

Python Control Structures Homework: Theory and Exercises

This assignment focuses on **control structures** in Python: `if-else` statements, the modulus operator (`%`), `for` loops, and the `range()` function. Below is a detailed explanation of each concept, followed by exercises to reinforce your understanding.

Theory Overview

If-Else Statements

In Python, **if-else statements** allow you to control the flow of a program based on conditions. Conditions are expressions that evaluate to `True` or `False`. Using if-else statements, you can execute different code blocks based on whether a condition is met.

Structure of If-Else Statements:

```
if condition:
```

Code to execute if condition is True

```
elif another_condition:
```

Code to execute if the first condition is False and this condition is True

```
else:
```

Code to execute if all previous conditions are False

- `if` checks the initial condition. If it's `True`, the code block under `if` is executed, and the program skips the other conditions.
- `elif` (short for "else if") allows you to add additional conditions. If the `if` condition is `False` but an `elif` condition is `True`, the code under `elif` runs.
- `else` provides a fallback; it runs only if all previous conditions are `False`.

Example of an If-Else Statement:

```
number = 10

if number > 0:
    print("Positive")
elif number < 0:
    print("Negative")
else:
    print("Zero")

# Output: Positive
```

In this example, `number` is greater than 0, so the output is "Positive."

The Modulus Operator (%)

The **modulus operator** (`%`) returns the remainder after division of one number by another. This operator is essential for checking conditions like whether a number is even or odd or if it's a multiple of another number.

- When `number % 2 == 0`, it indicates that `number` is even because there's no remainder after dividing by 2.
- When `number % 2 != 0`, it indicates that `number` is odd because there's a remainder of 1 after dividing by 2.

Example of Using the Modulus Operator:

```
number = 8

if number % 2 == 0:

    print("Even")

else:

    print("Odd")

# Output: Even
```

In this case, $8 \% 2$ is 0, so the output is “Even.”

For Loops

A **for loop** is used for iterating over a sequence (like a list, tuple, string, or range of numbers). In this context, we'll primarily use for loops with the `range()` function to repeat actions a specified number of times.

Basic Structure of a For Loop:

```
for variable in sequence:
# Code to execute for each item in the sequence
```

- variable takes on the value of each item in sequence in each loop iteration.
- The code inside the loop runs once for each item in the sequence.

For example, using a for loop with `range(5)` will cause the loop to run five times, with variable taking on values from 0 to 4.

Example of a For Loop:

```
for i in range(5):

    print(i)

# Output:

# 0

# 1

# 2

# 3

# 4
```

In this case, `i` starts at 0 and goes up to 4 (one less than 5).

The Range Function

The `range()` function is often used with for loops to specify the range of numbers to iterate over. `range()` can take up to three parameters: start, stop, and step.

Basic Forms of `range()`:

- `range(stop)` – Starts from 0 and goes up to (but doesn't include) stop.
- `range(start, stop)` – Starts from start and goes up to (but doesn't include) stop.
- `range(start, stop, step)` – Starts from start, goes up to (but doesn't include) stop, and changes by step each time.

Example of Using `range()` with Different Parameters:

```
for i in range(2, 10, 2):

    print(i)

# Output:

# 2

# 4

# 6

# 8
```

In this example, i starts at 2 and increases by 2 each time, stopping before it reaches 10.

Exercises

Complete each exercise by writing a separate Python file (exercise1.py, exercise2.py, etc.). Ensure your code runs without errors and produces the expected output.

Exercise 11: Sum of Even Numbers

Theory:

In this exercise, we'll practice using a for loop and conditionals to add only even numbers within a specified range. The modulus operator (%) is essential here, as it allows us to check if a number is even.

Example of Theory in Code:

```
# Check if a number is even
number = 4

if number % 2 == 0:

    print(number, "is even") # Output: 4 is even

else:

    print(number, "is odd")
```

Assignment:

Write a program that asks the user for a number and calculates the sum of all even numbers from 1 up to that number.

Tips and Tricks for Assignment:

- Initialize a variable like total_sum to keep track of the running total.
- Use range(1, user_number + 1) to include the user's specified number in the loop.
- Use an if statement to check if each number is even, and if it is, add it to total_sum.

Exercise 12: Count Down from a Number

Theory:

In this exercise, we need to count down from a specified number to 1. The range() function in Python can be used to count backward by specifying a negative step.

Example of Theory in Code:

```
# Count down from 5 to 1

for num in range(5, 0, -1):

    print(num)

# Output:

# 5

# 4

# 3

# 2

# 1
```

Assignment:

Write a program that asks the user to enter a positive number and then counts down to 1, displaying each number.

Tips and Tricks for Assignment:

- Use range(start, stop, step) to set up the countdown. Set start to the user's number, stop to 0 (as it's exclusive and won't include 0), and step to -1.
- Test your range to verify it counts down as expected.

Exercise 13: Multiples of Three**Theory:**

We'll use conditionals to find numbers that are multiples of 3 within a specific range. A number is a multiple of 3 if dividing it by 3 leaves no remainder (number % 3 == 0).

Example of Theory in Code:

```
# Check if a number is a multiple of 3

number = 9

if number % 3 == 0:

    print(number, "is a multiple of 3") # Output: 9 is a multiple of 3

else:

    print(number, "is not a multiple of 3")
```

Assignment:

Write a program that asks the user to enter a number and prints all multiples of 3 from 1 up to that number.

Tips and Tricks for Assignment:

- Use range(1, user_number + 1) to include the user's specified number in the range.
- Only print numbers that meet the condition of being a multiple of 3.

Exercise 14: Sum of Odd Numbers**Theory:**

This exercise involves adding up all odd numbers in a specified range. An odd number has a remainder of 1 when divided by 2 (number % 2 != 0).

Example of Theory in Code:

```
# Check if a number is odd

number = 5

if number % 2 != 0:

    print(number, "is odd") # Output: 5 is odd

else:

    print(number, "is even")
```

Assignment:

Write a program that asks the user for a number and calculates the sum of all odd numbers from 1 up to that number.

Tips and Tricks for Assignment:

- Initialize a variable like `total_sum` to keep track of the sum.
- Include a conditional in the loop to check if each number is odd before adding it to the sum.

Exercise 15: Positive, Negative, or Zero Counter

Theory:

This exercise combines loops and conditional statements. You'll ask the user for a series of inputs, and for each input, check if the number is positive, negative, or zero.

Example of Theory in Code:

```
# Classify a single number

number = -3

if number > 0:

    print("Positive")

elif number < 0:

    print("Negative")

else:

    print("Zero")

# Output: Negative
```

Assignment:

Write a program that asks the user to enter 5 numbers, one at a time. Count how many of those numbers are positive, negative, or zero, and print out the results.

Tips and Tricks for Assignment:

- Create counters for positive, negative, and zero values.
- Use `if`, `elif`, and `else` statements to classify each number and update the appropriate counter.

Submission Guidelines

1. Complete All Exercises:

Ensure each exercise is completed and saved in a separate Python file (`exercise1.py`, `exercise2.py`, etc.).

2. Code Quality:

- Use meaningful variable names.
- Include comments to explain your code where necessary.
- Follow proper indentation and coding standards.

3. Testing:

Run each script to verify that it works correctly and produces the expected output.

Good luck, and happy coding!