

Python

Control Flow



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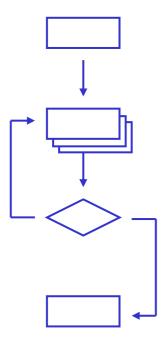




repetition



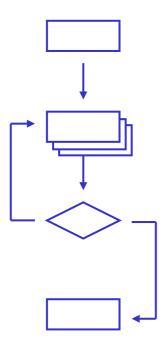
repetition





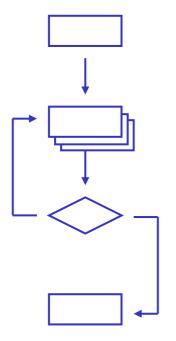
repetition

selection

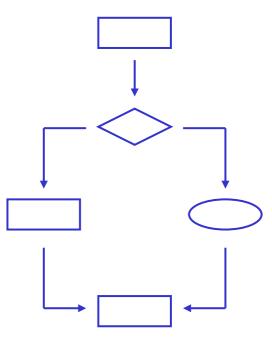




repetition



selection







```
num_moons = 3
while num_moons > 0:
    print num_moons
    num_moons -= 1
```



```
num_moons = 3
while num_moons > 0:
    print num_moons
    num_moons -= 1
```



```
num_moons = 3
while num_moons > 0:
    print num_moons
    num_moons -= 1
```



```
num_moons = 3
while num_moons > 0:
    print num_moons
    num_moons -= 1
3
```



```
num_moons = 3
while num_moons > 0:
    print num_moons
    num_moons -= 1
3
```



```
num_moons = 3
while num_moons > 0:
    print num_moons
    num_moons -= 1
3
2
```



```
num_moons = 3
while num_moons > 0:
    print num_moons
    num_moons -= 1
3
2
1
```





```
print 'before'
num_moons = -3
while num_moons > 0:
    print num_moons
    num_moons -= 1
print 'after'
```





```
print 'before'
num_moons = -3
while num_moons > 0:
    print num_moons
    num_moons -= 1
print 'after'
```

...so this is never executed



```
print 'before'
num_moons = -3
while num_moons > 0:
    print num_moons
    num_moons -= 1
print 'after'
before
after
```



```
print 'before'
num_moons = -3
while num_moons > 0:
    print num_moons
    num_moons -= 1
print 'after'
before
after
Important to consider this case when designing
```

and testing code





```
print 'before'
num_moons = 3
while num_moons > 0:
    print num_moons
print 'after'
```



```
print 'before'
num_moons = 3
while num_moons > 0:
    print num_moons
print 'after'
before
```



```
print 'before'
num_moons = 3
while num_moons > 0:
    print num_moons
print 'after'
before
3
```



```
print 'before'
num_moons = 3
while num_moons > 0:
    print num_moons
print 'after'
before
3
3
3
```



```
print 'before'
num_moons = 3
while num_moons > 0:
    print num_moons
print 'after'
before
3
3
3
3
```



```
print 'before'
num_moons = 3
while num_moons > 0:
    print num_moons
print 'after'
before
3
3
3
::
```



```
print 'before'
num_moons = 3
while num_moons > 0:
    print num_moons
print 'after'
before
3
3
3
::
```

Nothing in here changesthe loop control condition



```
print 'before'
num_moons = 3
while num_moons > 0:
    print num_moons
print 'after'
before
3
3
3
:
```

Usually not the desired behavior...



```
print 'before'
num_moons = 3
while num_moons > 0:
    print num_moons
print 'after'
before
3
3
3
::
```

Usually not the desired behavior...

...but there are cases where it's useful





Studies show that's what people actually pay attention to



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Every textbook on C or Java has examples where indentation and braces don't match



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Doesn't matter how much you use, but whole block must be consistent



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Python Style Guide (PEP 8) recommends 4 spaces



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Every textbook on C or Java has examples where indentation and braces don't match

Doesn't matter how much you use, but whole block must be consistent

Python Style Guide (PEP 8) recommends 4 spaces

And no tab characters





```
moons = 3
if moons < 0:
    print 'less'
elif moons == 0:
    print 'equal'
else:
    print 'greater'</pre>
```







```
moons = 3
if moons < 0:
    print 'less'
elif moons == 0:
    print 'equal'
else:
    print 'greater'</pre>
this isn't true either...
```



```
moons = 3
if moons < 0:
    print 'less'
elif moons == 0:
    print 'equal'
else:
    print 'greater'</pre>
...so this isn't executed
```



```
moons = 3
if moons < 0:
    print 'less'
elif moons == 0:
    print 'equal'
else:
    print 'greater'</pre>
```

nothing else has executed...





```
moons = 3
if moons < 0:
    print 'less'
elif moons == 0:
    print 'equal'
else:
    print 'greater'
greater</pre>
```



```
moons = 3
if moons < 0:
    print 'less'
elif moons == 0:
    print 'equal'
else:
    print 'greater'
greater</pre>
```

Always start with if



```
moons = 3
if moons < 0:
    print 'less'
elif moons == 0:
    print 'equal'
else:
    print 'greater'
greater</pre>
```

Always start with if

Can have any number of **elif** clauses (including none)



```
moons = 3
if moons < 0:
    print 'less'
elif moons == 0:
    print 'equal'
else:
    print 'greater'
greater</pre>
```

Always start with **if**

Can have any number of elif clauses (including none)

And the **else** clause is optional



```
moons = 3
if moons < 0:
    print 'less'
elif moons == 0:
    print 'equal'
else:
    print 'greater'
greater</pre>
```

Always start with if

Can have any number of elif clauses (including none)

And the else clause is optional

Always tested in order

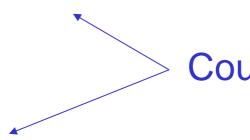




```
num = 0
while num <= 10:
    if (num % 2) == 1:
        print num
    num += 1</pre>
```



```
num = 0
while num <= 10:
    if (num % 2) == 1:
        print num
    num += 1</pre>
```



Count from 0 to 10





```
num = 0
while num <= 10:
    if (num % 2) == 1:
        print num
    num += 1
1
3
5
7
9</pre>
```



A better way to do it



A better way to do it

```
num = 1
while num <= 10:
    print num
num += 2</pre>
```

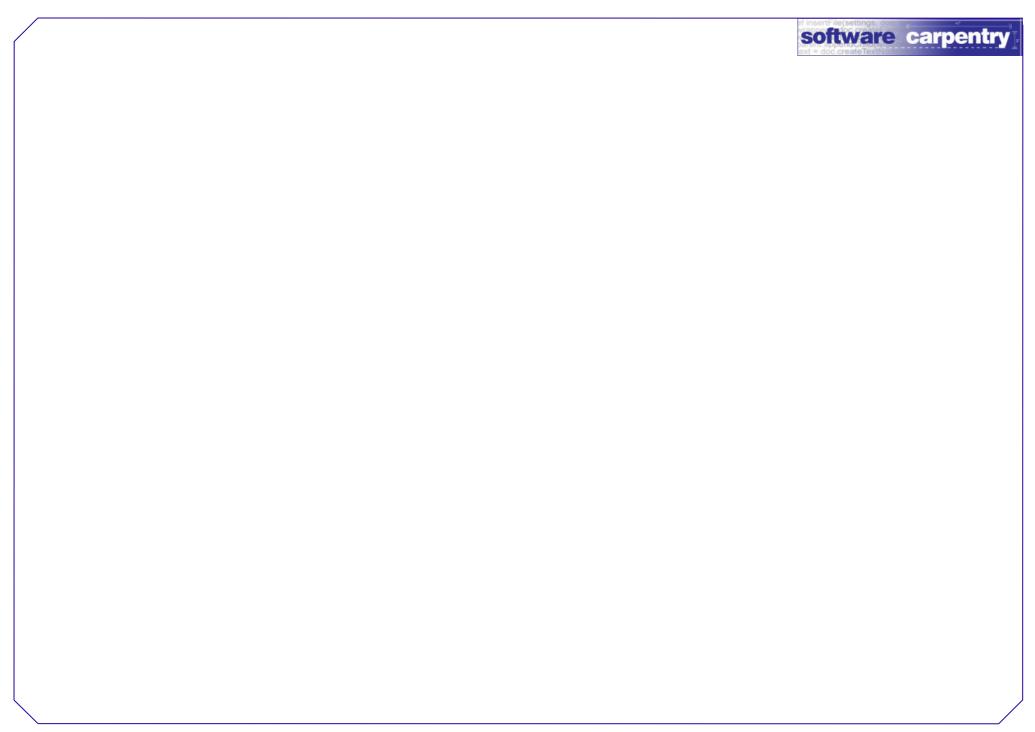


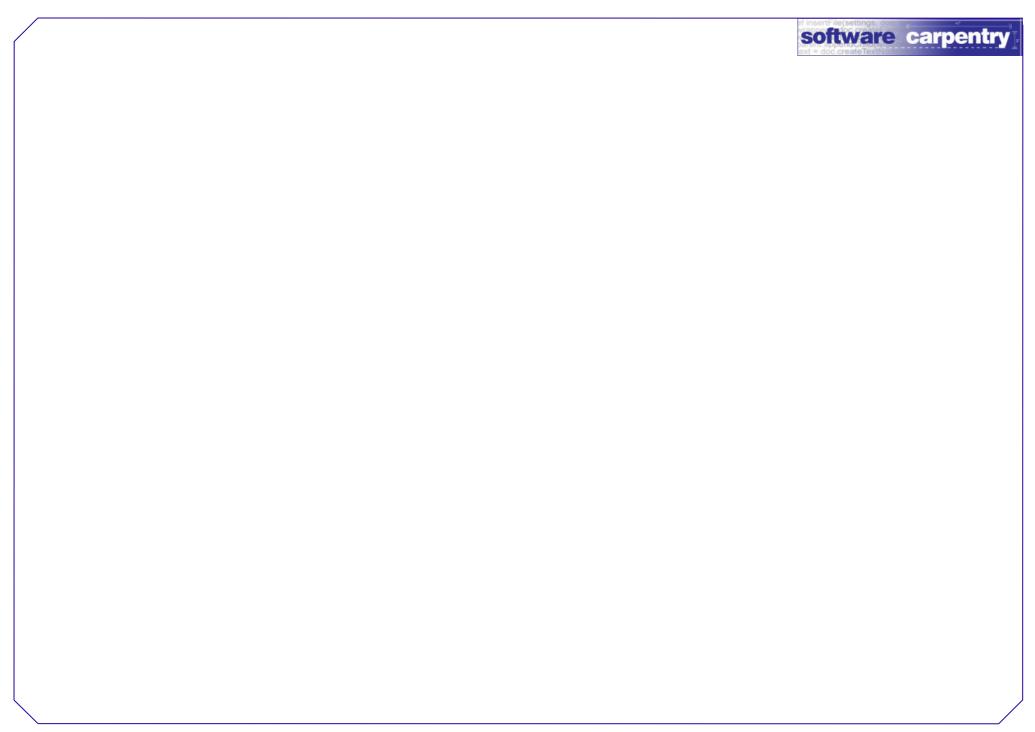
A better way to do it

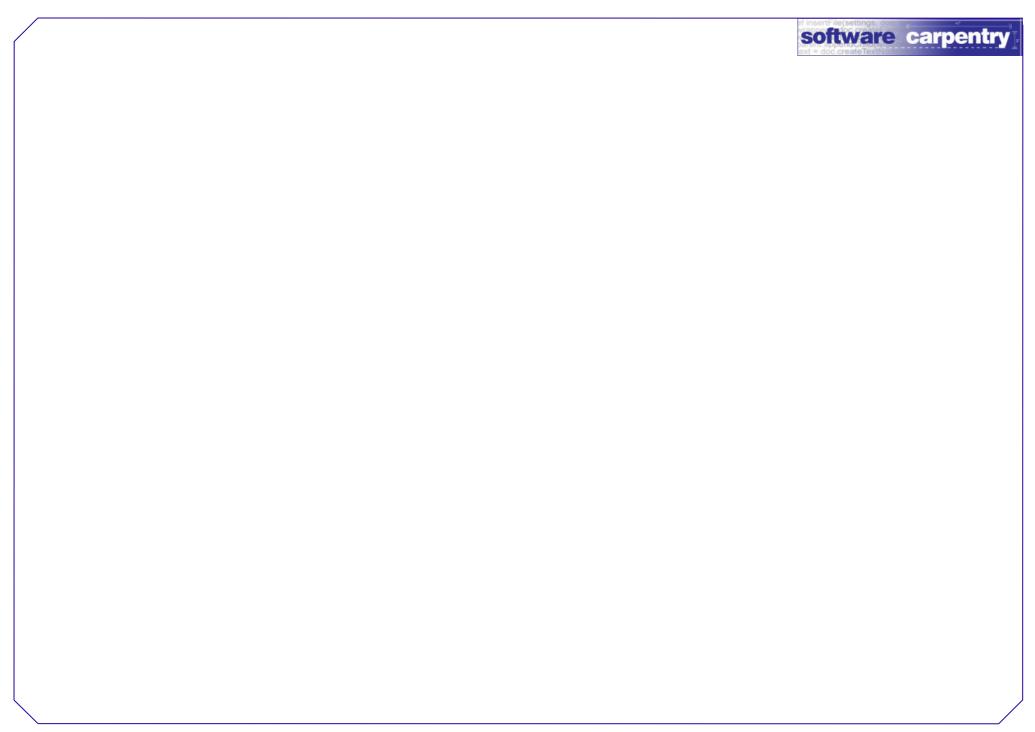
```
num = 1
while num <= 10:
    print num
    num += 2
1
3
5
7</pre>
```



Stop here











```
num = 2
while num <= 1000:
    ...figure out if num is prime...
    if is_prime:
        print num
    num += 1</pre>
```



```
num = 2
while num <= 1000:
    ...figure out if num is prime...
if is_prime:
    print num
num += 1</pre>
```

Cannot be evenly divided by any other integer



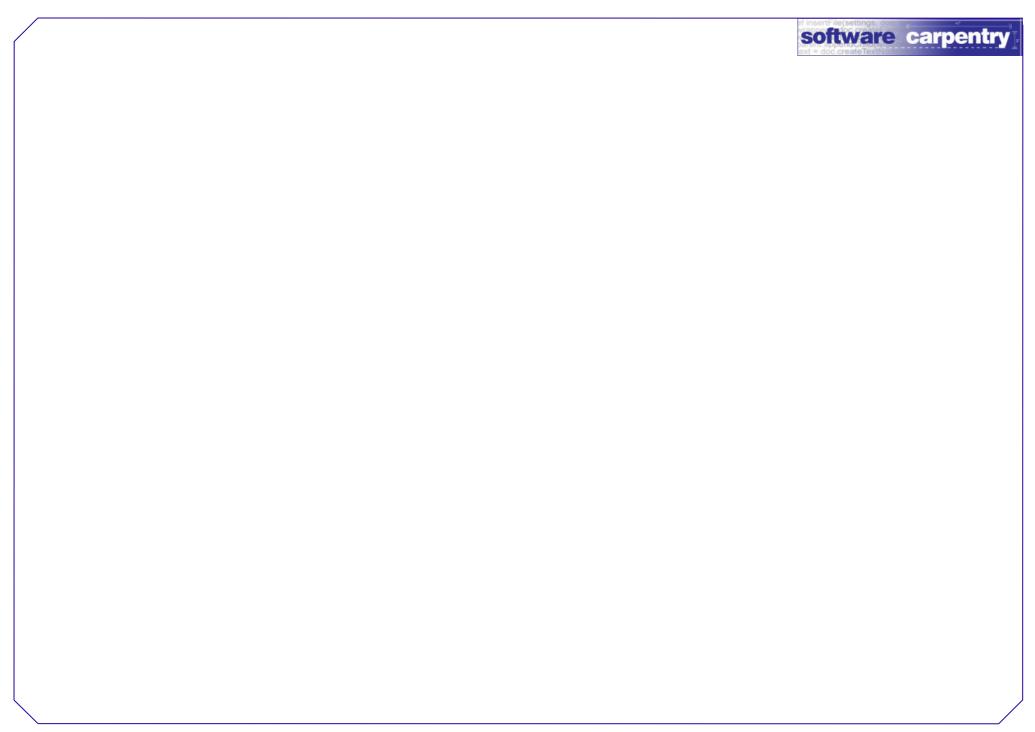
```
num = 2
while num <= 1000:
  ...figure out if num is prime...
  if is_prime:
     print num
  num += 1
                            is_prime = True
                            trial = 2
                            while trial < num:
                              if ...num divisible by trial...:
                                 is_prime = False
                              trial += 1
```

```
num = 2
while num <= 1000:
    ...figure out if num is prime...
if is_prime:
    print num
num += 1</pre>
```

Remainder is zero

```
is_prime = True
trial = 2
while trial < num:
    if ...num divisible by trial...:
    is_prime = False
    trial += 1</pre>
```

```
num = 2
while num <= 1000:
  ...figure out if num is prime...
  if is_prime:
     print num
                                             (num \% trial) == 0
  num += 1
                            is_prime = True
                            trial = 2
                            while trial < num:
                               if ...num divisible by trial...:
                                 is_prime = False
                              trial += 1
```



```
num = 2
while num <= 1000:
  is_prime = True
  trial = 2
  while trial < num:
     if (num \% trial) == 0:
       is_prime = False
     trial += 1
  if is_prime:
     print num
  num += 1
```



A more efficient way to do it

A more efficient way to do it

```
num = 2
while num <= 1000:
  is_prime = True
  trial = 2
  while trial**2 < num:
     if (num % trial) == 0:
       is_prime = False
     trial += 1
  if is_prime:
     print num
  num += 1
```



A more efficient way to do it

```
num = 2
while num <= 1000:
  is_prime = True
  trial = 2
  while trial**2 < num:
     if (num % trial) == 0:
       is_prime = False
     trial += 1
  if is_prime:
     print num
  num += 1
```

N cannot be divided evenly by any number greater than sqrt(N)





```
num = 2
while num <= 10:
  is_prime = True
  trial = 2
  while trial**2 < num:
     if (num % trial) == 0:
       is_prime = False
     trial += 1
  if is_prime:
     print num
  num += 1
```



```
num = 2
while num <= 10:
  is_prime = True
  trial = 2
  while trial**2 < num:
     if (num % trial) == 0:
       is_prime = False
     trial += 1
  if is_prime:
     print num
  num += 1
```



```
num = 2
while num <= 10:
  is_prime = True
  trial = 2
  while trial**2 < num:
     if (num % trial) == 0:
       is_prime = False
     trial += 1
  if is_prime:
     print num
  num += 1
```



```
num = 2
while num <= 10:
  is_prime = True
  trial = 2
  while trial**2 < num:
     if (num % trial) == 0:
       is_prime = False
     trial += 1
  if is_prime:
     print num
  num += 1
```

Where's the bug?



```
num = 2
while num <= 10:
  is_prime = True
  trial = 2
  while trial**2 < num:
     if (num % trial) == 0:
       is_prime = False
     trial += 1
  if is_prime:
     print num
  num += 1
```

```
num = 2
while num <= 10:
  is_prime = True
  trial = 2
                                ____ 2**2 == 4
  while trial**2 < num:
     if (num % trial) == 0:
       is_prime = False
    trial += 1
  if is_prime:
    print num
  num += 1
```

```
num = 2
while num <= 10:
  is_prime = True
  trial = 2
                                       2^{**}2 == 4
  while trial**2 < num:
     if (num \% trial) == 0:
                                        So never check to see
       is_prime = False
    trial += 1
                                       if 4 \% 2 == 0
  if is_prime:
     print num
  num += 1
```

```
num = 2
while num <= 10:
  is_prime = True
  trial = 2
                                       2^{**}2 == 4
  while trial**2 < num:
     if (num \% trial) == 0:
                                       So never check to see
       is_prime = False
    trial += 1
                                       if 4 \% 2 == 0
  if is_prime:
     print num
                                       Or if 9 \% 3 == 0, etc.
  num += 1
```



created by

Greg Wilson

September 2010



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