

# Learning Goals/Objectives

Be able to read, comprehend, trace, adapt and create Python code that:

- Uses Boolean conditions
- Uses selection using IF, ELIF and ELSE for more than two situations

## Selection - Three Or More Outcomes

```
if weather == "rain":  
    print("Take your umbrella")  
else:  
    print("No special advice for  
you")
```

If the condition is false then skip to the else and do that instead.

What if we want to handle more weather conditions?

# elif

Add elif with a condition **between if and else**.

You can add as many elifs as you need

## Selection with 3 or more outcomes - The algorithm

1. Start with an **if** - set the first condition.
2. Add as many **elifs** as you need - give each one a new condition.
3. Finish with an **else** - no condition needed

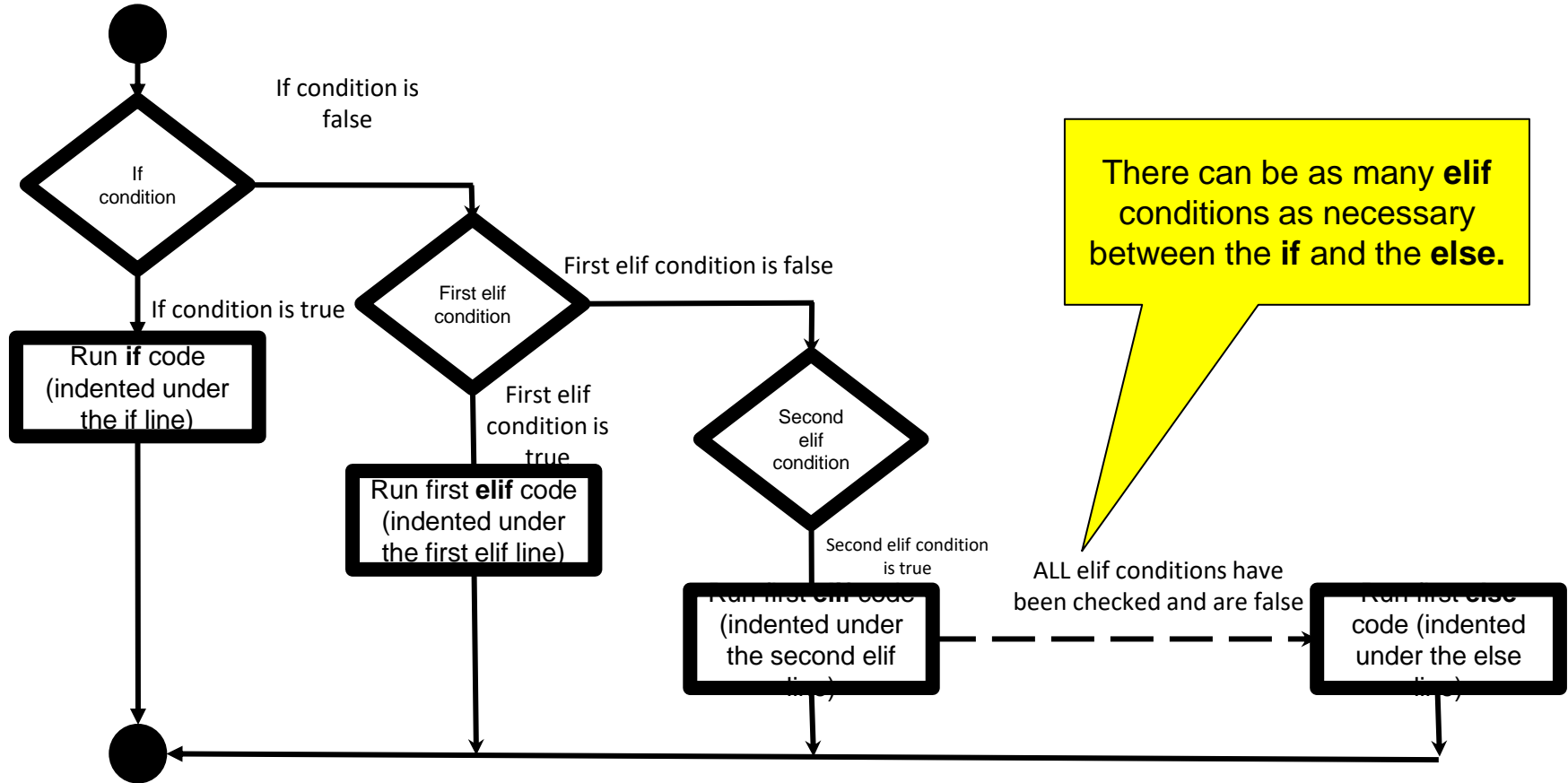
## Selection - Three Or More Outcomes

```
if weather == "rain":  
    print("Take your umbrella")  
elif weather == "snow":  
    print("Take your scarf")  
else:  
    print("No special advice for  
you")
```

## Selection - Three Or More Outcomes

```
if weather == "rain":  
    print("Take your umbrella")  
elif weather == "snow":  
    print("Take your scarf")  
elif weather == "sunny":  
    print("Take your sunglasses")  
else:  
    print("No special advice for you")
```

# Selection With Three Or More Outcomes - Flowchart



# Selection With Three or More Outcomes - coding tips

1. Start with  
if.

2. Write a condition for your first  
outcome.

3. DON'T FORGET THE  
COLON after the condition.

```
if num1 > num2:
```

```
    print (str(num1) + " is bigger.")
```

```
elif num1 < num2:
```

```
    print (str(num2) + " is bigger")
```

```
else:
```

```
    print("The numbers are the same")
```

4. Code that should run if the  
condition is **true**. DON'T  
FORGET TO INDENT (use  
the **tab** key)

5. Add an elif. Write a condition to check for your second outcome.

7. Add an else for your final outcome. No condition  
needed.

6. Keep adding elifs with  
conditions until there is only  
one condition left.



# Selection With Three Or More Outcomes

## Task - Which Room?

- Write a program that asks the user for their name and which subject they are studying.
- The program should output a message telling the student by name which room to go to for that class (make up the room numbers if you need to). You should include at least 3 subjects and have a message such as 'I don't know which room that class is in' for any you don't include.

*Example - an input of 'Ben' and 'Computing' might get an output of 'Hi Ben, go to room 401 for Computing'*

## Extra Challenge - The INSULT-O-MATIC 5000!!!!

Write a program that:

- Asks for the user's name.
- Asks the user to input a number between 1 and 5.
- Outputs a personalised insult (that includes the user's name) depending on which number they picked.

Keep your insults clean!