

# Python DeCal

Week 3

# Announcements

- 1st Hw was due just now!
  - Wanna discuss it a bit? (poll)
- Office Hour Poll (only four of y'all have filled it in :c)
  - <https://www.when2meet.com/?9754936-Zp46U>
- Attendance!
  - <https://forms.gle/mMFvrrxjJLtB8cGKA>

# Recap

- Data Type (int, float, string, lists, dictionary, tuples, booleans)
- Functions
  - Construct a function
  - Calling a function
- Variable scope

# However...

- Our code can't make any “judgements”
- It can't change the flow of the code according to the input/variable

# Boolean Operations

operators	descriptions
( ), [ ], { }, ``	tuple, list, dictionary, string
x.attr, x[], x[i:j], f()	attribute, index, slice, function call
+x, -x, ~x	unary negation, bitwise invert
**	exponent
*, /, %	multiplication, division, modulo
+, -	addition, subtraction
<<, >>	bitwise shifts
&	bitwise and
^	bitwise xor
	bitwise or
<, <=, >=, >	comparison operators
==, !=, is, is not, in,	comparison operators (continue)
not in	comparison operators (continue)
not	boolean NOT
and	boolean AND
or	boolean OR

# Boolean Operations

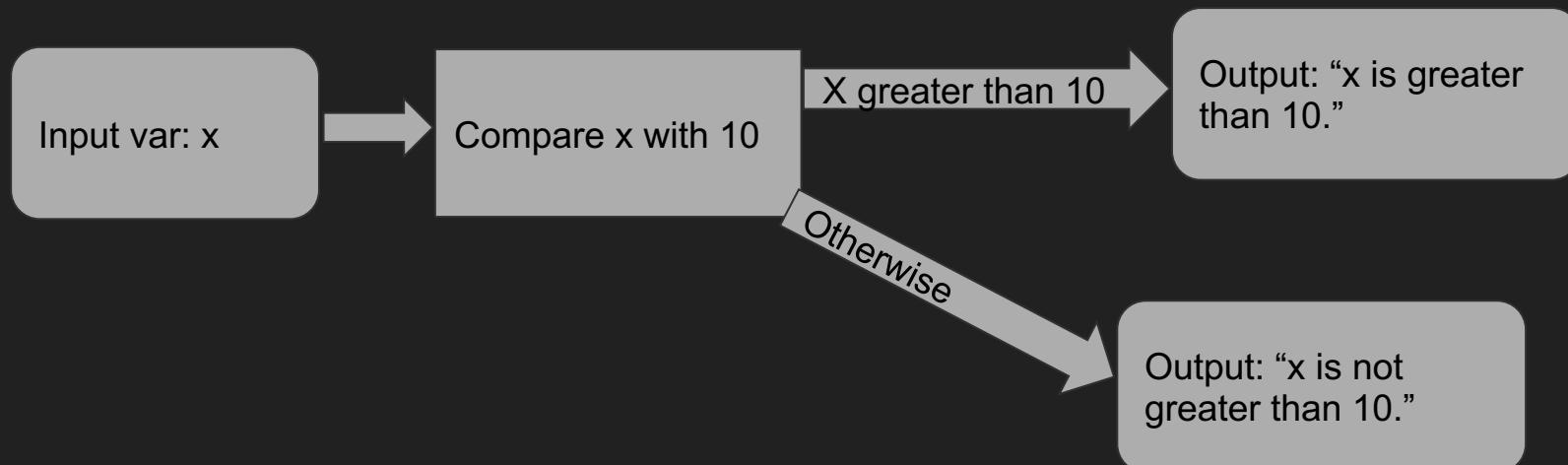
- True or false

1. True and True
2.  $1 == 2$
3.  $2 != 2 \ \& \ 1 == 1$
4.  $(2 == 2) ^ (1 == 1)$
5.  $(2 != 2) ^ (1 == 1)$
6.  $2 != 2 ^ 1 == 1$
7.  $(2 != 2) or (1 == 1)$
8.  $2 != 2 \ or \ 1 == 1$

operators	descriptions
<code>()</code> , <code>[]</code> , <code>{}</code> , <code>''</code>	tuple, list, dictionary, string
<code>x.attr</code> , <code>x[]</code> , <code>x[i:j]</code> , <code>f()</code>	attribute, index, slice, function call
<code>+x</code> , <code>-x</code> , <code>~x</code>	unary negation, bitwise invert
<code>**</code>	exponent
<code>*, /, %</code>	multiplication, division, modulo
<code>+, -</code>	addition, subtraction
<code>&lt;&lt;, &gt;&gt;</code>	bitwise shifts
<code>&amp;</code>	bitwise and
<code>^</code>	bitwise xor
	bitwise or
<code>&lt;, &lt;=, &gt;=, &gt;</code>	comparison operators
<code>==, !=, is, is not, in,</code>	comparison operators (continue)
<code>not in</code>	comparison operators (continue)
<code>not</code>	boolean NOT
<code>and</code>	boolean AND
<code>or</code>	boolean OR

# If Statements

- Write a piece of code that outputs if the variable is greater than 10:



# If Statements

- Write a piece of code that outputs if 10:

```
x = int(input("please enter an integer"))
if x>10:
    print("x is greater than 10.")
else:
    print("x is not greater than 10.")
```



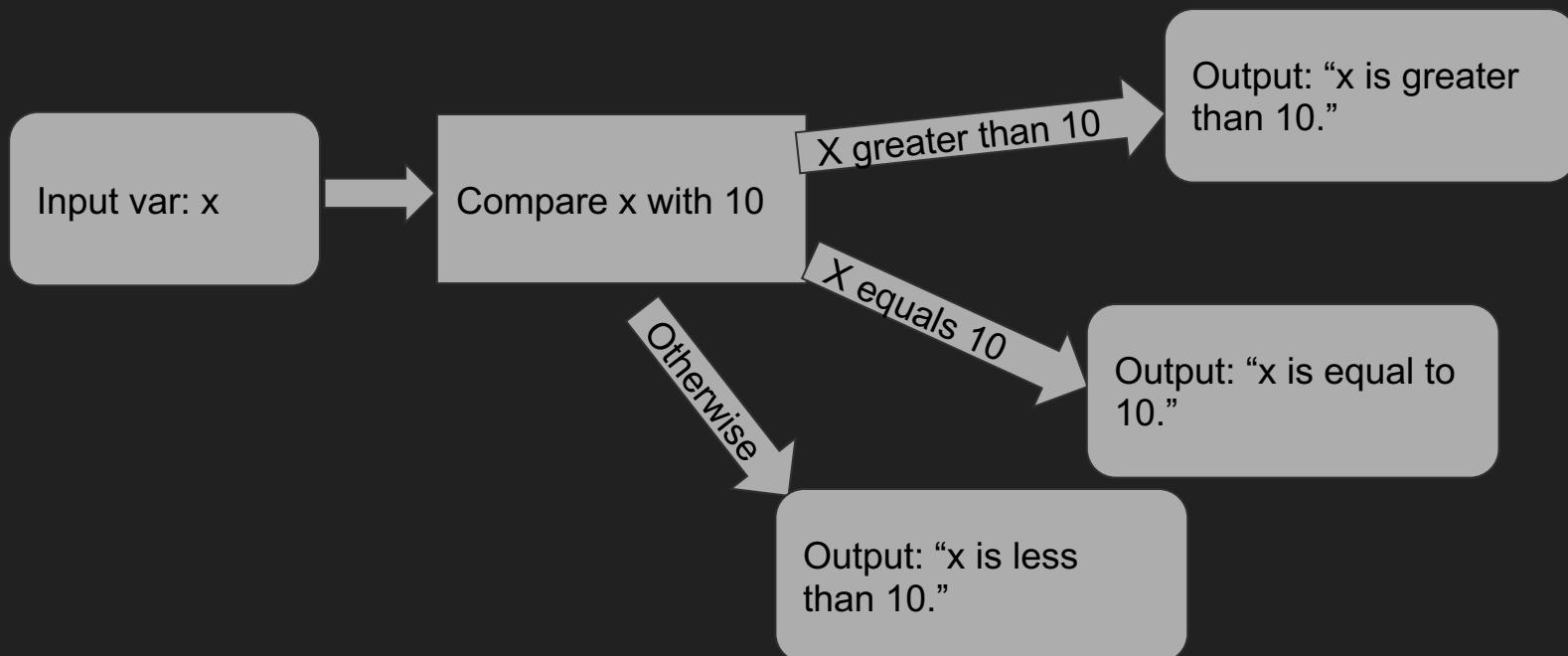
Ben Porter   
@eigenbom

I'll sometimes leave a dangling else just as a threat to the compiler that it better run that if statement or else.

```
if (condition) {
    // ...
}
else;
```

# If Statements

- What if we want to separate also the equal case?



# If Statements

- Write a piece of code that outputs if the variable is greater than 10:

```
x = int(input("please enter an integer:"))
if x>10:
    print("x is greater than 10.")
elif x==10:
    print("x is equal to 10")
else:
    print("x is smaller than 10.")
```

# If Statements

- We can also write nested if statements:
- We want to find if x can be divided by 2 and 3:

```
x = int(input("please enter an integer:"))
if x%2 == 0:
    if x%3 ==0:
        print("2 and 3 both divides x.")
else:
    print("2 and 3 can't divide x simultaneously.")
```

- Can you write it without the nested statements?

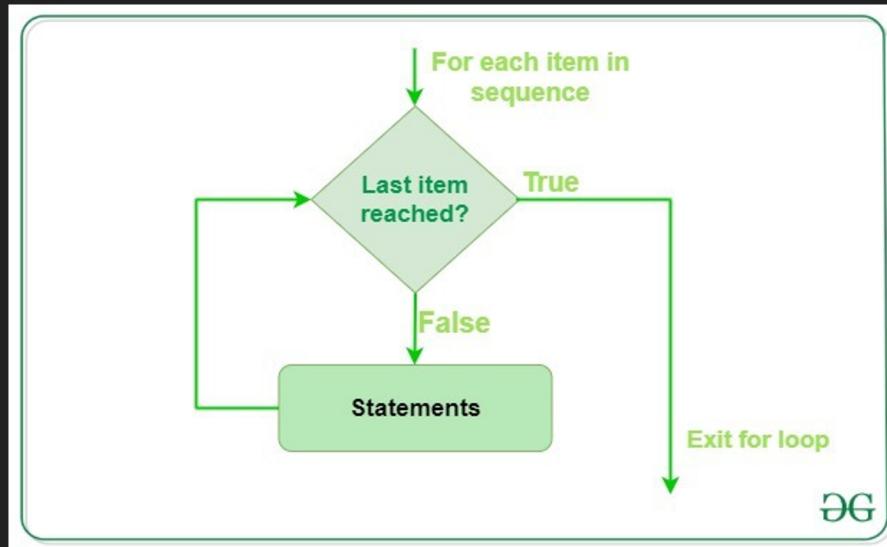
# If Statements

- We can also write nested if statements:
- We want to find if  $x$  can be divided by 2 and 3:
- Challenge: now we want to include all the consequences--
  - Can be divided by 2 but not by 3
  - Can be divided by 3 but not by 2
  - Can't be divided by 3 nor 2

# Iterative tasks

- Now we want the code to run n times
- For example, you wanna spam your friends (don't do that). You would want the code to run numerous times (like 100 times *precisely*).
- If statements does not do that :c

# Loops-for loop



# Loops-for loop

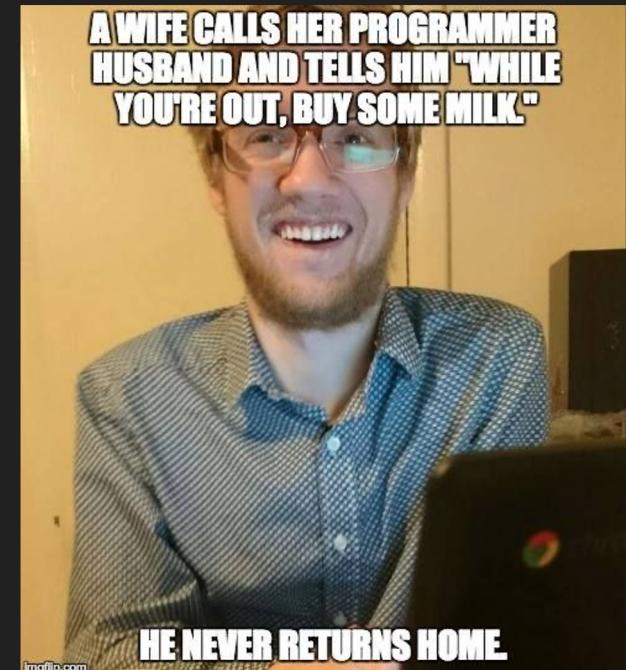
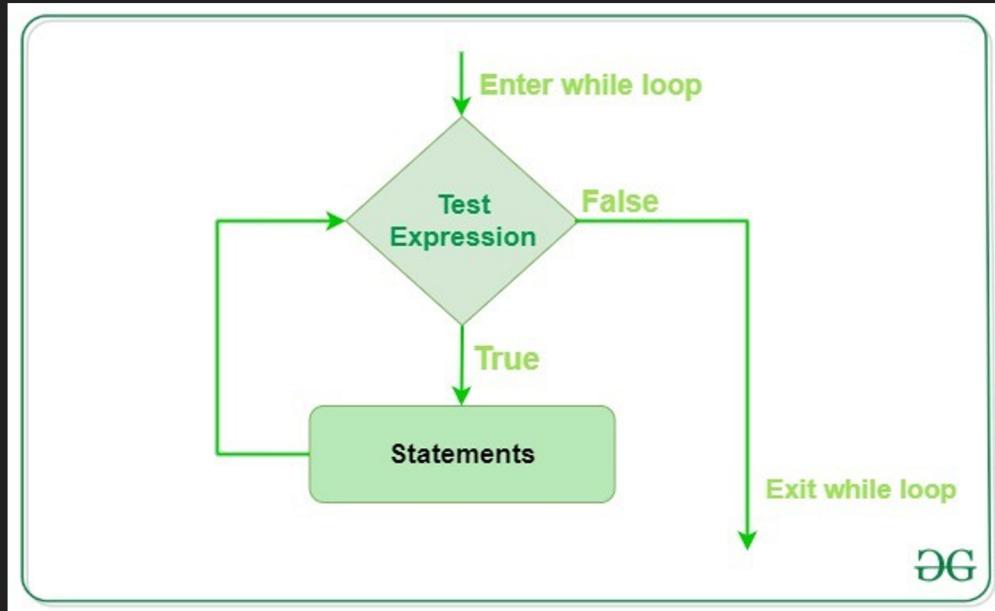
- For loop: iterate over items in a list
- Then we need either run commands on existing lists, or create new list for it to run over.
- For example, you want to print numbers from 0 to 100. It would be a long task for you if you wish to write them all out!

# Loops-for loop

- Print numbers from 1 to 100.

```
for i in range(1,101):  
    print(i)
```

# Loops-while loop



# Loops-while loop

- While loop: print numbers 1 to 5

```
i = 1
while i <6:
    print(i)
    i += 1
```

- What will be the output now?

```
i = 1
while i <6:
    i += 1
    print(i)
```

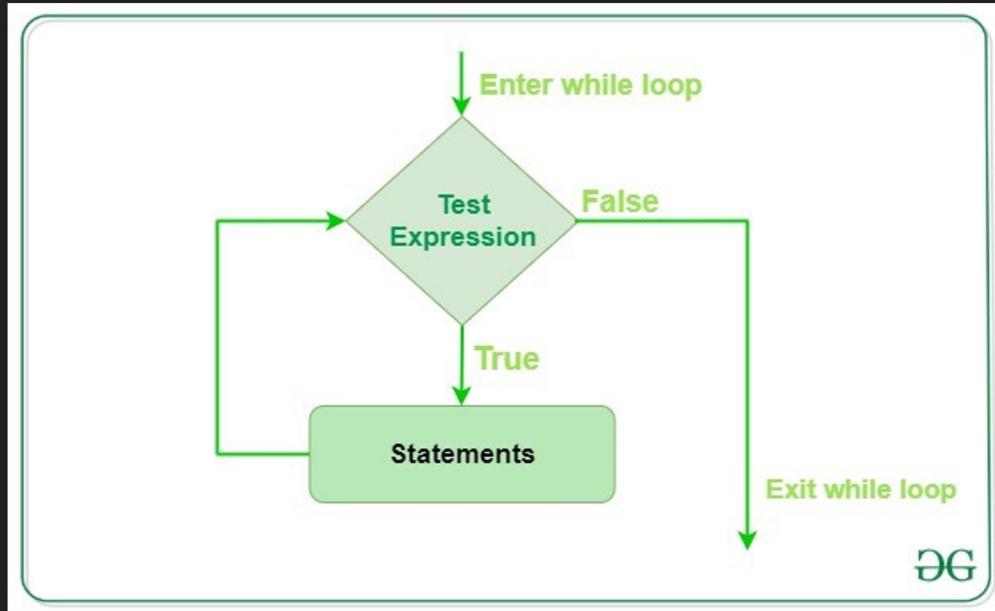
# Loops-while loop

- What will be the output now?

```
i = 1  
while i <6:  
    print(i)
```



# Loops-while loop



# Loops-while loop

```
out = True
milk=0
while out = True:
    print("Buy milk")
    milk+=1
    if milk>0:
        break
print("The programmer is back home")
```

# FRIDAY



# Announcements

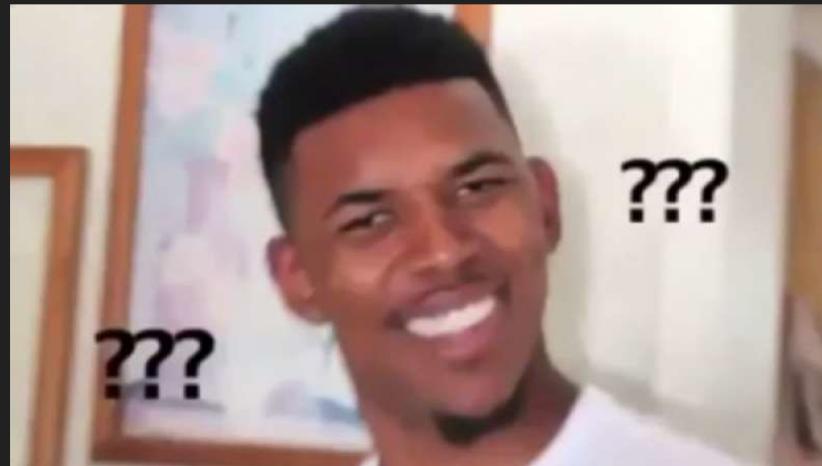
- Homework 2 is up! It will take a bit more time than last week so be prepared.
- Office Hours
- What are we doing today?

Attendance      Form

- <https://tinyurl.com/our-dearest-pluto>

# Break Out Rooms!

**Question:** What is the difference between a `while` and a `for` loop and why would you want to use each of them?



# While

- Use when you want something to happen as long as condition is met

```
While (condition is True):
```

```
    Do some stuff
```

```
    Something will change each time
```

Prevents infinite loops!



# For

- Used when you want to iterate over something (a list, a tuple, etc...) but you don't necessarily need a condition to be met while it does this.

For (thing in a bunch of things):

Do some stuff for each thing in a bunch of  
things



If Dr. Seuss could code

# Examples

## While

- Video Games
- Password Inquirer
- Simulations
- Steps don't need to be Discrete integer values

## For

- Data Sets (large lists or files)
- Grid Simulations
- Changing specific values in a list
- Discrete integer steps

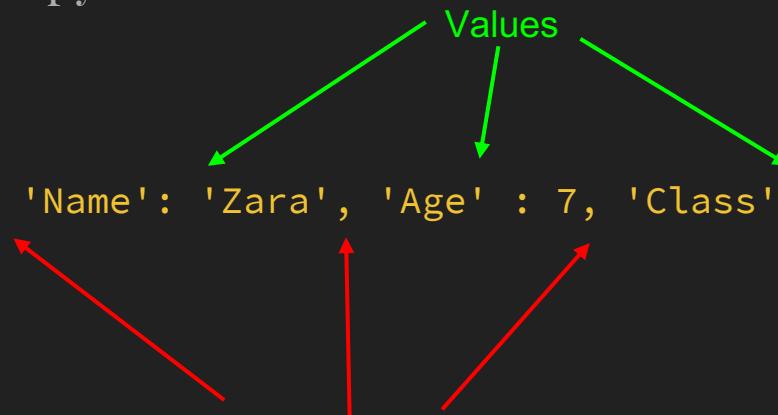
# Dictionaries

- The last built in data type of python!

```
Flight_Dictionary = { 'Name': 'Zara', 'Age' : 7, 'Class' : 'First'}
```

Keys

Values



# Dictionaries

- Flight\_Dictionary[key] = value
- Flight\_Dictionary['Name'] = 'Zara'
- Flight\_Dictionary['Age'] = 7

```
>>> nums = {'I': 1.0, 'V': 5, 'X': 10}
>>> nums['X']
10
>>> nums['I'] = 1
>>> nums['L'] = 50
>>> nums
{'X': 10, 'L': 50, 'V': 5, 'I': 1}
>>> sum(nums.values())
66
>>> dict([(3, 9), (4, 16), (5, 25)])
{3: 9, 4: 16, 5: 25}
>>> nums.get('A', 0)
0
>>> nums.get('V', 0)
5
```

# Dictionaries

Example:

```
SN1987a = { 'Apparent Magnitude':2.9,  
            'Distance':51.4,  
            'RA':'05h 35m 28.03s',  
            'Dec':'-69° 16' 11.79",  
            'Type':'II' }
```

# Recursion

- Very complicated topic, should take CS61A if you are really curious about it
- Essence... call a function on itself repeatedly to make it do what you want

$$X = \sqrt{6 + \sqrt{6 + \sqrt{6 + \sqrt{6 + \dots}}}}$$

WE CAN CODE  
THIS....

# Recursion

- You should always have two groups of cases. A base case and a recursive case
- Base case essentially is the end of the long chain, which allows the chain reaction to begin the other way to give you desired answer

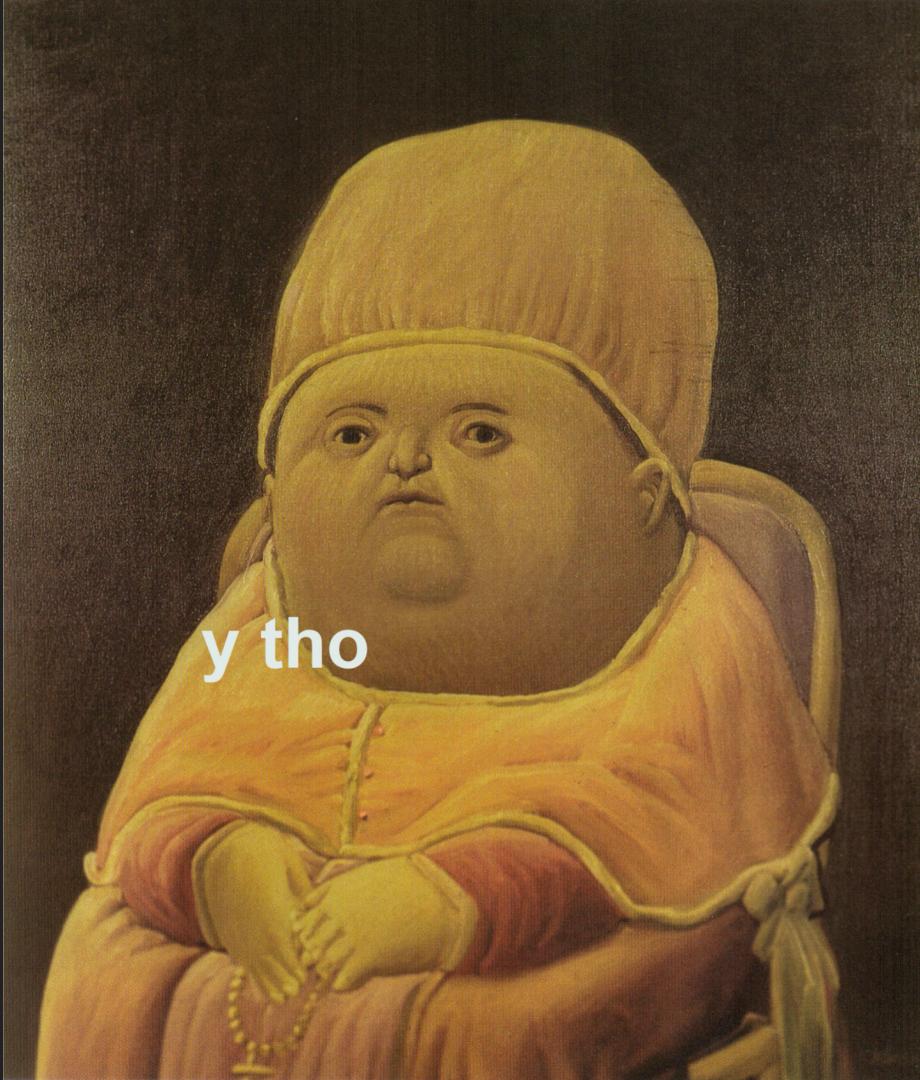
# Recursion

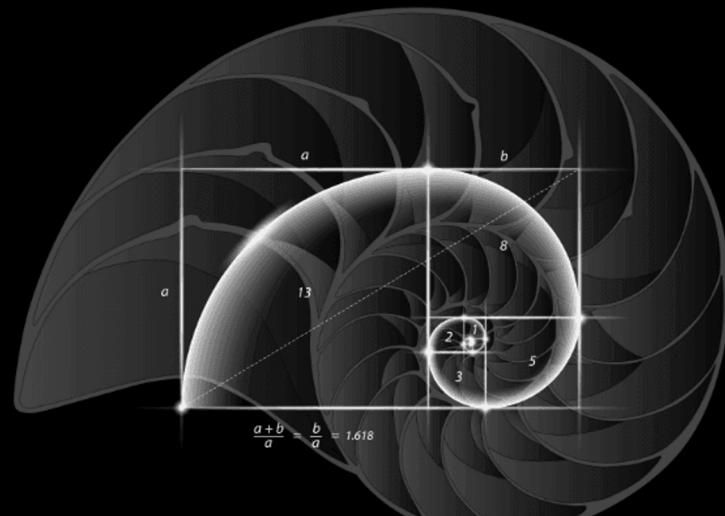
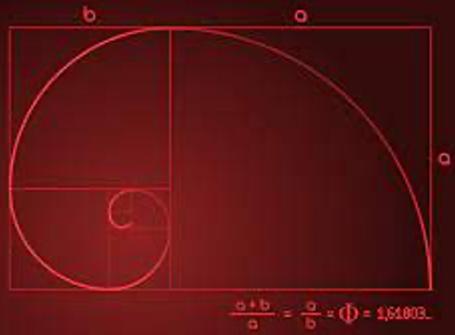
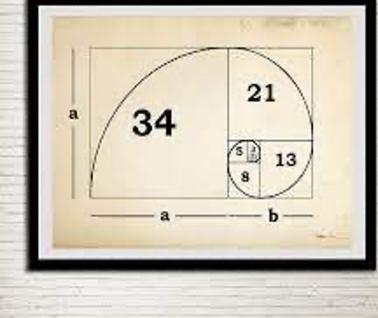
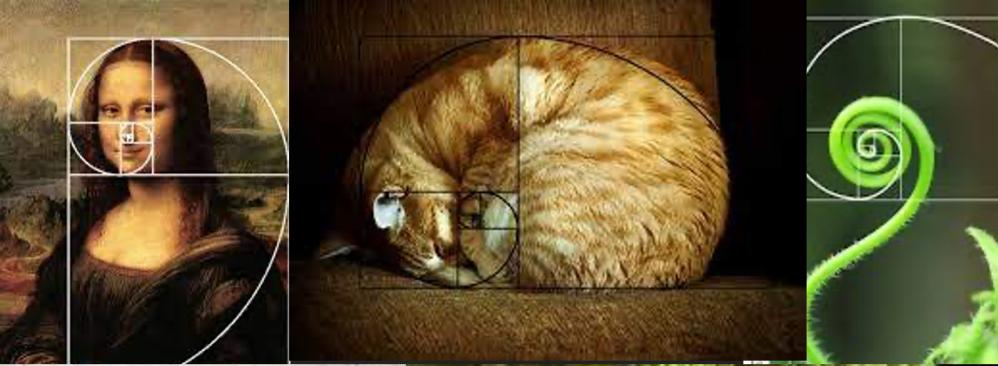
- How do we implement it ???
- Take a recursive leap of faith....

```
def factorial(n):
    if n == 1:
        return 1
    else:
        return (n * factorial(n - 1))
```

Base Case

Recursive Case





# Example: Fibonacci

WHILE METHOD:

```
def while_fib(n):
    pred = 0
    curr = 1
    k = 1
    while k < n:
        pred = curr
        curr = pred + curr
        k = k + 1
    return curr
```

RECURSIVE METHOD:

```
def fib(n):
    if n <= 1:
        return n
    else:
        return (fib(n - 1) +
```

$\text{fib}(n - 2)$



IT'S PRETTY....

# Demos

# Questions