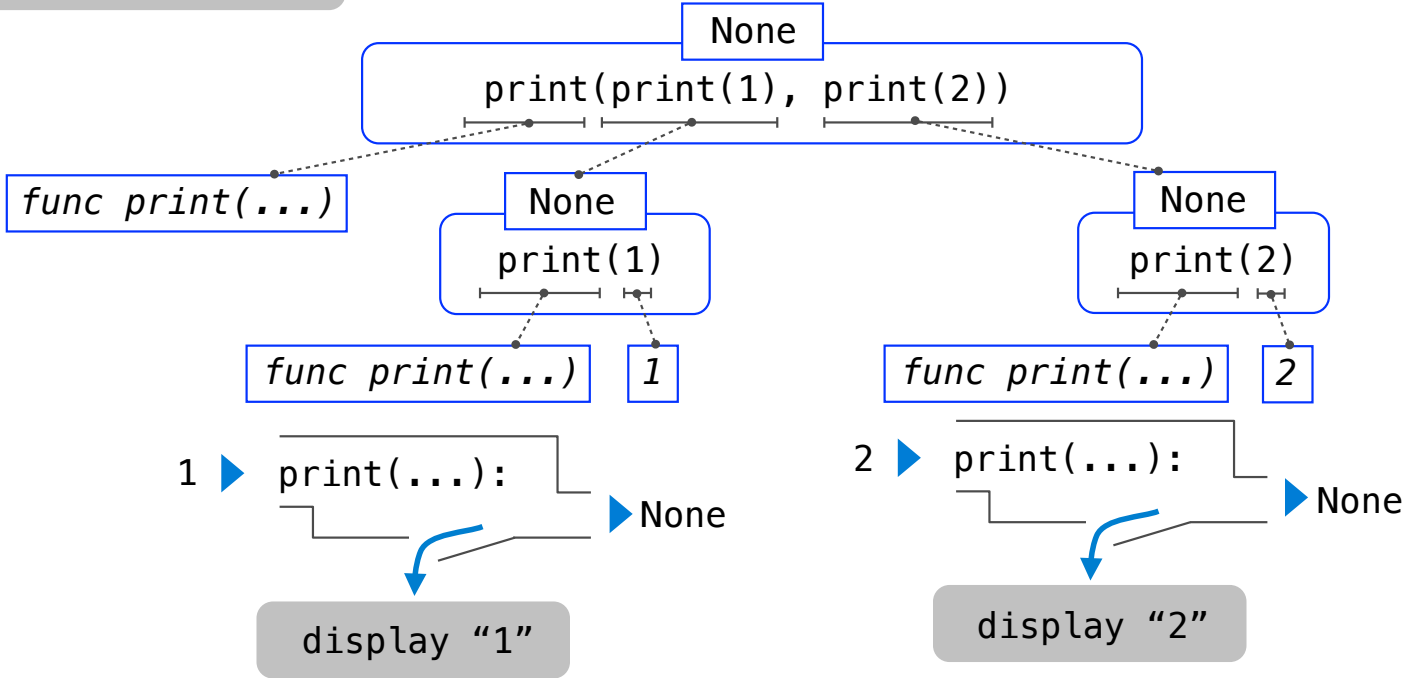
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>>> print(print(1), print(2))  
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None None
```



# Nested Expressions with Print



```
>>> print(print(1), print(2))
1
2
None None
```



## Multiple Environments

## Life Cycle of a User-Defined Function

---

**What happens?**

**Def statement:**

**Call expression:**

**Calling/Applying:**

## Life Cycle of a User-Defined Function

---

**What happens?**

**Def statement:**     `>>> def square( x ):`  
                              `return mul(x, x)`

**Call expression:**

**Calling/Applying:**

## Life Cycle of a User-Defined Function

---

**What happens?**

**Def statement:**

>>>

```
def square( x ):
```

```
    return mul(x, x)
```

Def  
statement

**Call expression:**

**Calling/Applying:**

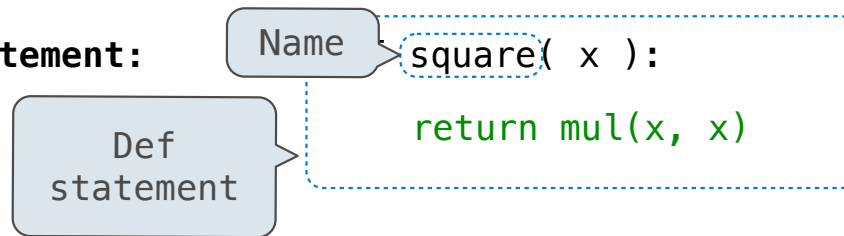


## Life Cycle of a User-Defined Function

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**What happens?**

**Def statement:**

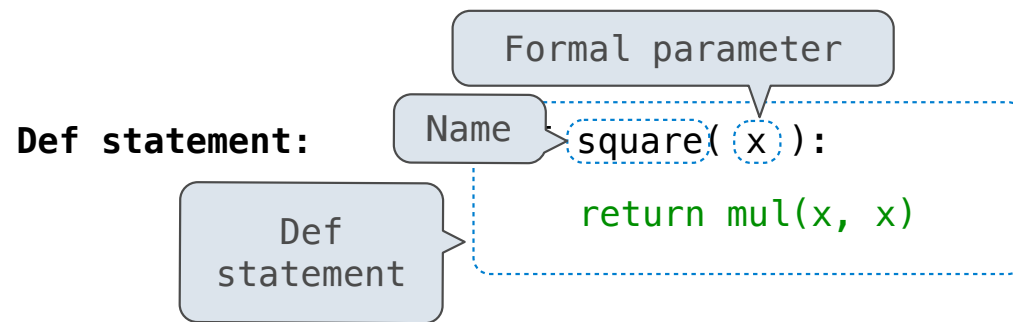


**Call expression:**

**Calling/Applying:**

## Life Cycle of a User-Defined Function

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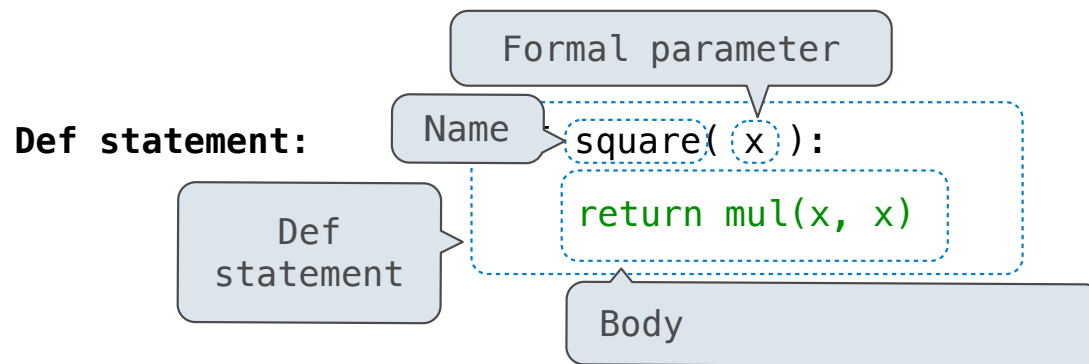
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## Life Cycle of a User-Defined Function

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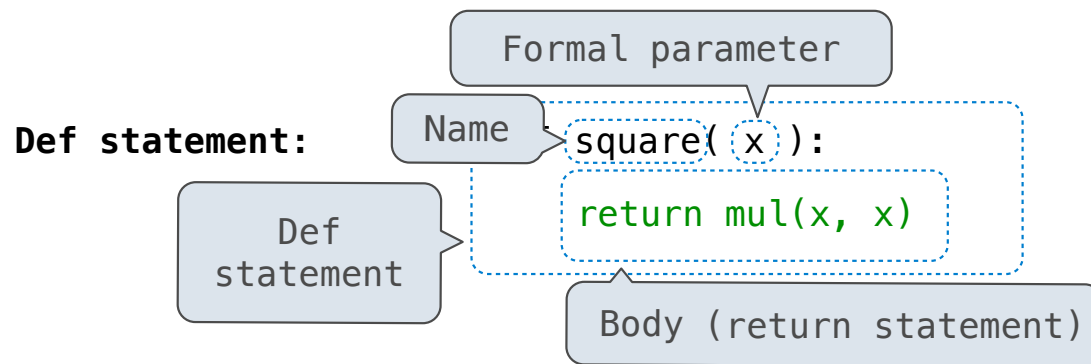
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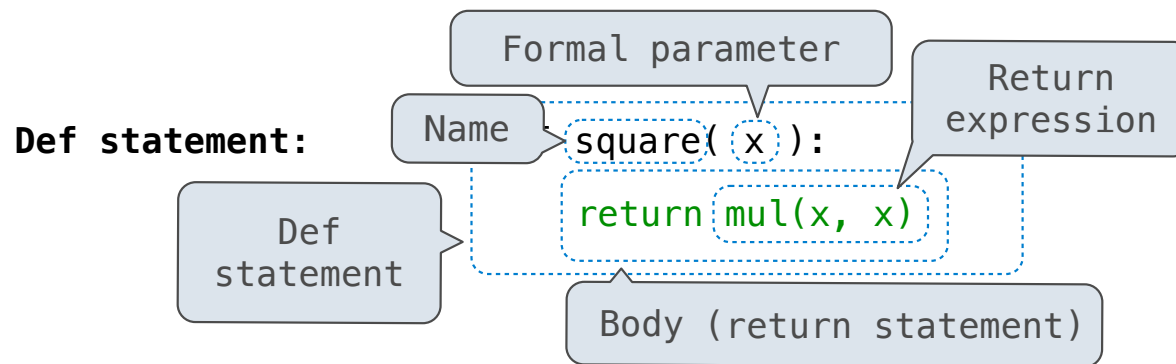


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**Call expression:**

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## Life Cycle of a User-Defined Function

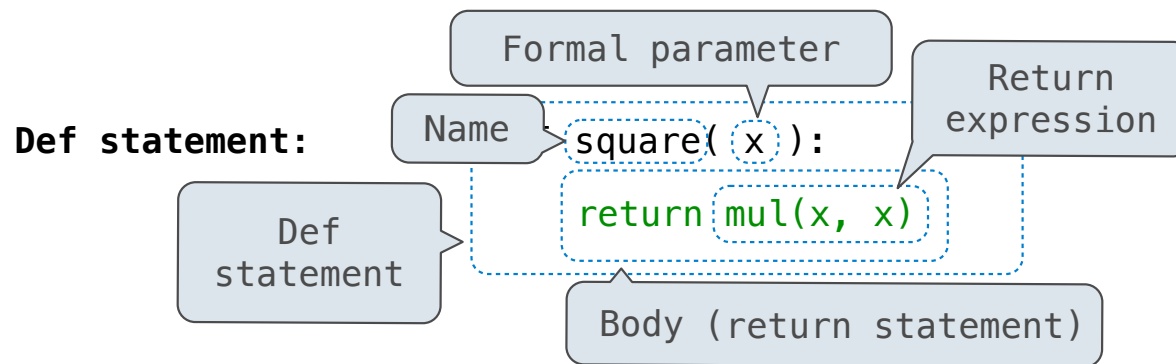


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**Call expression:**

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## Life Cycle of a User-Defined Function



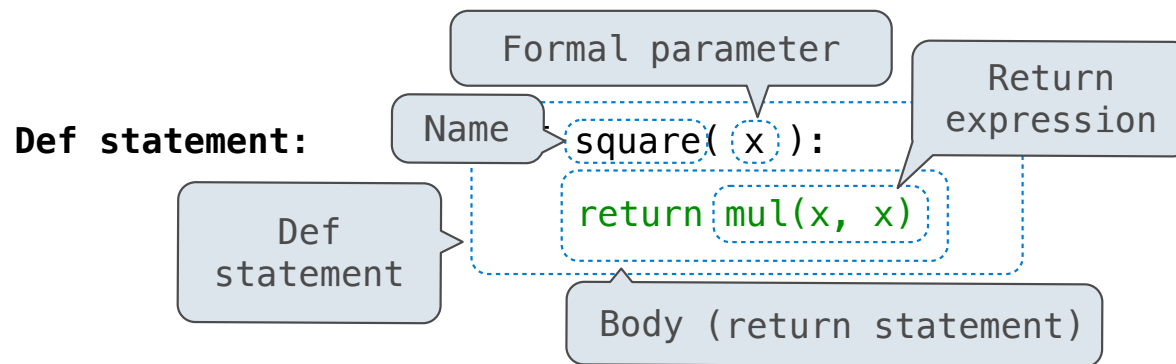
**What happens?**

A new function is created!

**Call expression:**

**Calling/Applying:**

## Life Cycle of a User-Defined Function



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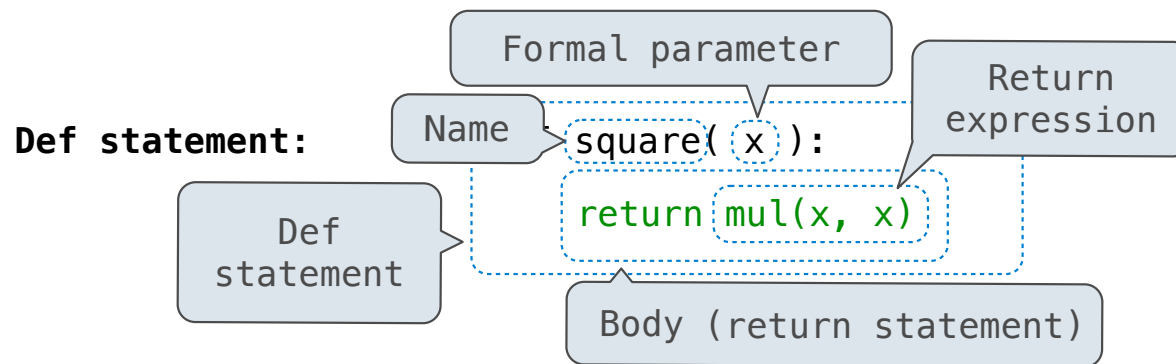
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Name bound to that function  
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**Call expression:**

**Calling/Applying:**

## Life Cycle of a User-Defined Function



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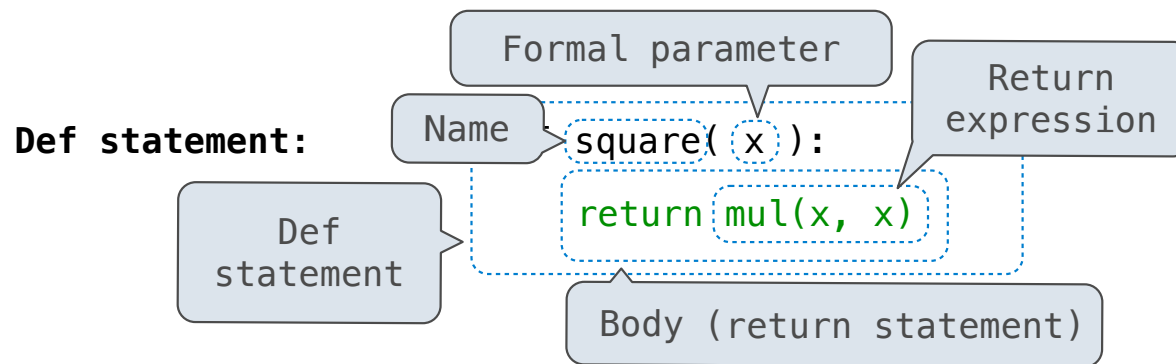
Name bound to that function  
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**Call expression:** `square(2+2)`

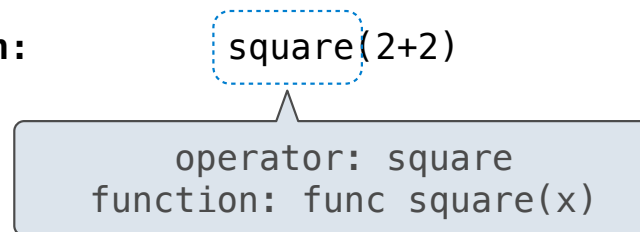
**Calling/Applying:**



## Life Cycle of a User-Defined Function



**Call expression:**



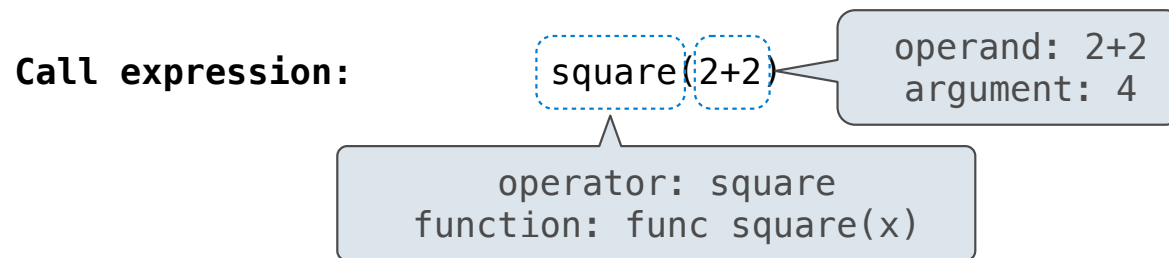
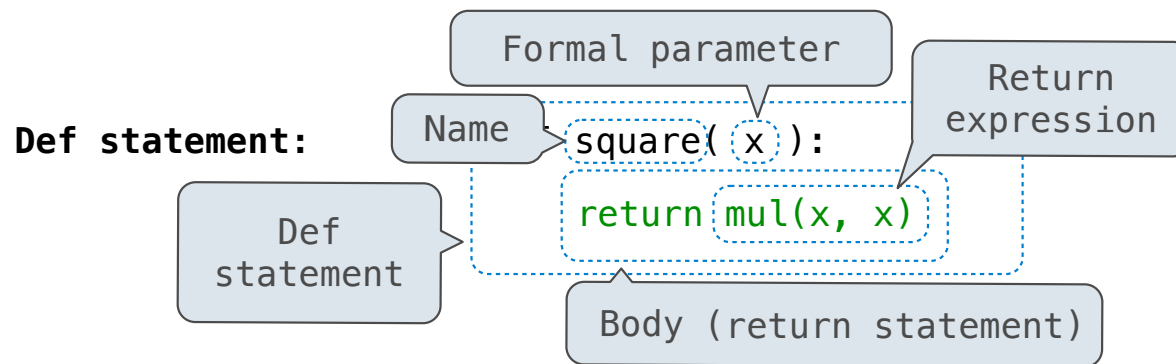
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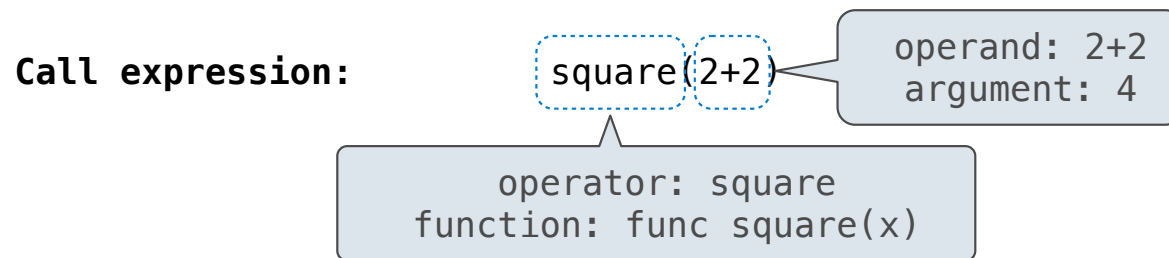
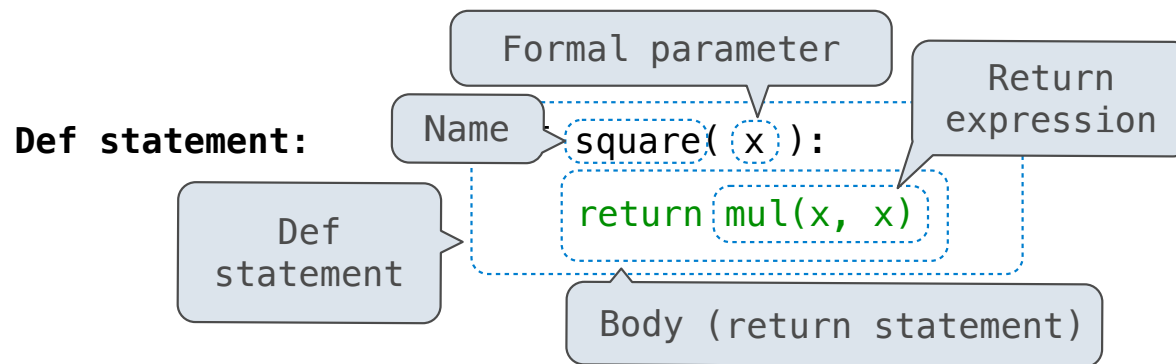
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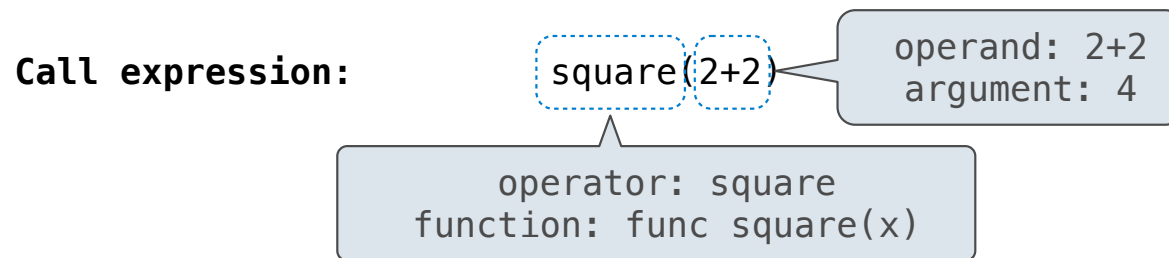
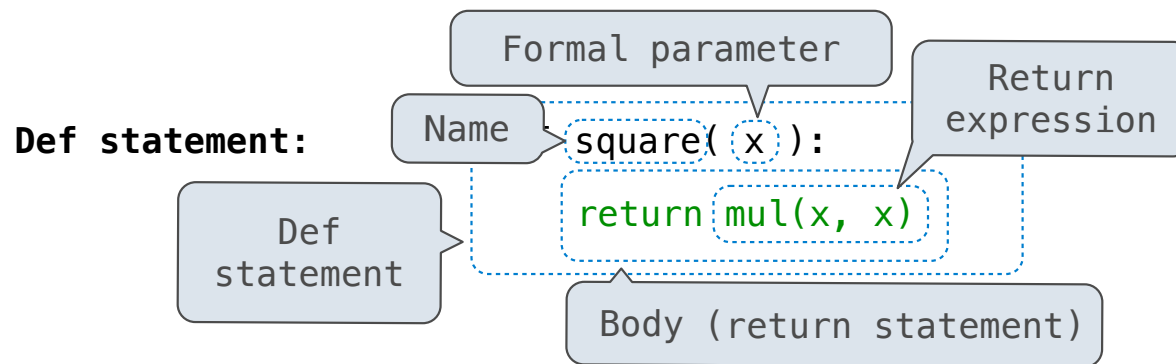
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Operator & operands evaluated

## Life Cycle of a User-Defined Function



**Calling/Applying:**

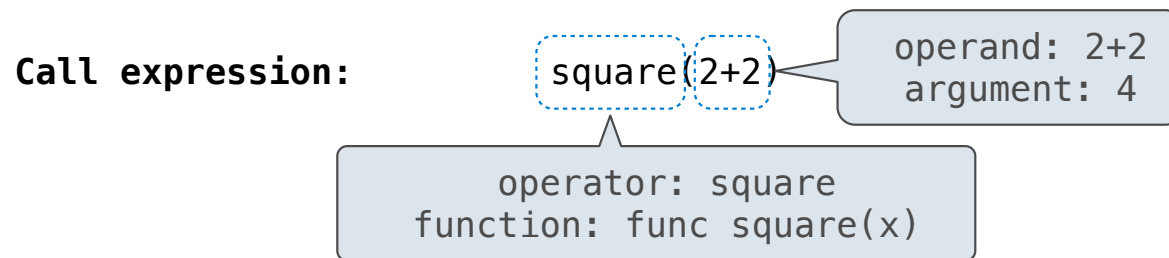
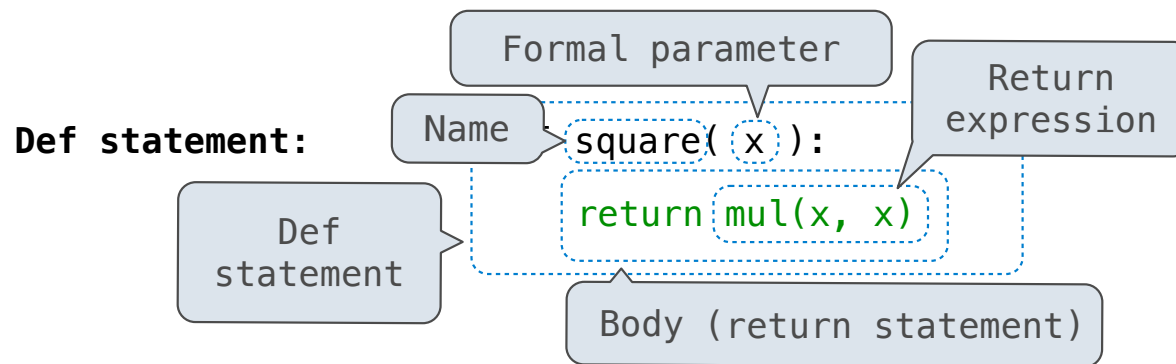
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Function (value of operator)  
called on arguments  
(values of operands)

## Life Cycle of a User-Defined Function



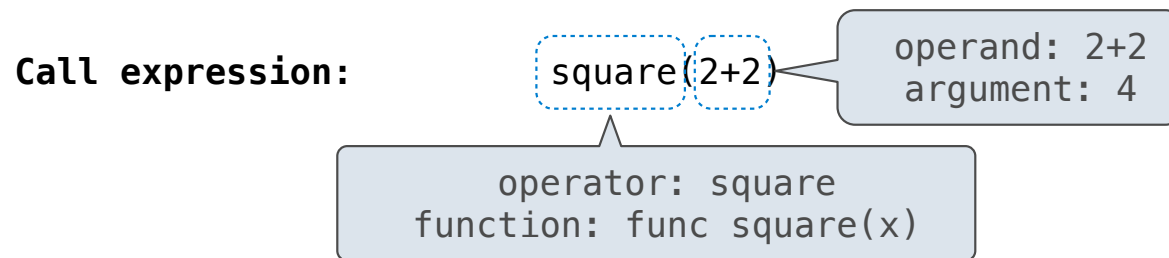
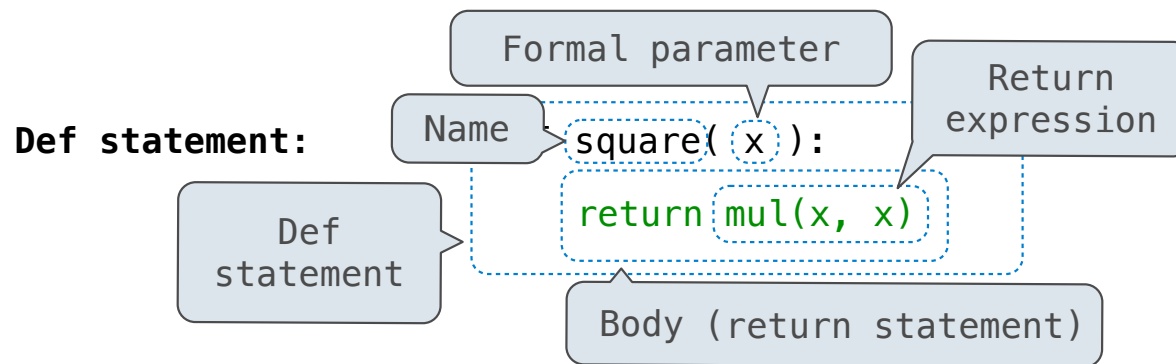
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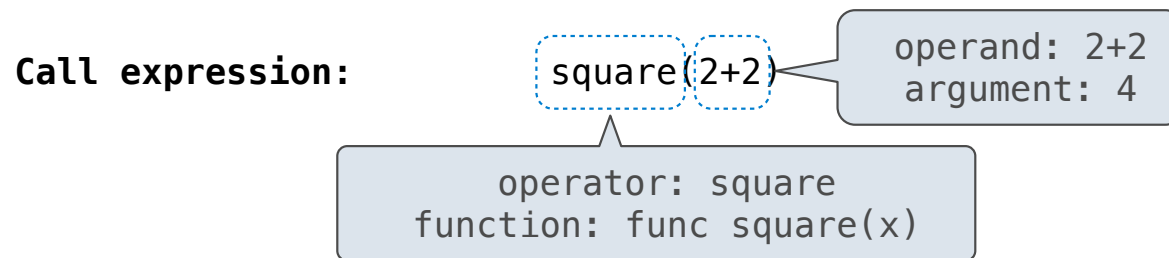
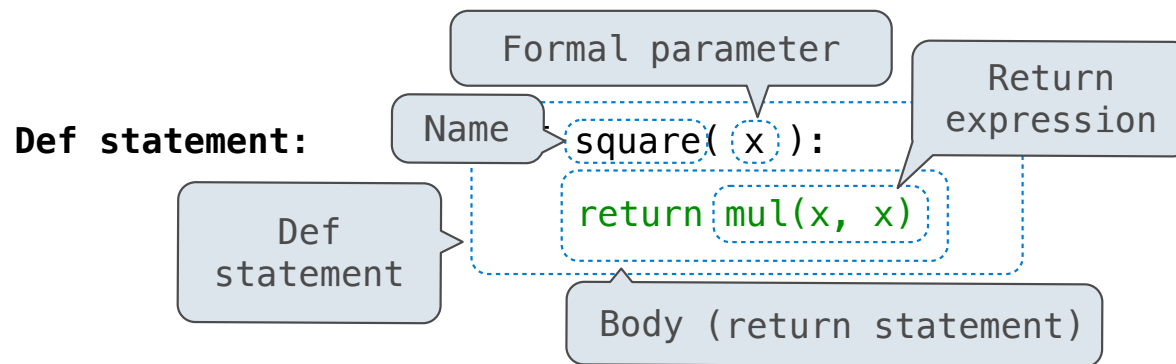
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## Life Cycle of a User-Defined Function



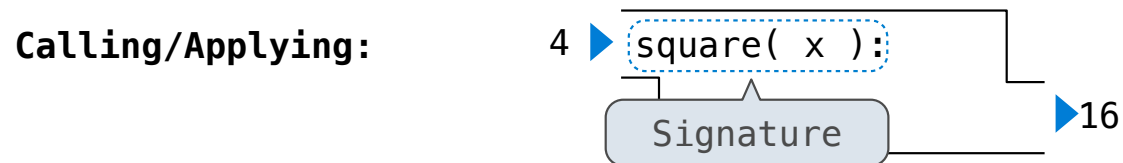
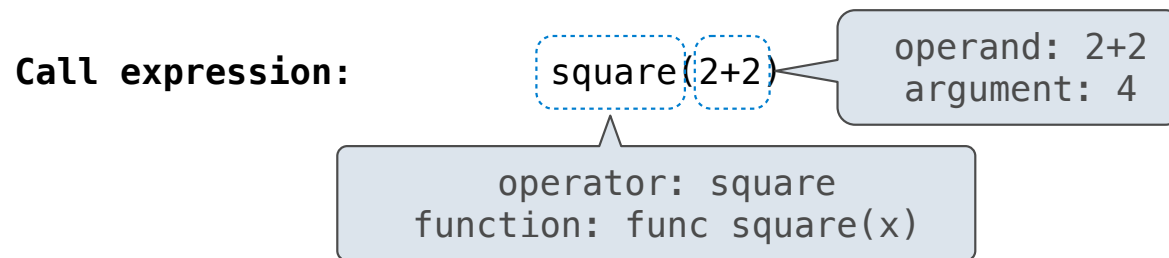
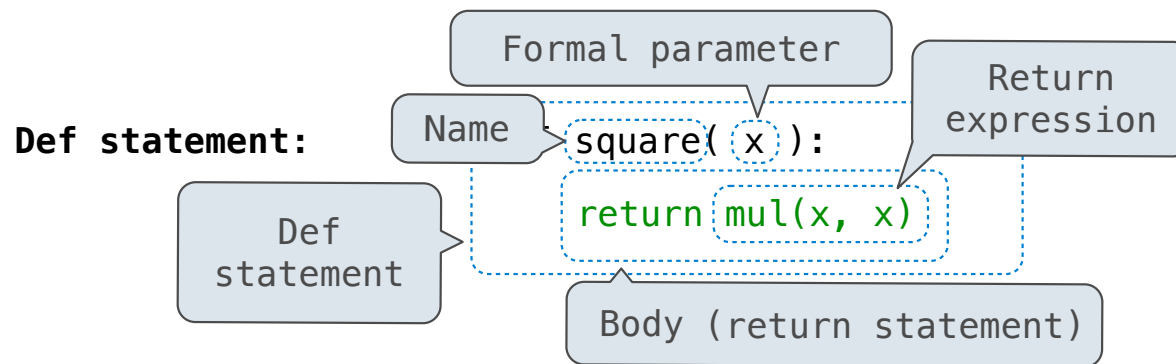
### What happens?

A new function is created!

Name bound to that function in the current frame

Operator & operands evaluated  
Function (value of operator)  
called on arguments  
(values of operands)

## Life Cycle of a User-Defined Function



### What happens?

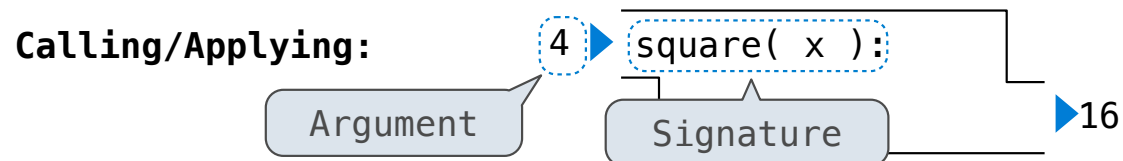
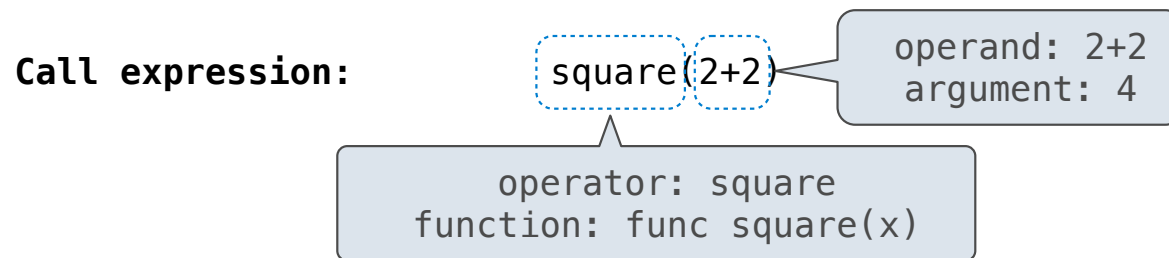
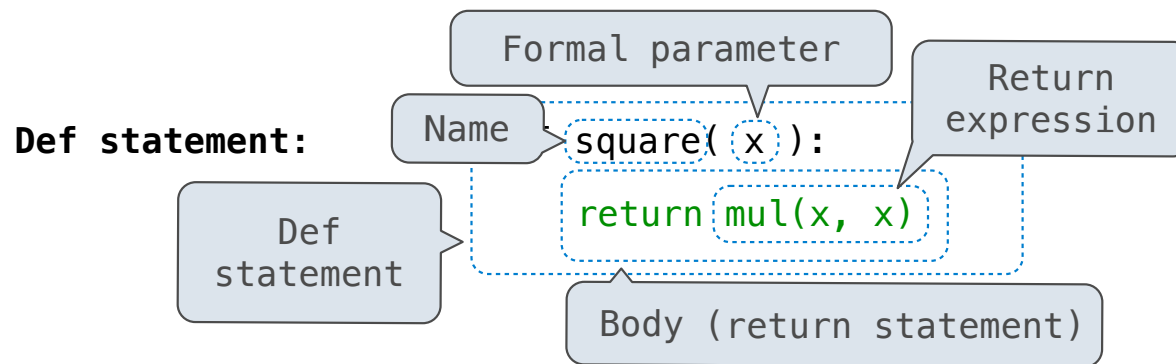
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## Life Cycle of a User-Defined Function



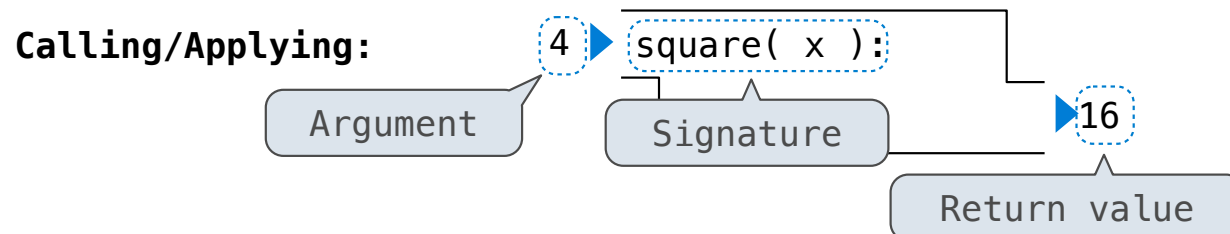
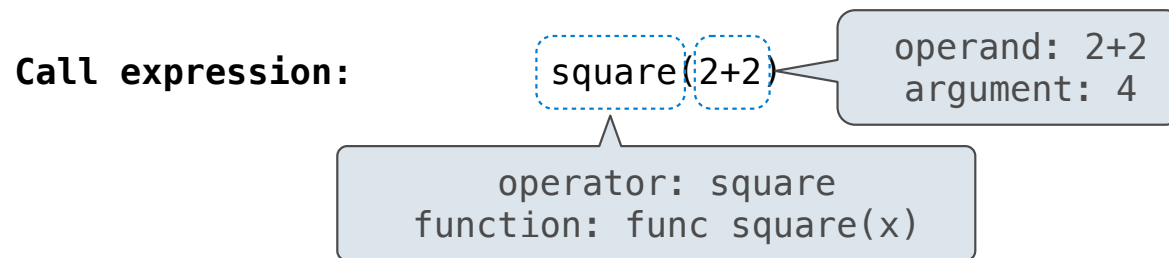
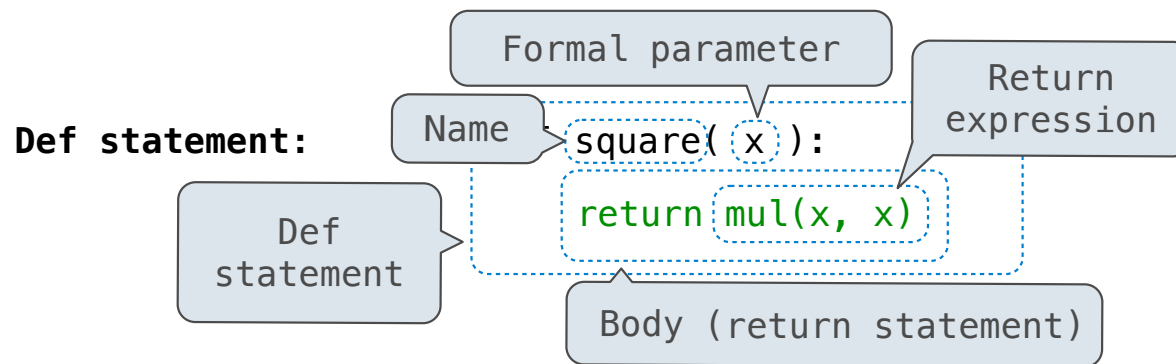
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## Life Cycle of a User-Defined Function



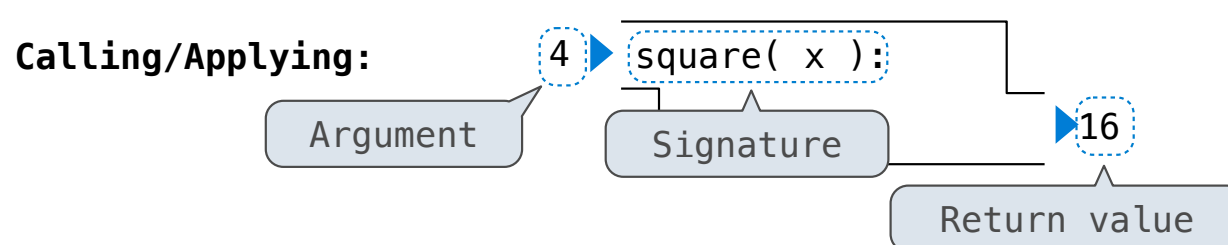
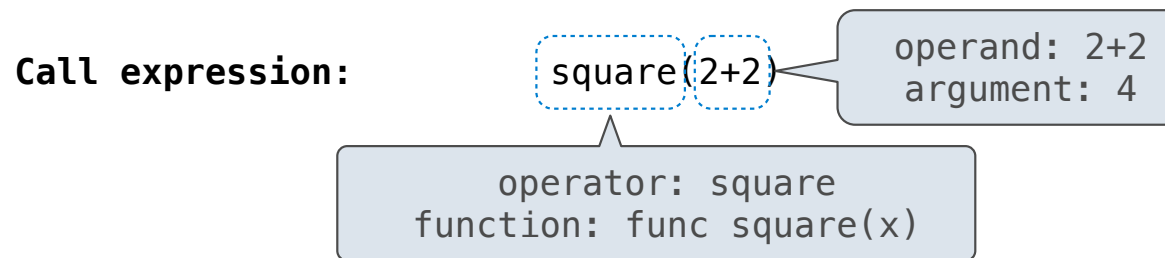
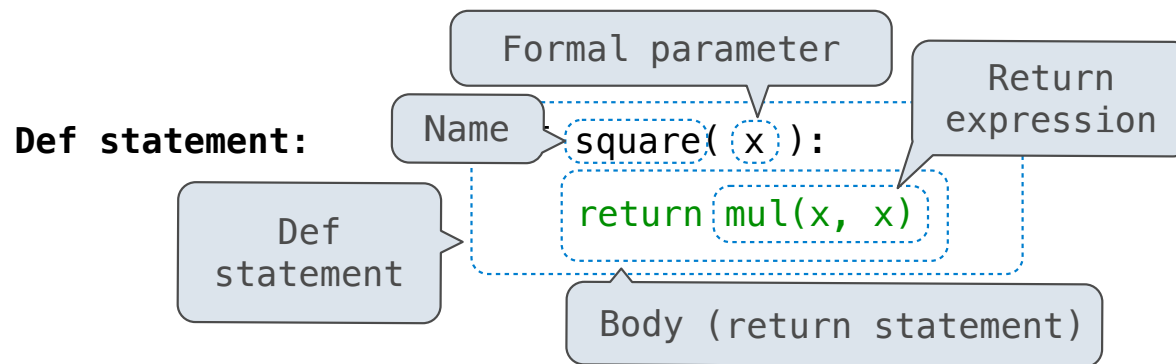
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## Life Cycle of a User-Defined Function



### What happens?

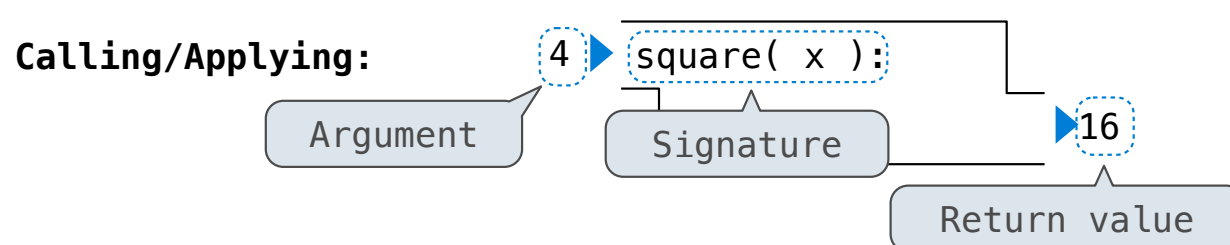
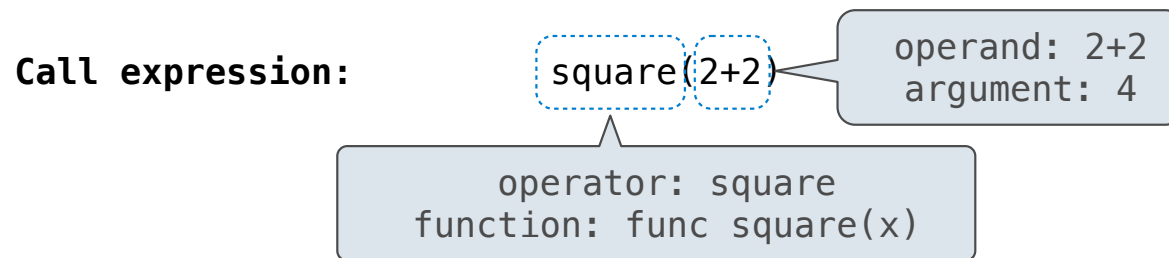
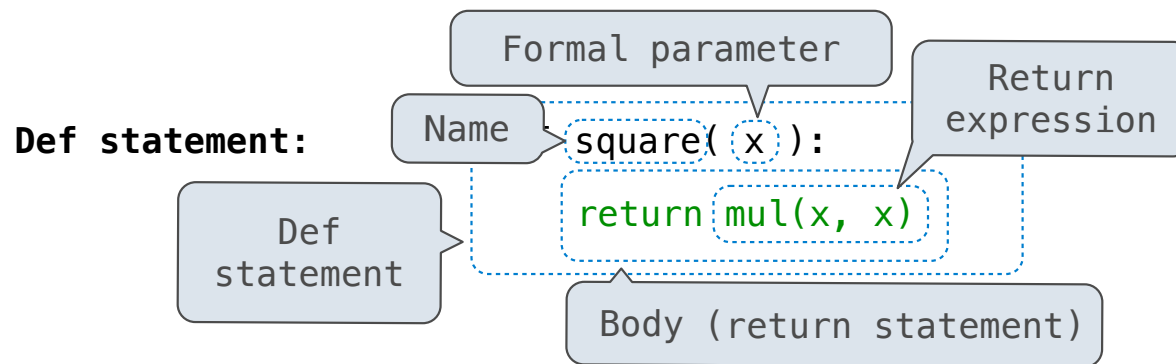
A new function is created!

Name bound to that function in the current frame

Operator & operands evaluated  
Function (value of operator)  
called on arguments  
(values of operands)

A new frame is created!

## Life Cycle of a User-Defined Function



### What happens?

A new function is created!

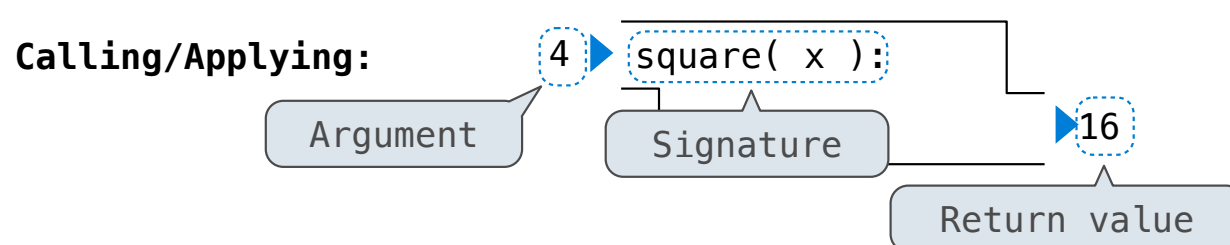
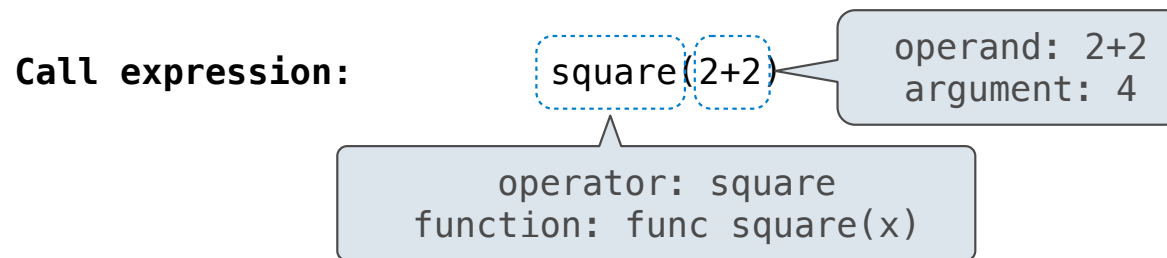
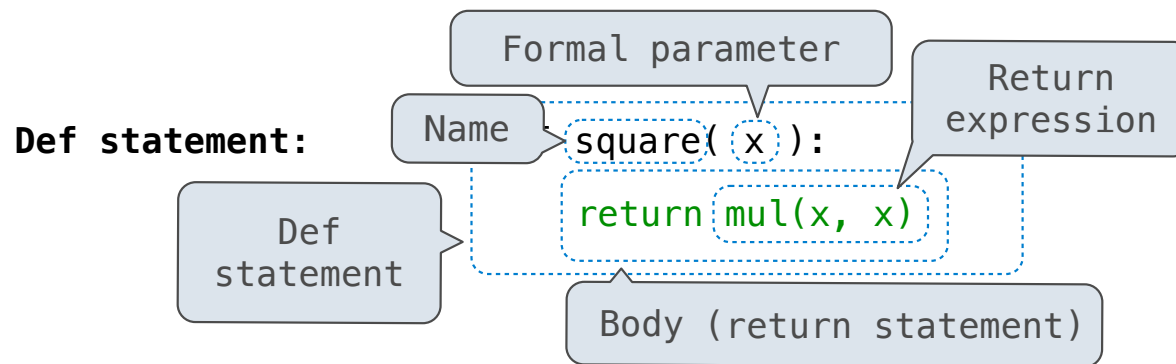
Name bound to that function in the current frame

Operator & operands evaluated  
Function (value of operator)  
called on arguments  
(values of operands)

A new frame is created!

Parameters bound to arguments

## Life Cycle of a User-Defined Function



### What happens?

A new function is created!

Name bound to that function  
in the current frame

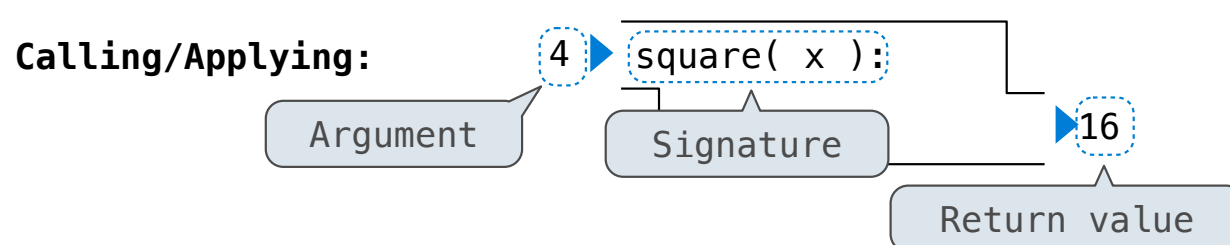
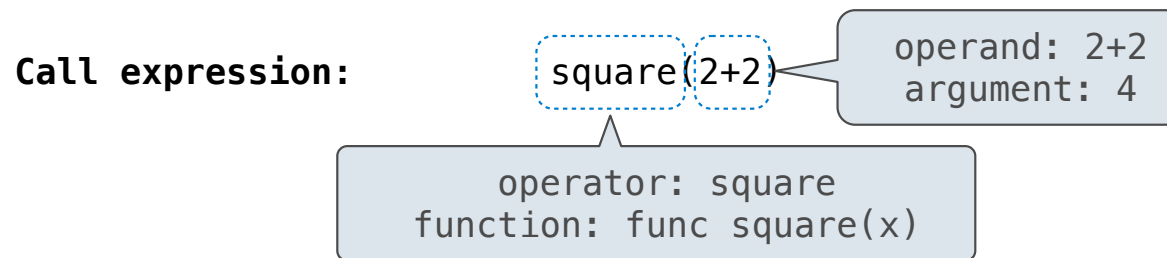
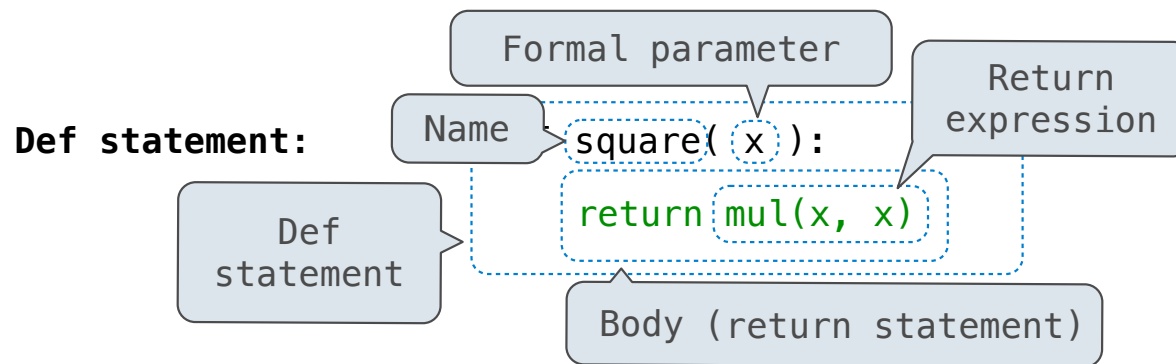
Operator & operands evaluated  
Function (value of operator)  
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A new frame is created!

Parameters bound to arguments

Body is executed in that new  
environment

## Life Cycle of a User-Defined Function



### What happens?

A new function is created!

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in the current frame

Operator & operands evaluated  
Function (value of operator)  
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(values of operands)

A new frame is created!

Parameters bound to arguments

Body is executed in that new  
environment

(Demo)

## Multiple Environments in One Diagram!

---

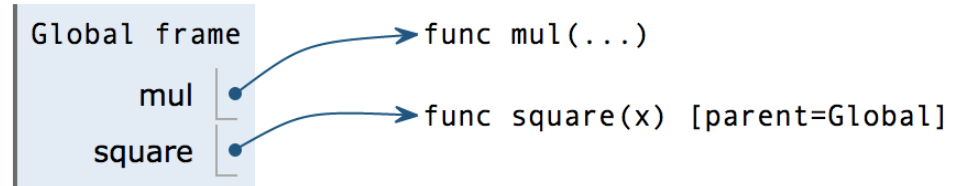
---

```
1 from operator import mul
→ 2 def square(x):
3     return mul(x, x)
→ 4 square(square(3))
```

---

## Multiple Environments in One Diagram!

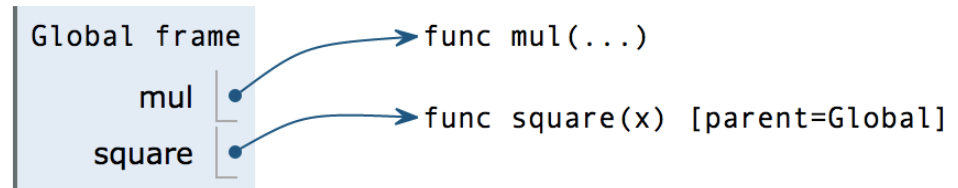
```
1 from operator import mul
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→ 4 square(square(3))
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## Multiple Environments in One Diagram!

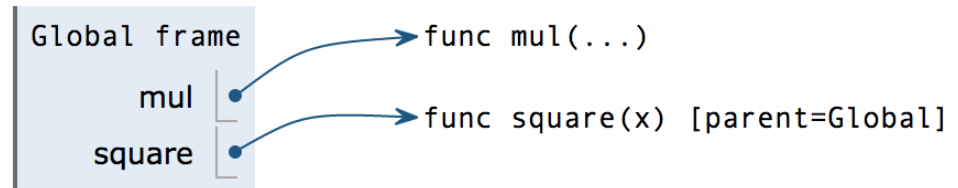
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1 from operator import mul
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```



square(square(3))

## Multiple Environments in One Diagram!

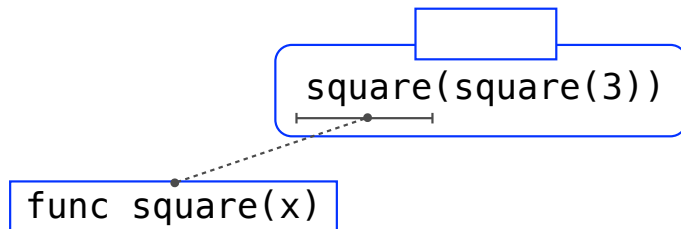
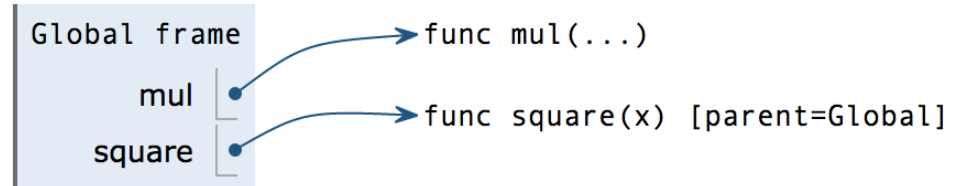
```
1 from operator import mul
→ 2 def square(x):
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```



square(square(3))

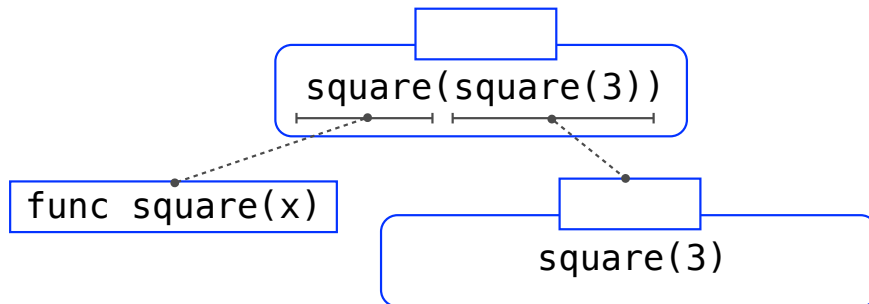
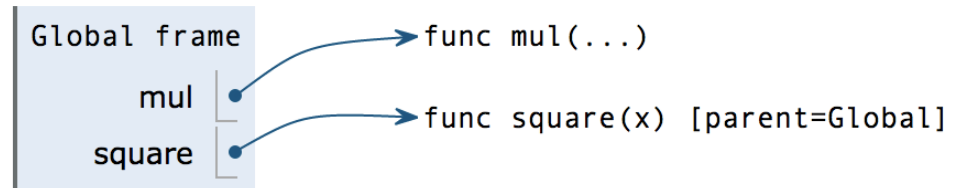
## Multiple Environments in One Diagram!

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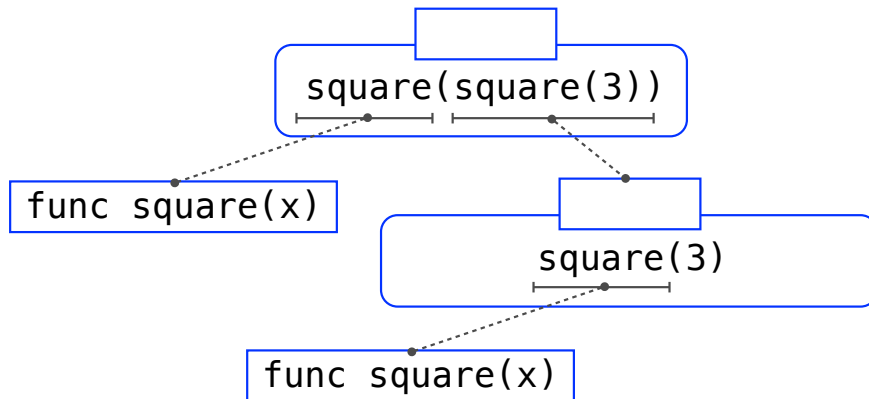
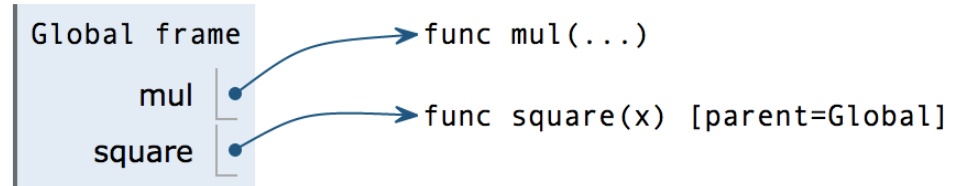
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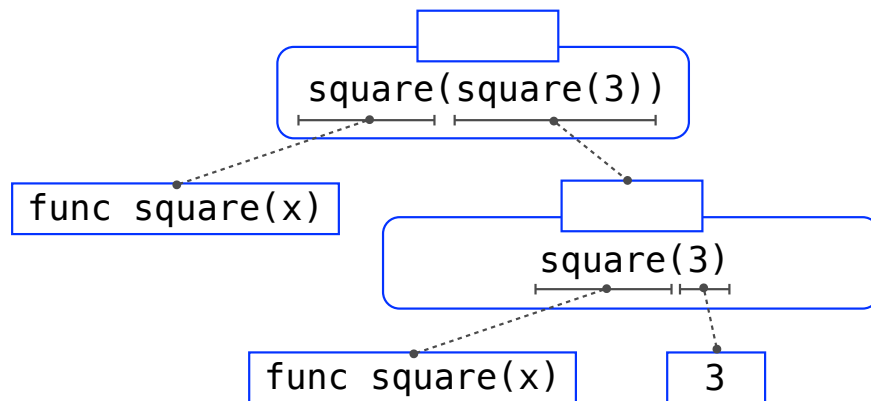
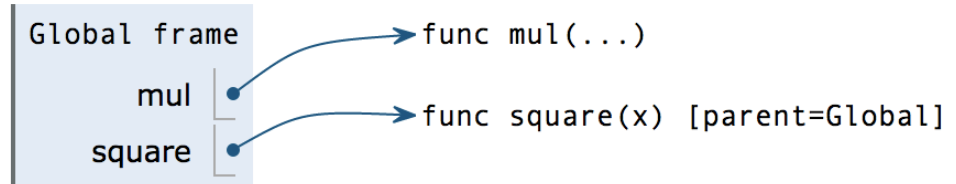
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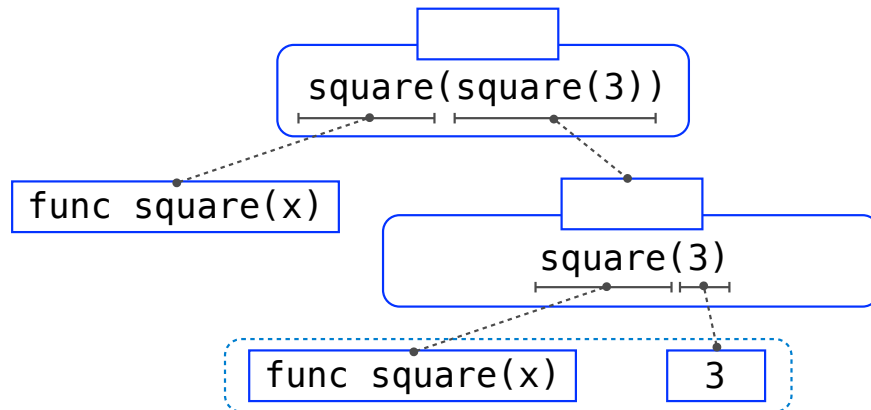
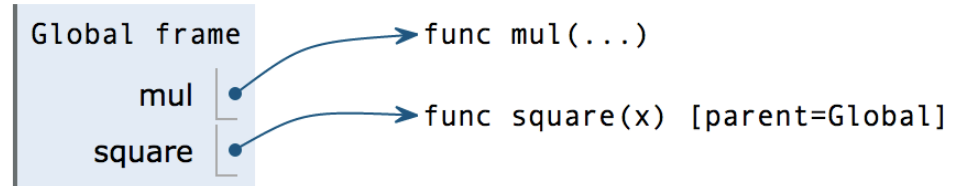
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## Multiple Environments in One Diagram!

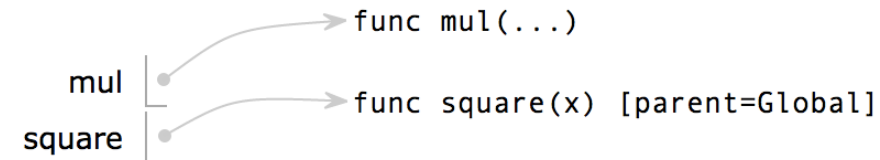
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## Multiple Environments in One Diagram!

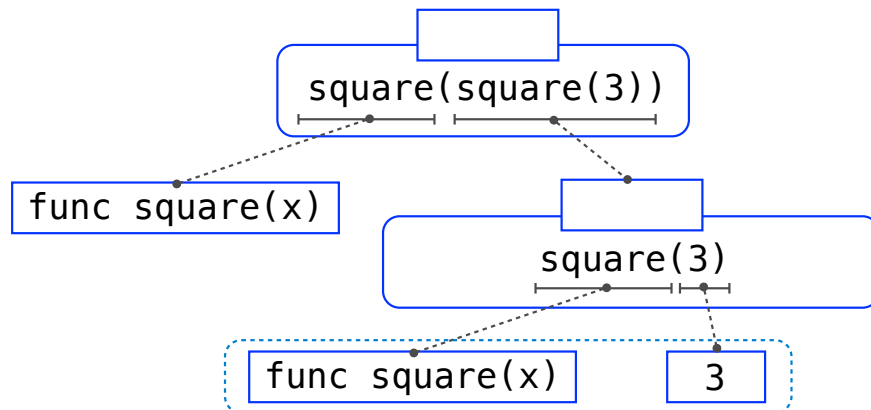
```
1 from operator import mul
2 def square(x):
3     return mul(x, x)
4 square(square(3))
```

Global frame



f1: square [parent=Global]

x 3

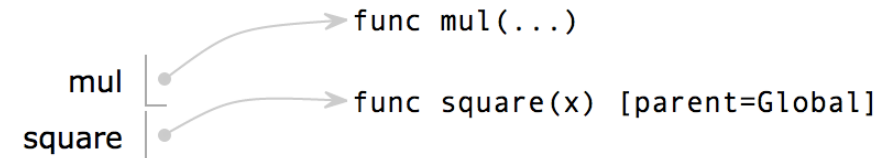




## Multiple Environments in One Diagram!

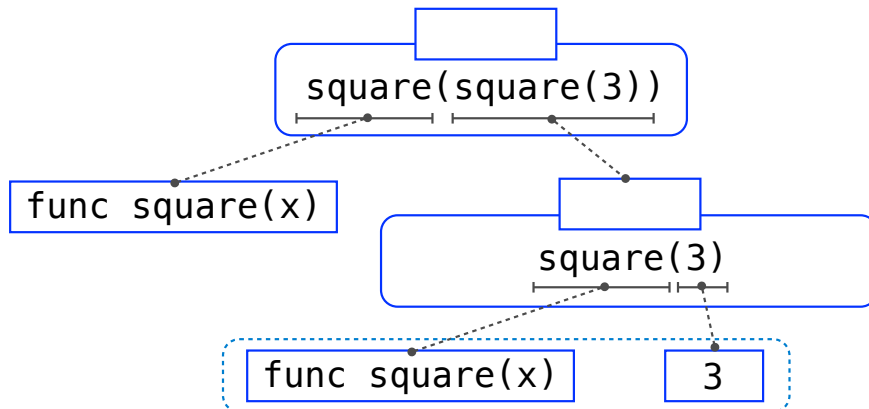
```
1 from operator import mul
2 def square(x):
3     return mul(x, x)
4 square(square(3))
```

Global frame



f1: square [parent=Global]

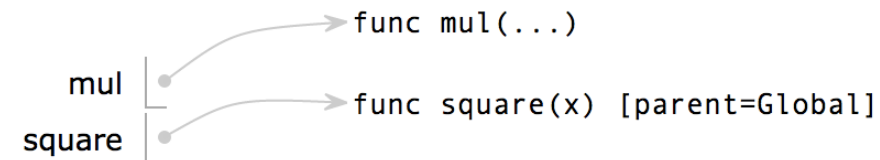
x	3
Return value	9



## Multiple Environments in One Diagram!

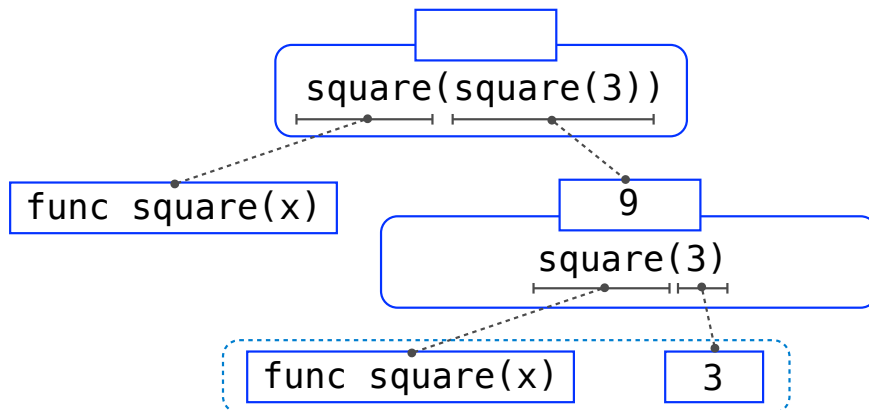
```
1 from operator import mul
2 def square(x):
3     return mul(x, x)
4 square(square(3))
```

Global frame



f1: square [parent=Global]

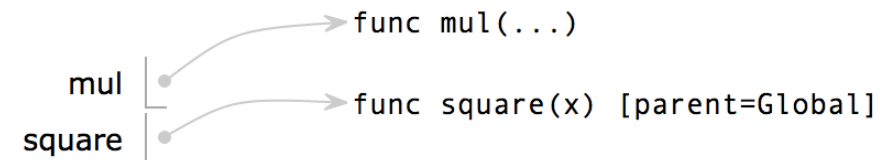
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## Multiple Environments in One Diagram!

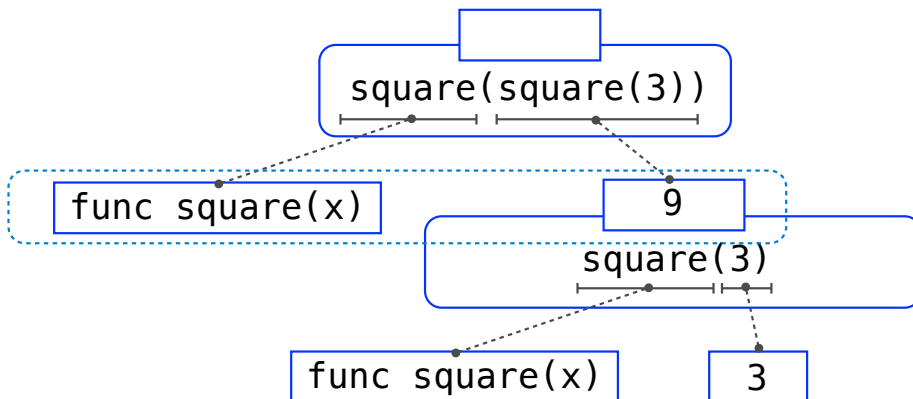
```
1 from operator import mul
2 def square(x):
3     return mul(x, x)
4 square(square(3))
```

Global frame



f1: square [parent=Global]

x	3
Return value	9



## Multiple Environments in One Diagram!

```
1 from operator import mul
➡ 2 def square(x):
➡ 3     return mul(x, x)
4 square(square(3))
```

Global frame

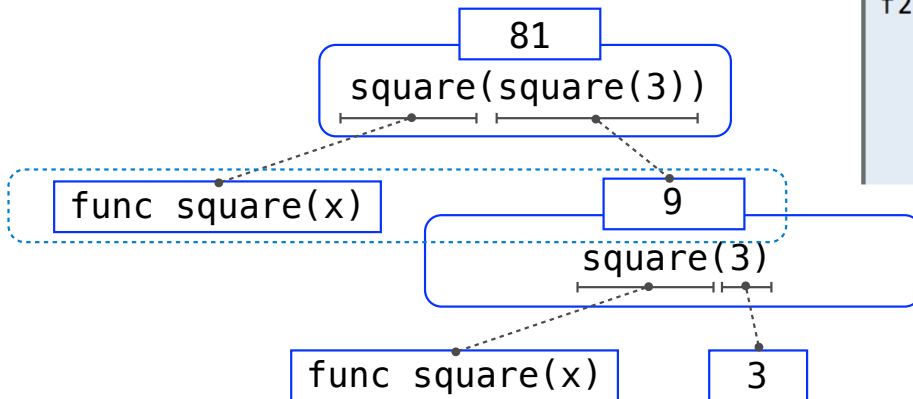
A diagram illustrating function objects. On the left, the words 'mul' and 'square' are stacked vertically. To their right is a vertical line. From a dot on this line, an arrow points to the text 'func mul(...)'. From a lower dot on the line, an arrow points to the text 'func square(x) [parent=Global]'.

```
f1: square [parent=Global]
```

x	3
Return value	9

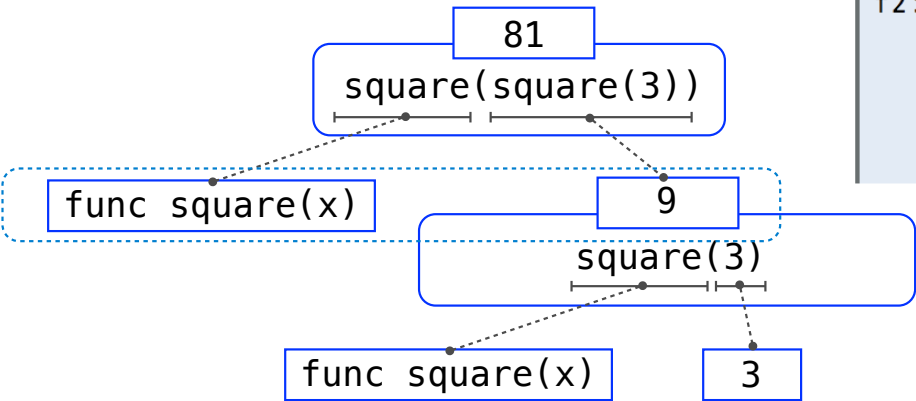
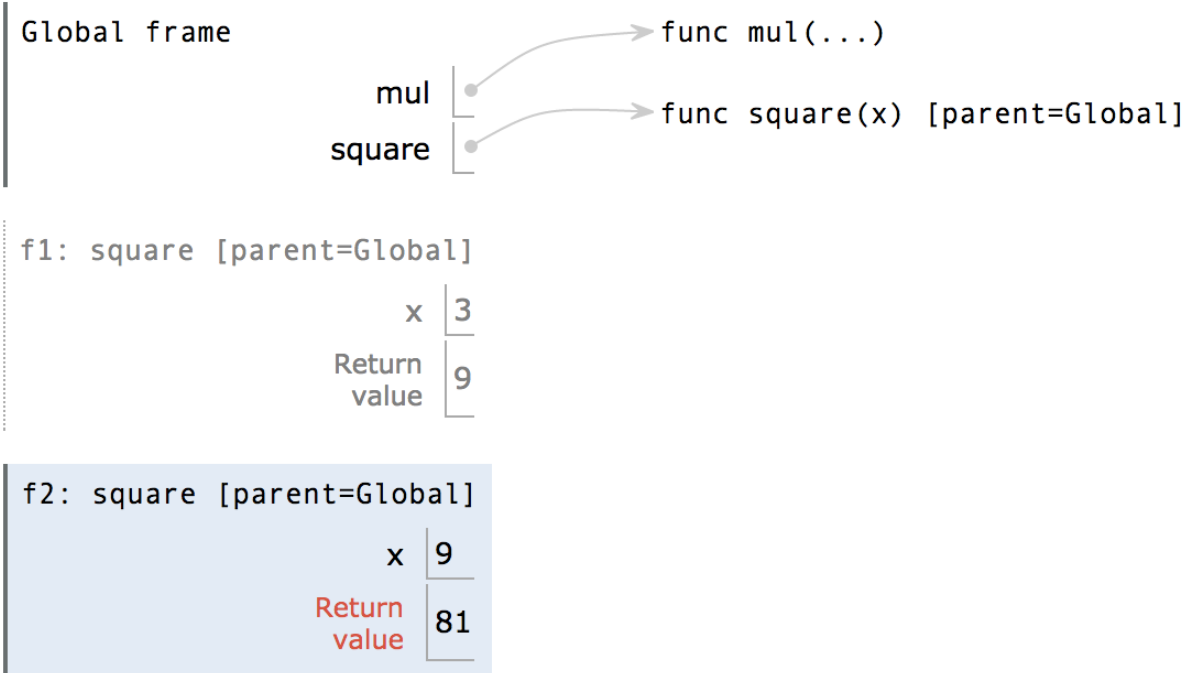
```
f2: square [parent=Global]
```

x	9
Return value	81



# Multiple Environments in One Diagram!

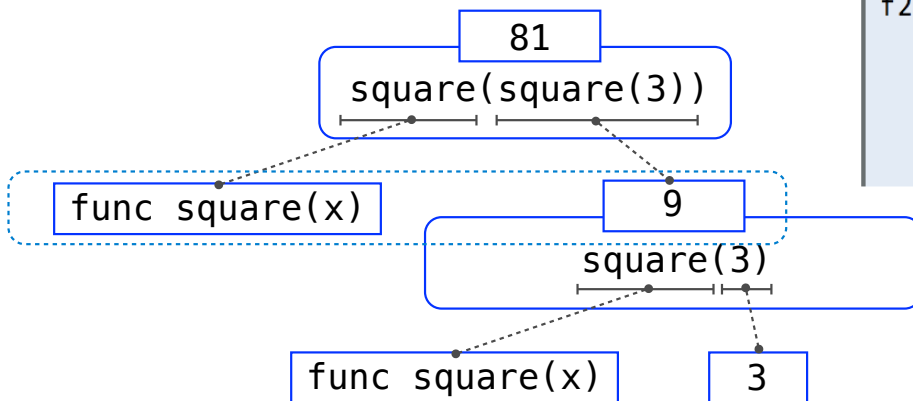
```
1 from operator import mul
2 def square(x):
3     return mul(x, x)
4 square(square(3))
```



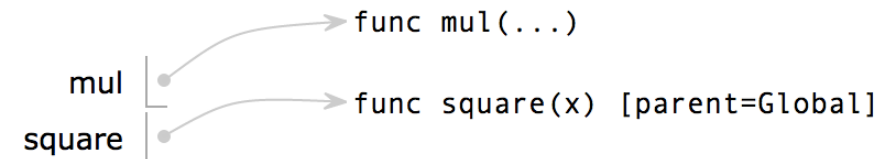
An environment is a sequence of frames.

## Multiple Environments in One Diagram!

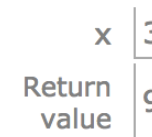
```
1 from operator import mul
2 def square(x):
3     return mul(x, x)
4 square(square(3))
```



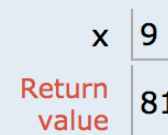
Global frame



f1: square [parent=Global]



f2: square [parent=Global]

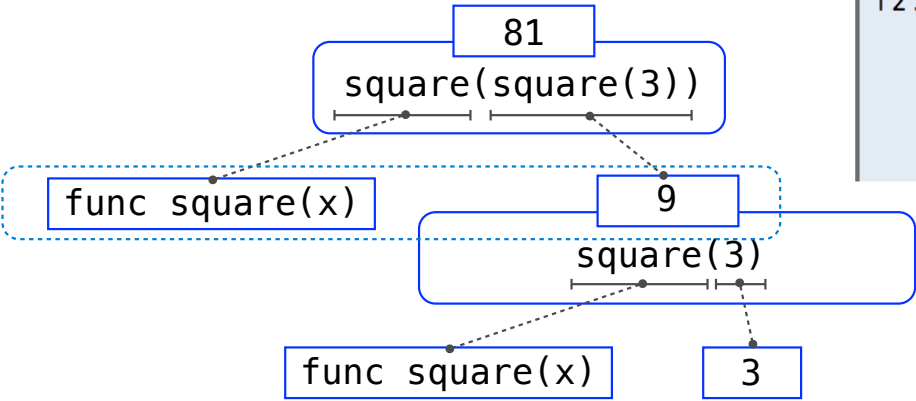
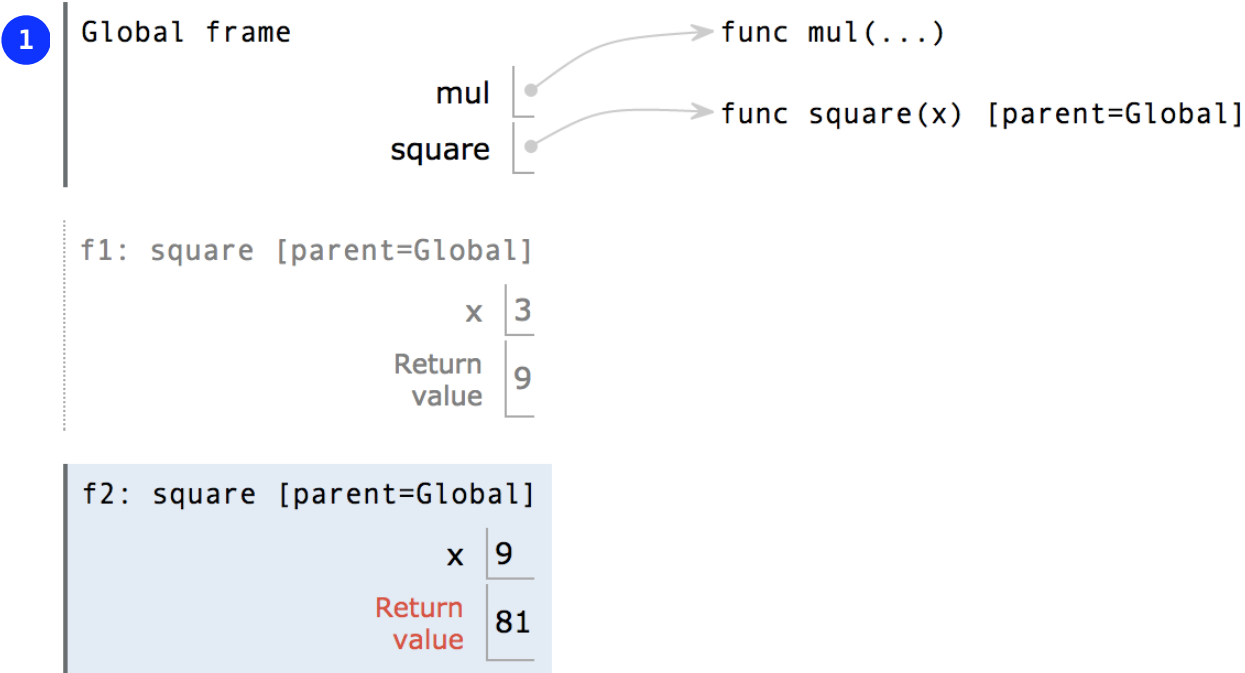


An environment is a sequence of frames.

- The global frame alone
- A local, then the global frame

# Multiple Environments in One Diagram!

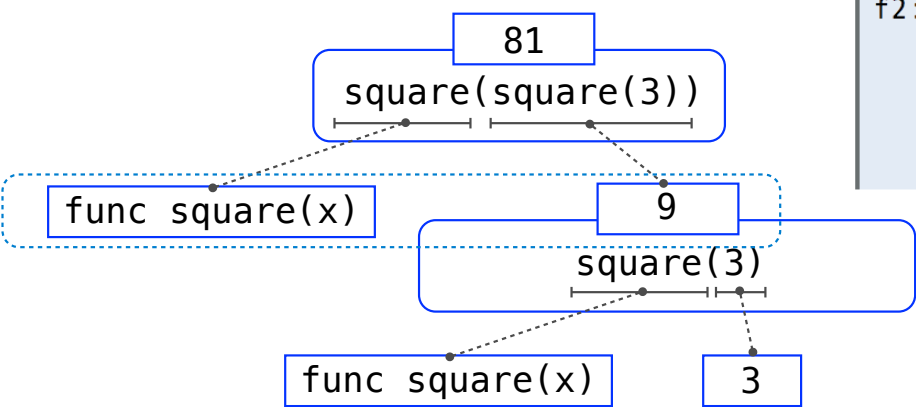
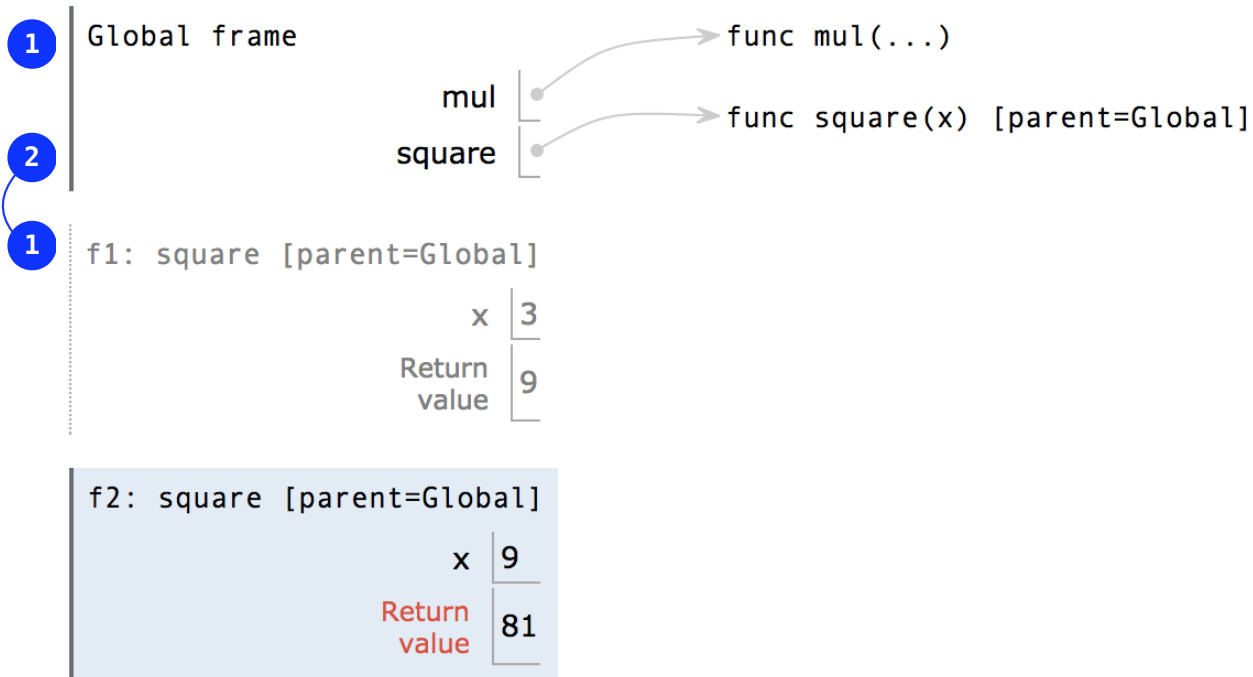
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```



- An environment is a sequence of frames.
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# Multiple Environments in One Diagram!

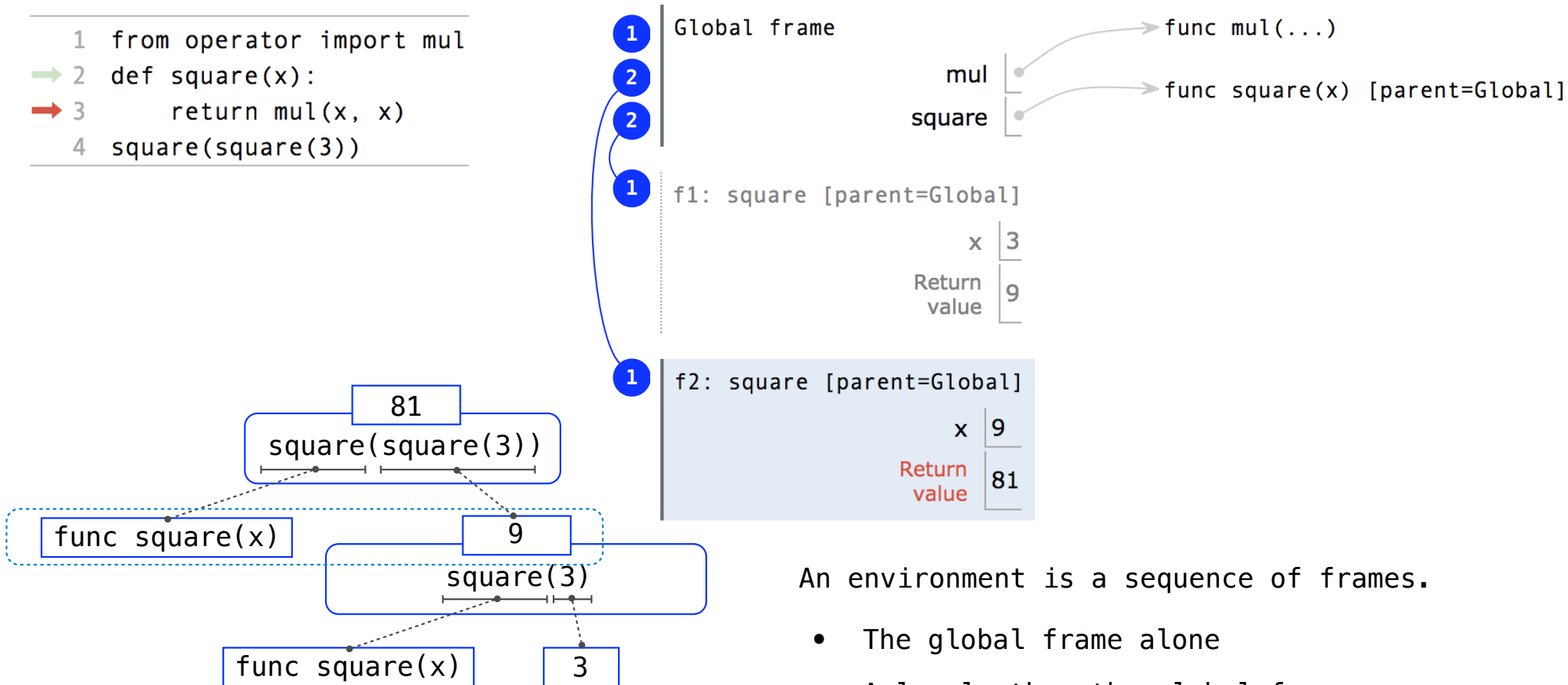
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- An environment is a sequence of frames.
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## Multiple Environments in One Diagram!

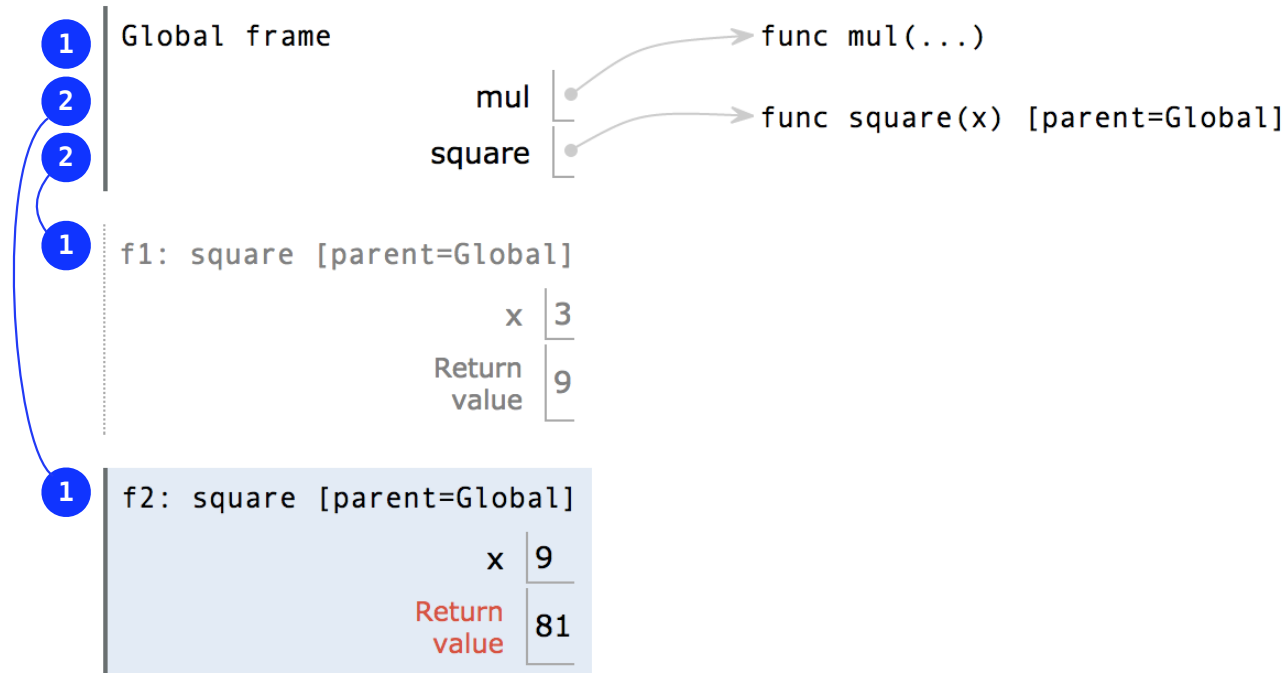


An environment is a sequence of frames.

- The global frame alone
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## Names Have No Meaning Without Environments

```
1 from operator import mul
2 def square(x):
3     return mul(x, x)
4 square(square(3))
```



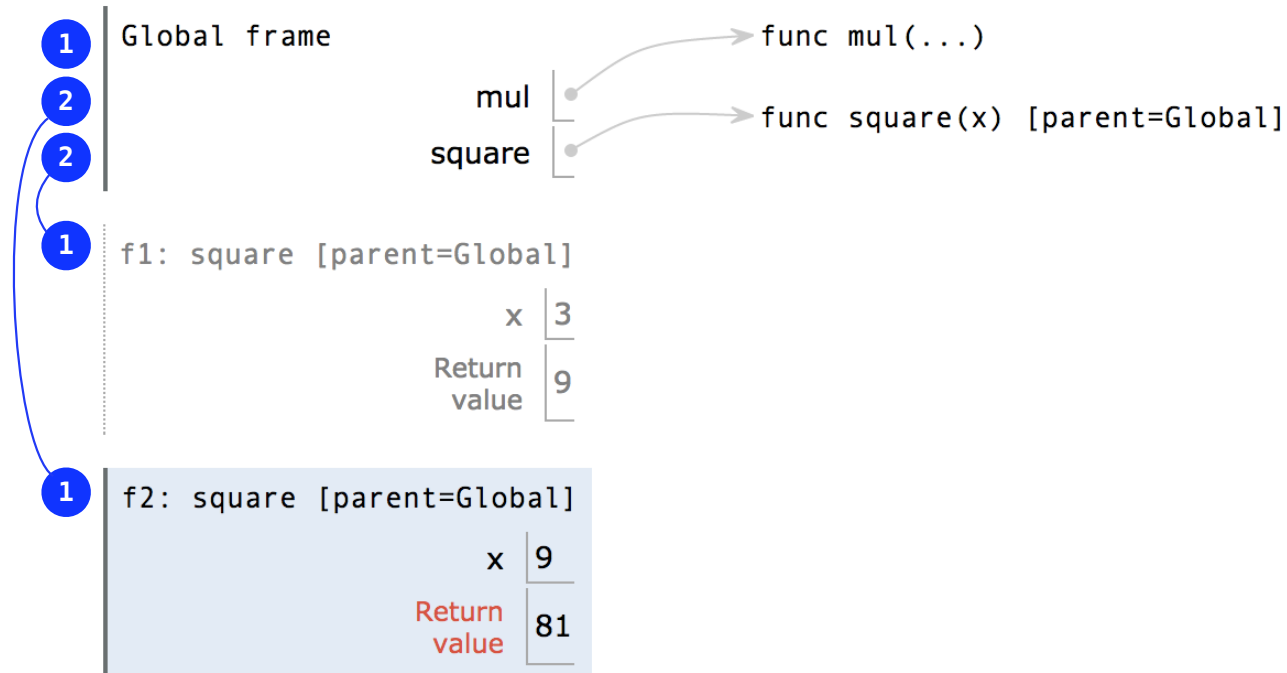
An environment is a sequence of frames.

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## Names Have No Meaning Without Environments

```
1 from operator import mul
2 def square(x):
3     return mul(x, x)
4 square(square(3))
```

Every expression is evaluated in the context of an environment.



An environment is a sequence of frames.

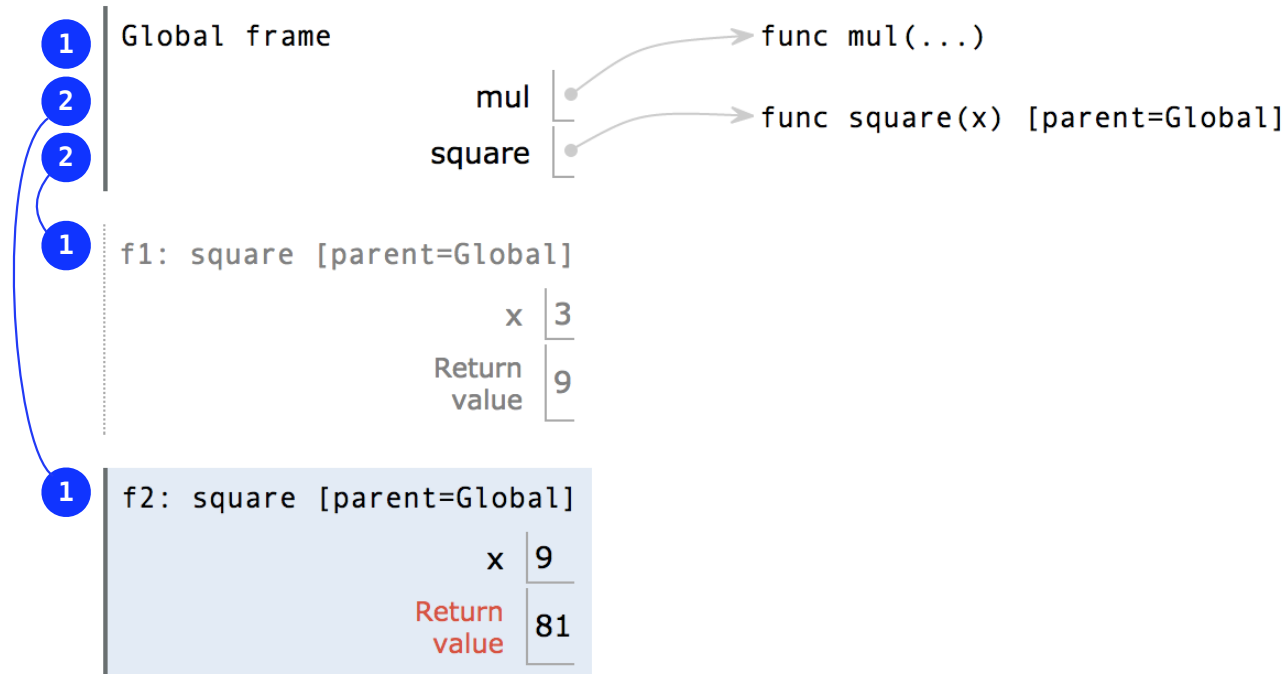
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## Names Have No Meaning Without Environments

```
1 from operator import mul
2 def square(x):
3     return mul(x, x)
4 square(square(3))
```

Every expression is evaluated in the context of an environment.

A name evaluates to the value bound to that name in the earliest frame of the current environment in which that name is found.



An environment is a sequence of frames.

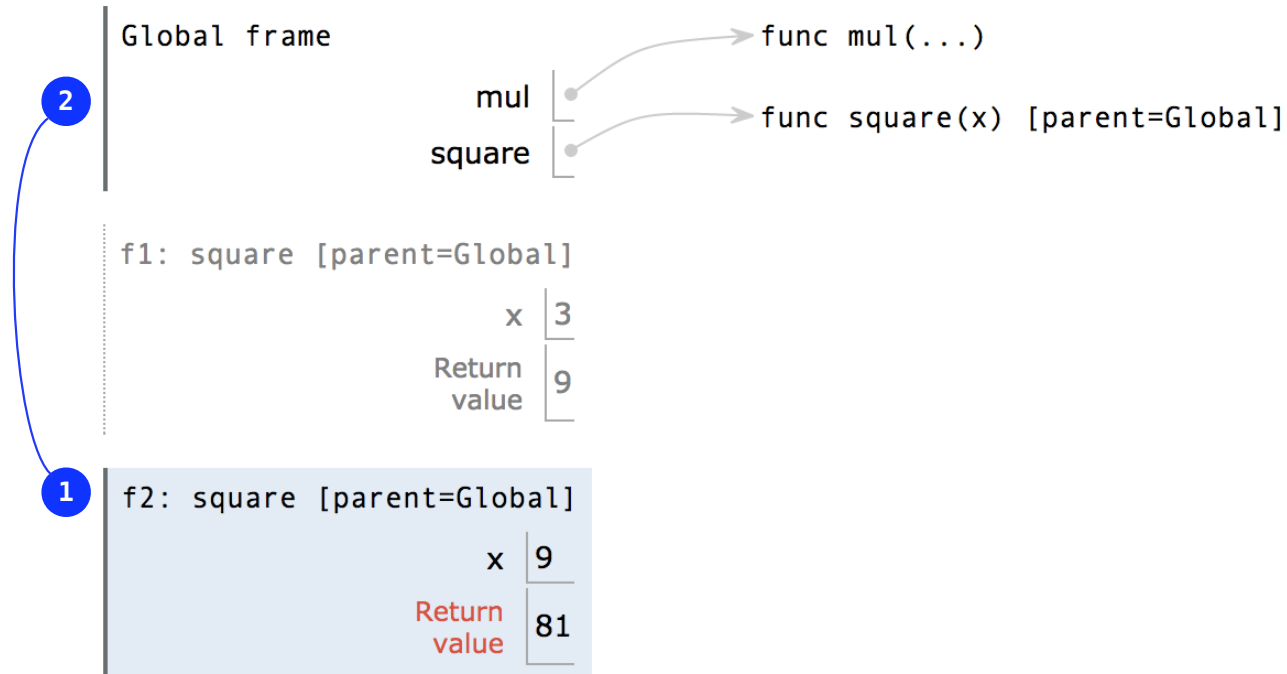
- The global frame alone
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## Names Have No Meaning Without Environments

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An environment is a sequence of frames.

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```

Every expression is evaluated in the context of an environment.

A name evaluates to the value bound to that name in the earliest frame of the current environment in which that name is found.

Global frame

mul	→ func mul(...)
square	→ func square(x) [parent=Global]

f1: square [parent=Global]

x	3
Return value	9

f2: square [parent=Global]

x	9
Return value	81

An environment is a sequence of frames.

- The global frame alone
- A local, then the global frame

## Names Have No Meaning Without Environments

```
1 from operator import mul
2 def square(x):
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4 square(square(3))
```

Every expression is evaluated in the context of an environment.

A name evaluates to the value bound to that name in the earliest frame of the current environment in which that name is found.

Global frame

mul	→ func mul(...)
square	→ func square(x) [parent=Global]

f1: square [parent=Global]

x	3
Return value	9

f2: square [parent=Global]

x	9
Return value	81

An environment is a sequence of frames.

- The global frame alone
- A local, then the global frame

## Names Have Different Meanings in Different Environments

Every expression is evaluated in the context of an environment.

A name evaluates to the value bound to that name in the earliest frame of the current environment in which that name is found.



## Names Have Different Meanings in Different Environments

---

A call expression and the body of the function being called  
are evaluated in different environments

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## Names Have Different Meanings in Different Environments

A call expression and the body of the function being called are evaluated in different environments

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4 square(4)
```

Every expression is  
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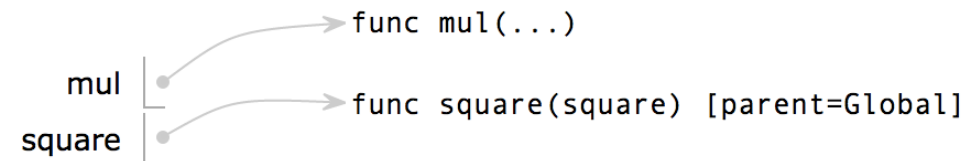
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## Names Have Different Meanings in Different Environments

A call expression and the body of the function being called  
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```
1 from operator import mul
2 def square(square):
3     return mul(square, square)
4 square(4)
```

Global frame



f1: square [parent=Global]

square	4
Return value	16

Every expression is  
evaluated in the context  
of an environment.

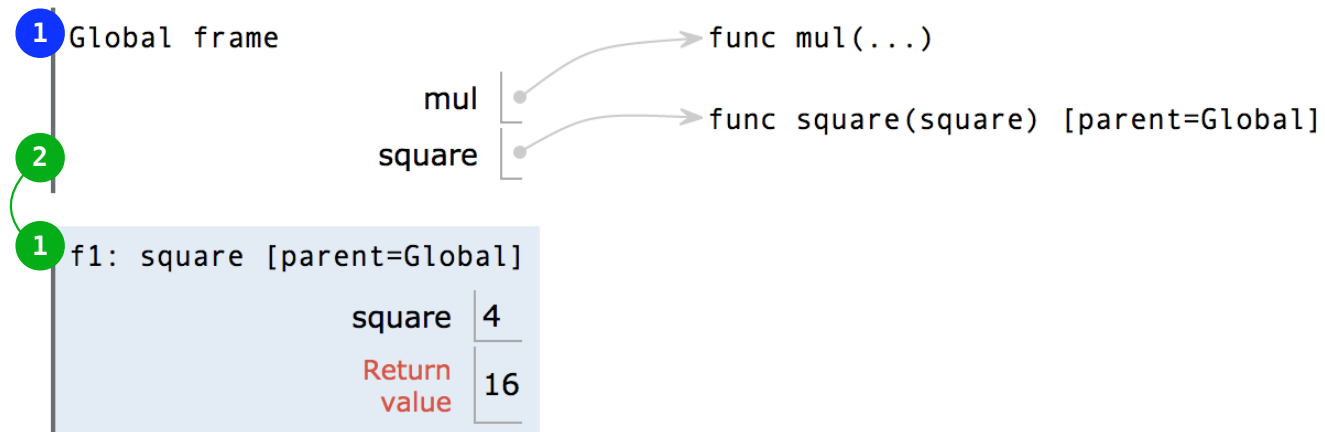
A name evaluates to the  
value bound to that name  
in the earliest frame of  
the current environment in  
which that name is found.



## Names Have Different Meanings in Different Environments

A call expression and the body of the function being called are evaluated in different environments

```
1 from operator import mul
2 def square(square):
3     return mul(square, square)
4 square(4)
```



Every expression is  
evaluated in the context  
of an environment.

A name evaluates to the value bound to that name in the earliest frame of the current environment in which that name is found.

## Miscellaneous Python Features

Division

Multiple Return Values

Source Files

Doctests

Default Arguments

(Demo)

## Conditional Statements

## Statements

---

A *statement* is executed by the interpreter to perform an action



## Statements

---

A *statement* is executed by the interpreter to perform an action

**Compound statements:**

```
<header>:
    <statement>
    <statement>
    ...
<separating header>:
    <statement>
    <statement>
    ...
...
```

# Statements

---

A *statement* is executed by the interpreter to perform an action

**Compound statements:**

Statement

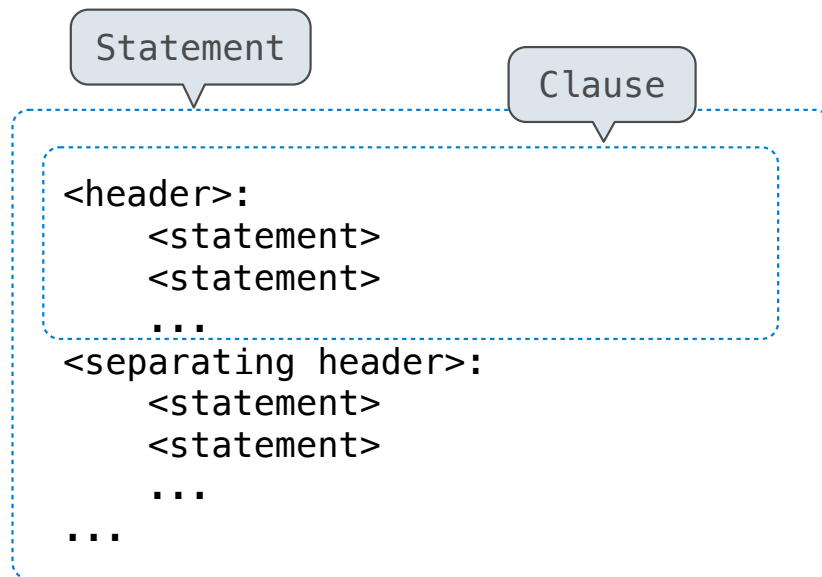
```
<header>:
  <statement>
  <statement>
  ...
<separating header>:
  <statement>
  <statement>
  ...
...
```

## Statements

---

A *statement* is executed by the interpreter to perform an action

**Compound statements:**

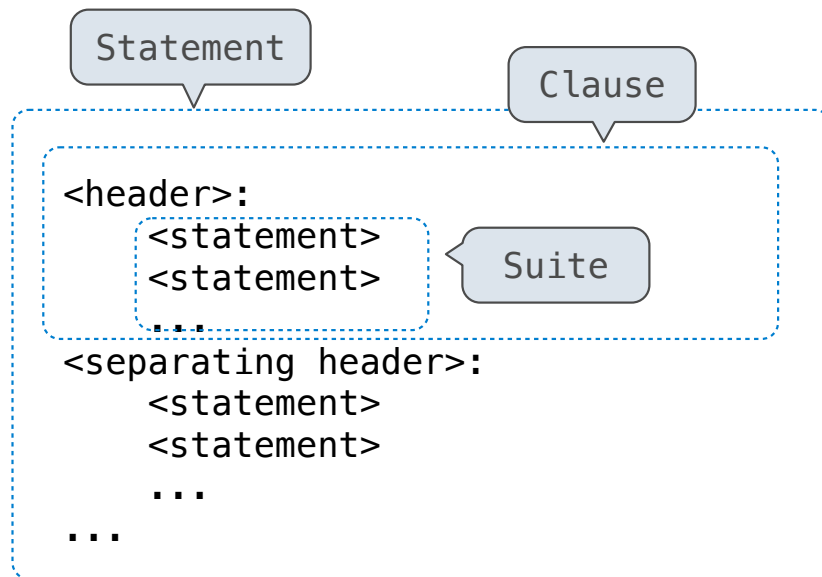


## Statements

---

A *statement* is executed by the interpreter to perform an action

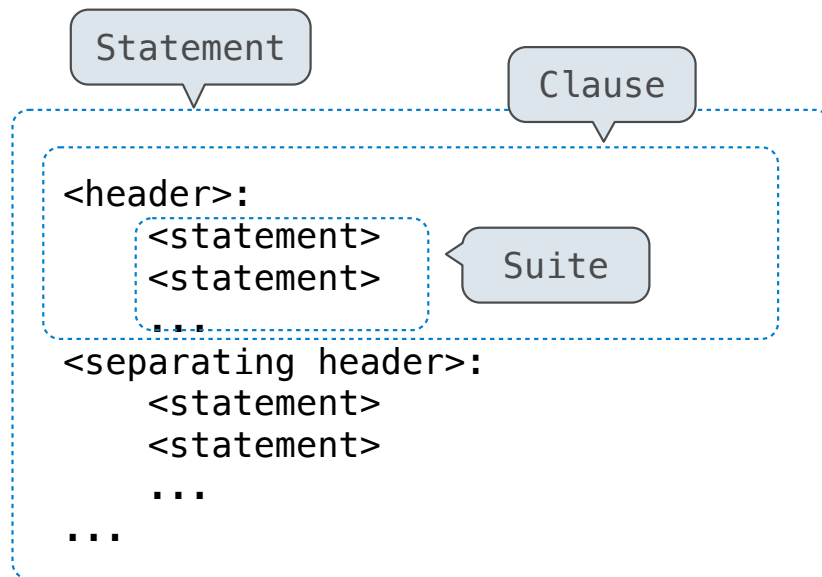
**Compound statements:**



## Statements

A *statement* is executed by the interpreter to perform an action

### Compound statements:

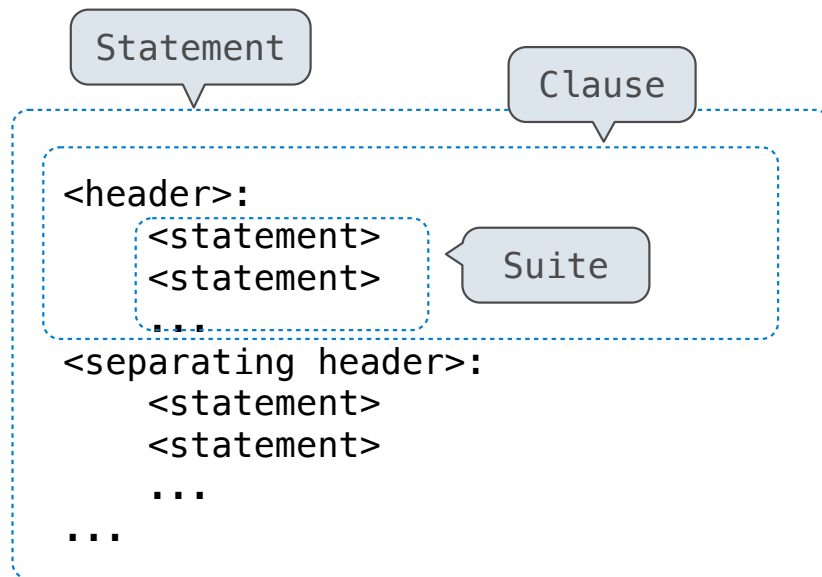


The first header determines a statement's type

## Statements

A *statement* is executed by the interpreter to perform an action

### Compound statements:



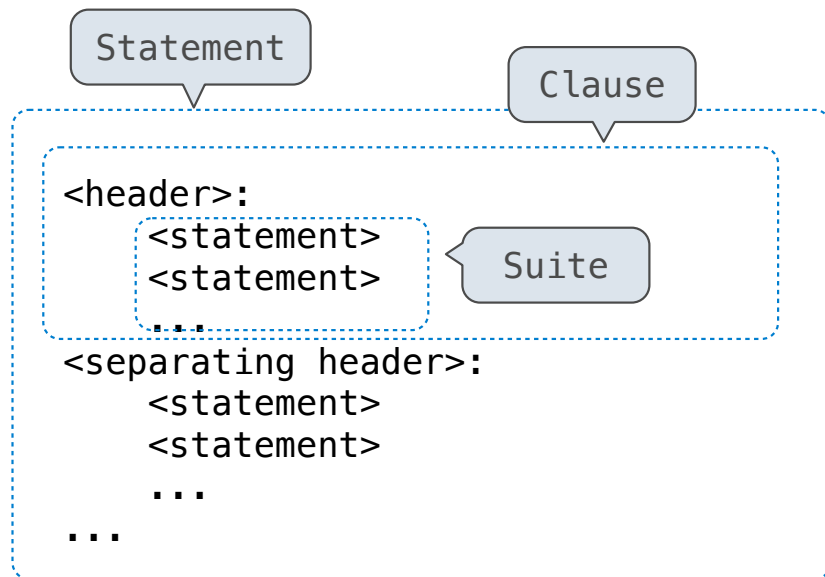
The first header determines a statement's type

The header of a clause "controls" the suite that follows

# Statements

A *statement* is executed by the interpreter to perform an action

## Compound statements:



The first header determines a statement's type

The header of a clause "controls" the suite that follows


def statements are compound statements

## Compound Statements

---

### Compound statements:

```
<header>:  
  <statement>  
  <statement>  
  ...  
<separating header>:  
  <statement>  
  <statement>  
  ...  
...
```



A diagram illustrating the structure of compound statements. A light blue rounded rectangle labeled "Suite" has a pointer on its left side that points to a dashed blue box. This dashed box encloses the first three lines of the code: the header line, the first two statements, and the ellipsis. The code is formatted with indentation for the statements within each header.




## Compound Statements

---

### Compound statements:

```
<header>:
  <statement>
  <statement>
  ...
<separating header>:
  <statement>
  <statement>
  ...
...
```




A suite is a sequence of statements

## Compound Statements

---

### Compound statements:

```
<header>:
  <statement>
  <statement>
  ...
<separating header>:
  <statement>
  <statement>
  ...
...
```



A suite is a sequence of statements


To “execute” a suite means to execute its sequence of statements, in order

## Compound Statements

---

### Compound statements:

```
<header>:  
  <statement>  
  <statement>  
  ...  
<separating header>:  
  <statement>  
  <statement>  
  ...  
...
```



The diagram illustrates a sequence of statements. A blue dashed box encloses the first three lines of the code: `<statement>`, `<statement>`, and `...`. A light blue rounded rectangle labeled "Suite" is positioned to the right of this box, with a pointer indicating that the enclosed statements form a suite.

A suite is a sequence of statements

To “execute” a suite means to execute its sequence of statements, in order

### Execution Rule for a sequence of statements:

- Execute the first statement
- Unless directed otherwise, execute the rest

## Conditional Statements

---

## Conditional Statements

---

```
def absolute_value(x):  
    """Return the absolute value of x."""  
    if x < 0:  
        return -x  
    elif x == 0:  
        return 0  
    else:  
        return x
```

## Conditional Statements

---

1 statement,  
3 clauses,  
3 headers,  
3 suites

```
def absolute_value(x):  
    """Return the absolute value of x."""  
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```

## Conditional Statements

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1 statement,  
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```

**Execution Rule for Conditional Statements:**

## Conditional Statements

---

1 statement,  
3 clauses,  
3 headers,  
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```
def absolute_value(x):  
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    if x < 0:  
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    else:  
        return x
```

### Execution Rule for Conditional Statements:

Each clause is considered in order.

1. Evaluate the header's expression.
2. If it is a true value,  
execute the suite & skip the remaining clauses.



## Conditional Statements

---

1 statement,  
3 clauses,  
3 headers,  
3 suites

```
def absolute_value(x):  
    """Return the absolute value of x."""  
    if x < 0:  
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        return 0  
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        return x
```

### Execution Rule for Conditional Statements:

### Syntax Tips:

Each clause is considered in order.

1. Evaluate the header's expression.
2. If it is a true value,  
execute the suite & skip the remaining clauses.

## Conditional Statements

---

1 statement,  
3 clauses,  
3 headers,  
3 suites

```
def absolute_value(x):  
    """Return the absolute value of x."""  
    if x < 0:  
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    elif x == 0:  
        return 0  
    else:  
        return x
```

### Execution Rule for Conditional Statements:

Each clause is considered in order.

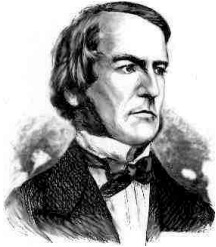
1. Evaluate the header's expression.
2. If it is a true value,  
execute the suite & skip the remaining clauses.

### Syntax Tips:

1. Always starts with "if" clause.
2. Zero or more "elif" clauses.
3. Zero or one "else" clause,  
always at the end.

## Boolean Contexts

---

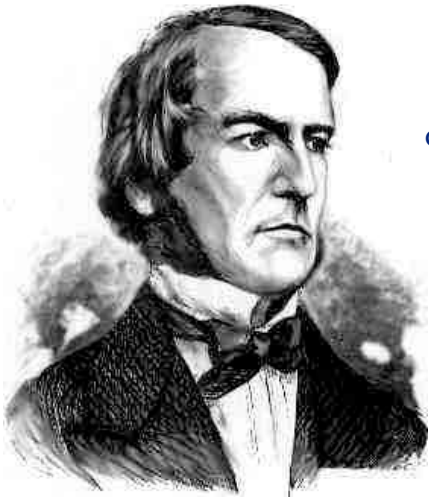


*George Boole*

```
def absolute_value(x):  
    """Return the absolute value of x."""  
    if x < 0:  
        return -x  
    elif x == 0:  
        return 0  
    else:  
        return x
```

## Boolean Contexts

---

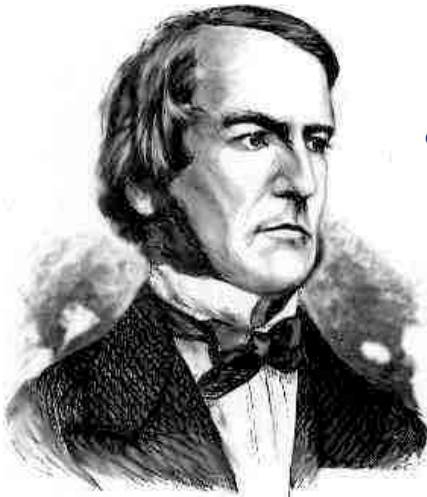


*George Boole*

```
def absolute_value(x):  
    """Return the absolute value of x."""  
    if x < 0:  
        return -x  
    elif x == 0:  
        return 0  
    else:  
        return x
```

## Boolean Contexts

---

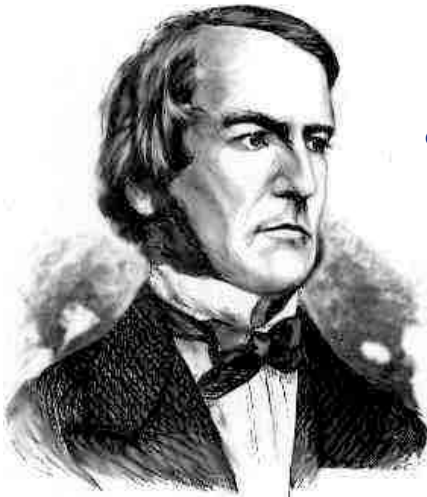


*George Boole*

```
def absolute_value(x):  
    """Return the absolute value of x."""  
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```

Two boolean contexts

## Boolean Contexts



George Boole

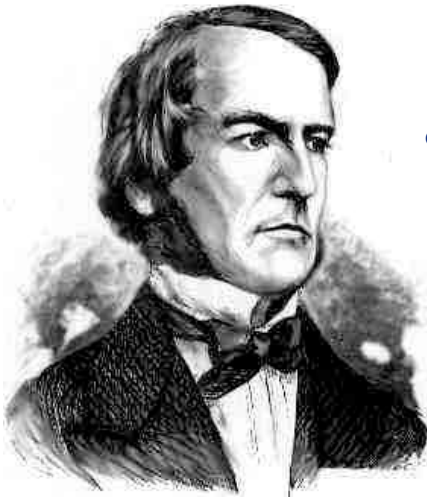
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```

Two boolean contexts

False values in Python: False, 0, '', None

## Boolean Contexts

---



*George Boole*

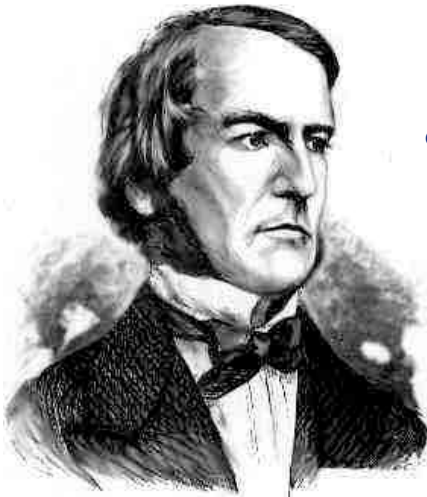
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```

Two boolean contexts

False values in Python:      False, 0, '', None      (*more to come*)

## Boolean Contexts

---



*George Boole*

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def absolute_value(x):  
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    if x < 0:  
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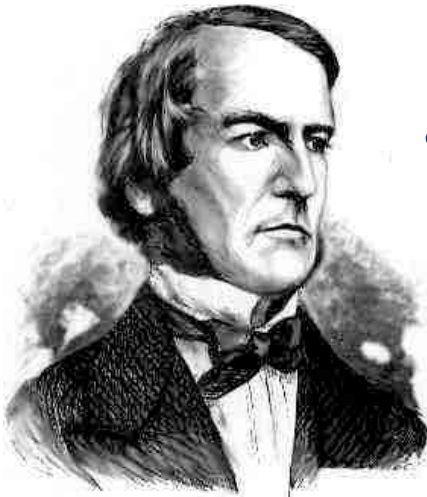
Two boolean contexts

False values in Python: False, 0, '', None *(more to come)*

True values in Python: Anything else (True)



## Boolean Contexts



George Boole

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def absolute_value(x):  
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    if x < 0:  
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        return 0  
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        return x
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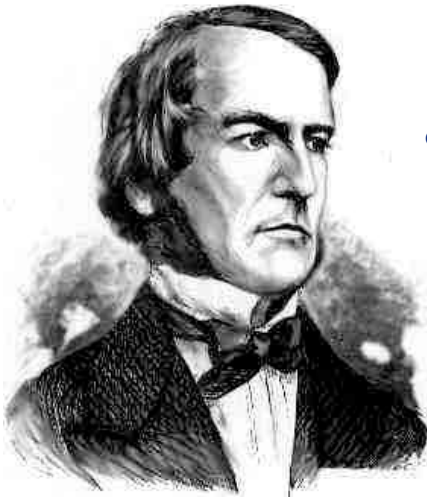
Two boolean contexts

False values in Python: False, 0, '', None (more to come)

True values in Python: Anything else (True)

**Read Section 1.5.4!**

## Boolean Contexts



George Boole

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def absolute_value(x):  
    """Return the absolute value of x."""  
    if x < 0:  
        return -x  
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```

Two boolean contexts

False values in Python: False, 0, '', None (more to come)

True values in Python: Anything else (True)

**Read Section 1.5.4!**

(Demo)

Iteration

## While Statements

---

(Demo)

## While Statements

---

(Demo)

---

```
1 i, total = 0, 0
2 while i < 3:
3     i = i + 1
4     total = total + i
```

---

## While Statements

---

(Demo)

---

```
1 i, total = 0, 0
2 while i < 3:
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4     total = total + i
```

---

### Execution Rule for While Statements:

1. Evaluate the header's expression.
2. If it is a true value, execute the (whole) suite, then return to step 1.

## While Statements

---

(Demo)



*George Boole*

---

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1 i, total = 0, 0
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```

---

### **Execution Rule for While Statements:**

1. Evaluate the header's expression.
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## While Statements

---

(Demo)



*George Boole*

---

```
1 i, total = 0, 0
2 while i < 3:
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4     total = total + i
```

---

### Execution Rule for While Statements:

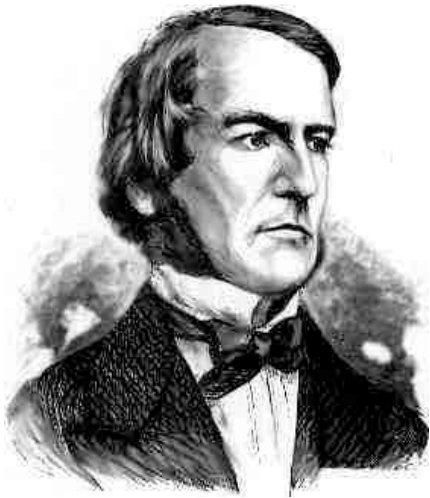
1. Evaluate the header's expression.
2. If it is a true value, execute the (whole) suite, then return to step 1.



## While Statements

---

(Demo)



*George Boole*

---

```
▶ 1 i, total = 0, 0
   2 while i < 3:
   3     i = i + 1
   4     total = total + i
```

---

### Execution Rule for While Statements:

1. Evaluate the header's expression.
2. If it is a true value, execute the (whole) suite, then return to step 1.

## While Statements

(Demo)



*George Boole*

```
▶ 1 i, total = 0, 0
   2 while i < 3:
   3     i = i + 1
   4     total = total + i
```

Global frame

i	0
total	0

### Execution Rule for While Statements:

1. Evaluate the header's expression.
2. If it is a true value, execute the (whole) suite, then return to step 1.

## While Statements

(Demo)



*George Boole*

```
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2 while i < 3:
3     i = i + 1
4     total = total + i
```

Global frame

i	0
total	0

### Execution Rule for While Statements:

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## While Statements

(Demo)



*George Boole*

```
1 i, total = 0, 0
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Global frame

i	0
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### Execution Rule for While Statements:

1. Evaluate the header's expression.
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## While Statements

(Demo)



*George Boole*

```
1 i, total = 0, 0
2 while i < 3:
3     i = i + 1
4     total = total + i
```

Global frame		
i	<del>0</del>	1
total		0

### Execution Rule for While Statements:

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## While Statements

(Demo)



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```
1 i, total = 0, 0
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```

Global frame

i	<del>0</del>	1
total		0

### Execution Rule for While Statements:

1. Evaluate the header's expression.
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## While Statements

(Demo)



*George Boole*

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1 i, total = 0, 0
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Global frame		
i	<del>0</del>	1
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## While Statements

(Demo)



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Global frame		
i	<del>0</del>	1
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### Execution Rule for While Statements:

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## While Statements

(Demo)



*George Boole*

```
1 i, total = 0, 0
2 while i < 3:
3     i = i + 1
4     total = total + i
```

Global frame

i	<del>0</del>	1
total	<del>0</del>	1

### Execution Rule for While Statements:

1. Evaluate the header's expression.
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## While Statements

(Demo)



*George Boole*

```
1 i, total = 0, 0
2 while i < 3:
3     i = i + 1
4     total = total + i
```

Global frame			
i	<del>0</del>	<del>1</del>	2
total	<del>0</del>		1

### Execution Rule for While Statements:

1. Evaluate the header's expression.
2. If it is a true value, execute the (whole) suite, then return to step 1.

## While Statements

(Demo)



*George Boole*

```
1 i, total = 0, 0
2 while i < 3:
3     i = i + 1
▶ 4     total = total + i
```

Global frame

i	<del>0</del>	<del>1</del>	2
total	<del>0</del>	1	

### Execution Rule for While Statements:

1. Evaluate the header's expression.
2. If it is a true value, execute the (whole) suite, then return to step 1.

## While Statements

(Demo)



*George Boole*

```
1 i, total = 0, 0
2 while i < 3:
3     i = i + 1
▶ 4     total = total + i
```

Global frame

i	<del>0</del>	<del>1</del>	2
total	<del>0</del>	<del>1</del>	3

### Execution Rule for While Statements:

1. Evaluate the header's expression.
2. If it is a true value, execute the (whole) suite, then return to step 1.

## While Statements

(Demo)



*George Boole*

```
1 i, total = 0, 0
2 while i < 3:
3     i = i + 1
4     total = total + i
```

Global frame

i	<del>0</del>	<del>1</del>	2
total	<del>0</del>	<del>1</del>	3

### Execution Rule for While Statements:

1. Evaluate the header's expression.
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## While Statements

(Demo)



*George Boole*

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1 i, total = 0, 0
2 while i < 3:
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```

Global frame			
i	<del>0</del>	<del>1</del>	2
total	<del>0</del>	<del>1</del>	3

### Execution Rule for While Statements:

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## While Statements

(Demo)



*George Boole*

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Global frame				
i	<del>0</del>	<del>1</del>	<del>2</del>	3
total	<del>0</del>	<del>1</del>	3	

### Execution Rule for While Statements:

1. Evaluate the header's expression.
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## While Statements

(Demo)



*George Boole*

```
1 i, total = 0, 0
2 while i < 3:
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▶ 4     total = total + i
```

Global frame

i	<del>0</del>	<del>1</del>	<del>2</del>	3
total	<del>0</del>	<del>1</del>	3	

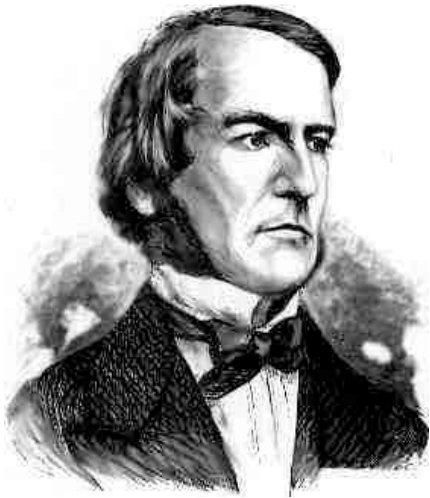
### Execution Rule for While Statements:

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## While Statements

(Demo)



*George Boole*

```
1 i, total = 0, 0
2 while i < 3:
3     i = i + 1
4     total = total + i
```

Global frame				
i	<del>0</del>	<del>1</del>	<del>2</del>	3
total	<del>0</del>	<del>1</del>	<del>2</del>	6

### Execution Rule for While Statements:

1. Evaluate the header's expression.
2. If it is a true value, execute the (whole) suite, then return to step 1.

## While Statements

(Demo)



*George Boole*

```
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```

Global frame				
i	<del>0</del>	<del>1</del>	<del>2</del>	3
total	<del>0</del>	<del>1</del>	<del>2</del>	6

### Execution Rule for While Statements:

1. Evaluate the header's expression.
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## While Statements

(Demo)



*George Boole*

```
1 i, total = 0, 0
2 while i < 3:
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4     total = total + i
```

Global frame

i	<del>0</del>	<del>1</del>	<del>2</del>	3
total	<del>0</del>	<del>1</del>	<del>2</del>	6

### Execution Rule for While Statements:

1. Evaluate the header's expression.
2. If it is a true value, execute the (whole) suite, then return to step 1.

(Demo)

Example: Prime Factorization

## Prime Factorization

---

## Prime Factorization

---

Each positive integer  $n$  has a set of prime factors: primes whose product is  $n$

## Prime Factorization

---

Each positive integer  $n$  has a set of prime factors: primes whose product is  $n$

...

$$8 = 2 * 2 * 2$$

$$9 = 3 * 3$$

$$10 = 2 * 5$$

$$11 = 11$$

$$12 = 2 * 2 * 3$$

...

## Prime Factorization

---

Each positive integer  $n$  has a set of prime factors: primes whose product is  $n$

...

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...

One approach: Find the smallest prime factor of  $n$ , then divide by it



## Prime Factorization

---

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 $8 = 2 * 2 * 2$   
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One approach: Find the smallest prime factor of  $n$ , then divide by it

858

## Prime Factorization

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...

One approach: Find the smallest prime factor of  $n$ , then divide by it

$$858 = 2 * 429$$

## Prime Factorization

---

Each positive integer  $n$  has a set of prime factors: primes whose product is  $n$

...

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...

One approach: Find the smallest prime factor of  $n$ , then divide by it

$$858 = 2 * 429 = 2 * 3 * 143$$

## Prime Factorization

---

Each positive integer  $n$  has a set of prime factors: primes whose product is  $n$

...  
 $8 = 2 * 2 * 2$   
 $9 = 3 * 3$   
 $10 = 2 * 5$   
 $11 = 11$   
 $12 = 2 * 2 * 3$   
...

One approach: Find the smallest prime factor of  $n$ , then divide by it

$$858 = 2 * 429 = 2 * 3 * 143 = 2 * 3 * 11 * 13$$

## Prime Factorization

---

Each positive integer  $n$  has a set of prime factors: primes whose product is  $n$

...  
 $8 = 2 * 2 * 2$   
 $9 = 3 * 3$   
 $10 = 2 * 5$   
 $11 = 11$   
 $12 = 2 * 2 * 3$   
...

One approach: Find the smallest prime factor of  $n$ , then divide by it

$$858 = 2 * 429 = 2 * 3 * 143 = 2 * 3 * 11 * 13$$

(Demo)