

# Control Loops



Dra. M<sup>a</sup> Dolores Rodríguez Moreno

# Objectives

## Specific Objectives

- Understand Control Loops

## Source

- <https://docs.python.org/3.10/tutorial/appetite.html>
- <https://python-textbok.readthedocs.io/en/1.0/index.html>
- Python Tutorial - Tapa blanda. Guido Van Rossum (2012)

# Outline

- **Introduction**
- Conditional Statements
- Looping Statements
- Control Flow Statements
- Other Control Statements

# Introduction

- Control statements are used to control the flow of execution in a program
- Types:
  - Conditional Statements (if, elif, else, match)
  - Looping Statements (for, while, for...else, while...else)
  - Control Flow Statements (break, continue, pass)
  - Other Control Statements (is, Conditional Operator)

# Outline

- Introduction
- **Conditional Statements**
- Looping Statements
- Control Flow Statements
- Other Control Statements

# *if* statement

- Decide some code has to be executed
- The result is a boolean
- Execute code if condition is satisfied

## if statement

```
if condition:  
    # Some code
```

SIGN	OPERATOR	SIGN	OPERATOR
=	Equal	and	Logical and
!=	Not equal	or	Logical or
>	Greater	not	Logical not
<	Less than		
>=	Greater or equal		
<=	Less than or equal		

## *if... else* statement

- Decide some code has to be executed if something is True
- Otherwise, we execute the other part of the code

### if statement

```
if condition:
    # Some code
else:
    # Some other code
```

---

### OPERATORS

() (HIGHEST)

\*\*

\*, /, %

+, -

<, <=, >, >=, ==, !=

IS, IS NOT

NOT

AND

OR (LOWEST)

---

# Example

```
def check_number(number):  
    if number > 0 and number % 2 == 0:  
        result = "The number is positive and even."  
    else:  
        result = "The number is either negative, zero, or positive and odd."  
    return result  
  
# Example usage  
  
number = 14  
  
print(check_number(number))
```



## Nested *if* statement

- Used when a decision depends on the result of an earlier decision
- Example: calculating the cost of sending a small parcel
  - R5 for the first 300g
  - R2 for every 100g thereafter, up to 1000g
- Important:
  - Maintain proper indentation
  - Indent inner if and else clauses one more level than outer clauses

# Example

```
if weight <= 1000:

    if weight <= 300:

        cost = 5

    else:

        cost = 5 + 2 * round((weight - 300) / 100)

    print("Your parcel will cost R%d." % cost)

else:

    print("Maximum weight for small parcel exceeded.")

    print("Use large parcel service instead.")
```

# *elif* and *if* ladders

- *elif* clause
  - *else* allows specifying actions when the condition is false
  - *elif* allows handling multiple alternatives
  - Example: Assigning grades based on marks
- *if ... else* ladder:
  - Each alternative is nested
  - Increase indentation
- *if ... elif ... else* ladder:
  - Alternatives are at the same indentation level
  - Easier to read and maintain

If elif else statement

```
if condition:
```

```
    # Some code
```

```
elif condition1:
```

```
    # Some code
```

```
else:
```

```
    # Some other code
```

# Example

## if ladder

```
if mark >= 80:

    grade = A

else:

    if mark >= 65:

        grade = B

    else:

        if mark >= 50:

            grade = C

        else:

            grade = D
```

## elif

```
if mark >= 80:

    grade = A

elif mark >= 65:

    grade = B

elif mark >= 50:

    grade = C

else:

    grade = D
```

## *match* statement

- Used for pattern matching, similar to switch-case statements in other languages
- Introduced in: Python 3.10
- Patterns can include literals, variable names, wildcards, and more complex structures
- Each case block is executed if the pattern matches the value of the variable
- The `_` wildcard is used to catch all unmatched cases, similar to the default case in other languages

### Match statement

```
match variable:

    case pattern1:

        # code to execute

    case pattern2:

        # code to execute

    case _:

        # default case
```

# Example

## if match clause

```
command = "start"

match command:

    case "start":

        print("Starting...")

    case "stop":

        print("Stopping...")

    case _:

        print("Unknown command")
```

## Example (II)

### if match clause

```
match punto:

    case (0, 0):

        print("Origen")

    case (x, 0):

        print(f"Axis X in {x}")

    case (0, y):

        print(f"Axis Y in {y}")

    case (x, y):

        print(f"Point in ({x}, {y})")
```

# Outline

- Introduction
- Conditional Statements
- **Looping Statements**
- Control Flow Statements
- Other Control Statements



## *for* statement

- The loop iterates over elements in an iterable (like a list, tuple, string, etc.)
- For each iteration, the variable is assigned the next value from the iterable
- The indented block of code is executed once for each item in the iterable

```
for statement
```

```
for variable in iterable:
```

```
    # code to execute for each item in iterable
```

# Example

**for statement**

```
for i in range(5):
```

```
    print(i)  # This will print numbers from 0 to 4
```

## *for ... else* statement

- Used to execute a block of code if the loop completes without encountering a `break` statement
- The `else` block is executed only if the *for* loop terminates normally

### for statement

```
for variable in iterable:
```

```
    # code to execute for each item in iterable
```

```
    if some_condition:
```

```
        break
```

```
else:
```

```
    # code to execute if the loop completes without a break
```

## *range*

- `range()` is a built-in Python function that generates a sequence of numbers
- Commonly used in for loops and to create lists of numbers
- Returns an object of type `range`, useful for large iterations without overloading memory
- Basic Syntax:
  - `range(stop)`
  - `range(start, stop)`
  - `range(start, stop, step)`
- Parameters:
  - `start`: initial value of the sequence (default is 0)
  - `stop`: final value of the sequence (not included in the generated sequence)
  - `step`: increment between each number in the sequence (default is 1)

# Example

## for .. else statement

```
for i in range(5):  
    if i == 3:  
        break  
  
    print(i)  
  
else:  
    print("Loop completed without break")  
  
# Prints 0, 1, 2 and not the else block because loop is  
# broken at i == 3
```

## Range() function

```
range(5) # [0, 1, 2, 3, 4]
```

```
range(2, 8) # [2, 3, 4, 5, 6, 7]
```

```
range(1, 10, 2) # [1, 3, 5, 7, 9]
```

## *while* statement

- The loop continues to run as long as the condition is true
- The indented block of code is executed repeatedly until the condition becomes false

```
while statement
```

```
while condition:
```

```
    # code to execute
```

# Example

## *while* statement

```
count = 0
```

```
while count < 5:
```

```
    print(count)  # This will print 0 to 4
```

```
    count += 1
```

## *while... else* statement

- The else block is executed only if the while loop terminates normally (i.e., not via break)

```
while statement
```

```
while condition:
```

```
    # code to execute as long as the condition is true
```

```
    if some_condition:
```

```
        break
```

```
else:
```

```
    # code to execute if the loop completes without a break
```



# Example

## while...else statement

```
count = 0

while count < 5:

    if count == 4:

        break

    print(count)

    count += 1

else:

    print("Loop completed without break")

# Print 0, 1, 2, 3 and not the else block because the loop is broken at count == 4
```

# Outline

- Introduction
- Conditional Statements
- Looping Statements
- **Control Flow Statements**
- Other Control Statements

# break

- Can be used within both *for* and *while* loops
- Commonly used to terminate a loop based on some condition that occurs during iteration
- When used inside nested loops, break only exits the innermost loop

# Example

## break statement

```
for i in range(10):  
  
    if i == 5:  
  
        break  
  
print(i)  # This will print 0 to 4
```

## break statement (inner loop)

```
for i in range(3):  
  
    for j in range(3):  
  
        if j == 1:  
  
            break  
  
        print(f"i: {i}, j: {j}")  
  
# This will print:  
  
# i: 0, j: 0 # i: 1, j: 0 # i: 2, j: 0
```

## continue

- Can be used within both *for* and *while* loops
- Useful for skipping specific conditions without terminating the entire loop
- When used inside nested loops, *continue* only affects the loop in which it is called

# Example

## continue statement (inner loop)

```
for i in range(3):  
    for j in range(3):  
        if j == 1:  
            continue  
        print(f"i: {i}, j: {j}")  
  
# This will print:  
  
# i: 0, j: 0 # i: 0, j: 2 # i: 1, j: 0 # i: 1, j: 2 # i: 2, j: 0 # i: 2, j: 2
```

# pass

- Used as a placeholder for future code. It does nothing when executed
- Can be used in loops, functions, classes, or conditional statements where syntactically some code is required, but you want to leave it empty for now
- Helpful for stubbing out code or for creating minimal structures that will be implemented later

# Example

## pass statement

```
for i in range(5):  
  
    if i == 3:  
  
        pass # Do nothing  
  
print(i) # print 0, 1, 2, 3, 4
```

## pass statement

```
def my_function():  
  
    pass # Placeholder for future  
implementation  
  
class MyClass:  
  
    pass # Placeholder for future  
implementation
```



# Outline

- Introduction
- Conditional Statements
- Looping Statements
- Control Flow Statements
- **Other Control Statements**

# *is* Operator

- Used to test object identity, not equality
- Checks if two references point to the same object in memory
- Commonly used to check if a variable is None
- Useful for ensuring that two variables point to the exact same object, not just equal values

# Example

## is operator

```
a = [1, 2, 3]

b = a

print(a is b)  # True, because b is
the same object as a

c = a[:]

print(a is c)  # False, because c is
a different object with the same
contents
```

## is operator

```
a = [1, 2, 3]

b = [1, 2, 3]

print(a == b)  # True, because a and
b have the same values

print(a is b)  # False, because a and
b are different objects
```

# Example

is not operator

```
a = [1, 2, 3]
```

```
b = a
```

```
c = a[:]    #Creates a copy of all the elements in a
```

```
print(a is not c)    # True, because c is a different object
```

```
print(a is not b)    # False, because b is the same object as a
```

# Conditional operator

- A concise way to perform conditional assignments or evaluations
- Allows embedding an if-else condition in a single line
- Useful for simple conditional assignments
- Enhances code readability when used appropriately

## Conditional Operator

```
value_if_true if condition else value_if_false
```

## Example (I)

### Conditional operator

```
age = 18

status = "Adult" if age >= 18 else "Minor"

print(status)  # This will print "Adult"
```

### Nested Conditional operator

```
score = 85

grade = "A" if score >= 90 else ("B" if score >= 80 else "C")

print(grade)  # This will print "B"
```

## Example (II)

### Conditional operator

```
age = 18

status = "Adult" if age >= 18 else "Minor"

print(status)  # This will print "Adult"
```

### Nested Conditional operator (how it would be with if-else?)

```
score = 85

grade = "A" if score >= 90 else ("B" if score >= 80 else "C")

print(grade)  # This will print "B"
```