

Conditional Execution

Chapter 3

Making Friends with Python – DI Team (22-23 May, 2017)

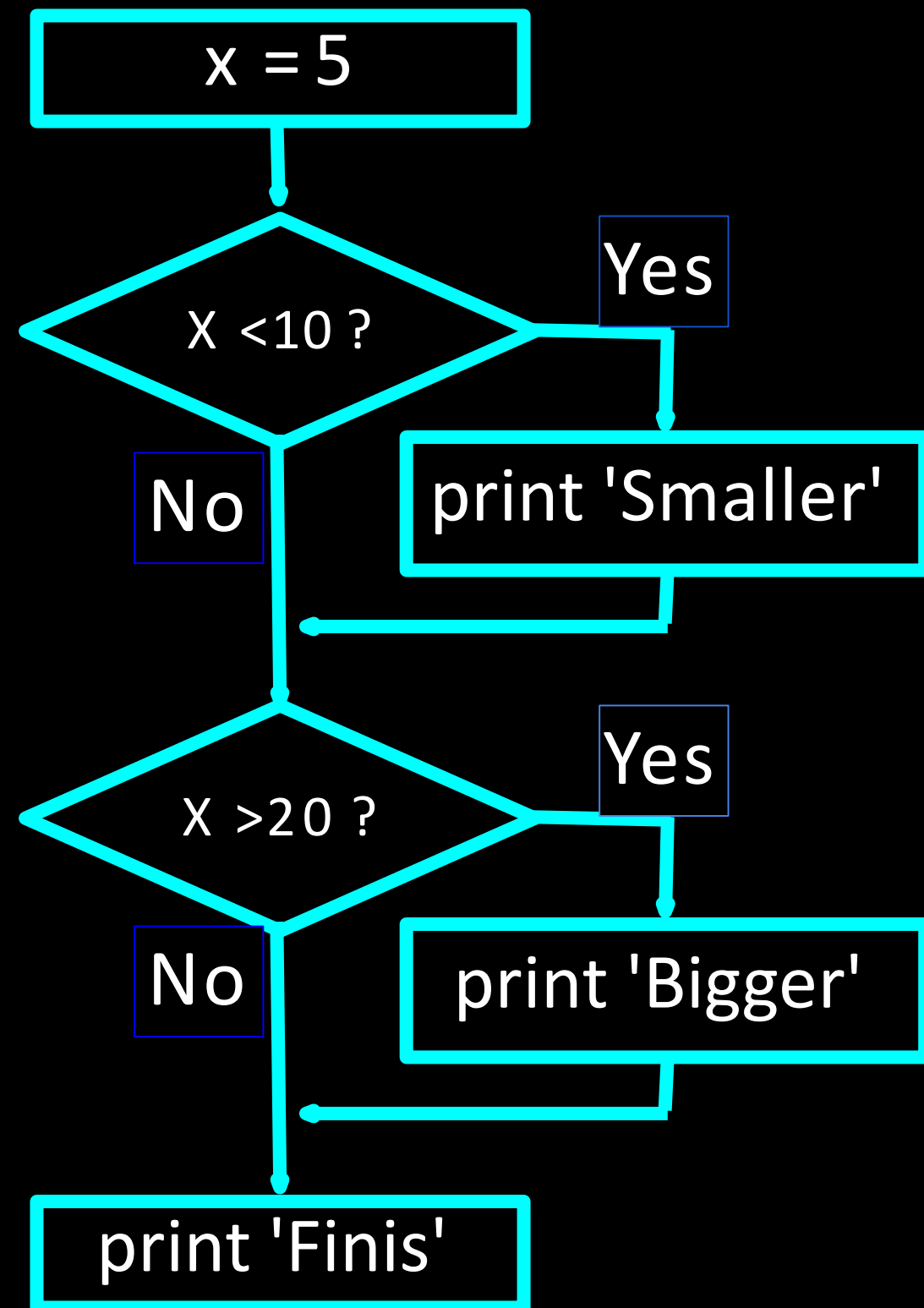
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- ✓ **Programing:** SAS, R-Server, TensorFlow and Scala
- ✓ **Big-Data:** Cloudera Hadoop certification and Spark Ecosystem
- ✓ **Machine learning:** Logistic Regression, Neural Networks, Support vector machines, XGBoost, Classification and Association rules
- ✓ **Allied Analytics skills:** Visualisation, Marketing & Web analytics
- ✓ **Certifications:** PMP, Certified Scrum Master & Certified in Business analytics from **Indian School of Business** <http://www.isb.edu/cba/>

Conditional Steps



Program:

```
x = 5  
if x < 10:  
    print 'Smaller'
```

```
if x > 20:  
    print 'Bigger'
```

```
print 'Finis'
```

Output:

Smaller
Finis

Comparison Operators

- **Boolean expressions** ask a question and produce a Yes or No result which we use to control program flow
- **Boolean expressions** using **comparison operators** evaluate to - True / False - Yes / No
- Comparison operators look at variables but do not change the variables

Python	Meaning
<	Less than
<=	Less than or Equal
==	Equal to
>=	Greater than or Equal
>	Greater than
!=	Not equal

Remember: “=” is used for assignment.

Comparison Operators

```
x = 5
if x == 5 :
    print 'Equals 5'
if x > 4 :
    print 'Greater than 4'
if x >= 5 :
    print 'Greater than or Equals 5'
if x < 6 : print 'Less than 6' —————>
if x <= 5 :
    print 'Less than or Equals 5'
if x != 6 :
    print 'Not equal 6'
```

Equals 5
Greater than 4
Greater than or Equals 5
Less than 6
Less than or Equals 5
Not equal 6

One-Way Decisions

```
x = 5
print 'Before 5'
if x == 5 :
    print 'Is 5'
    print 'Is Still 5'
    print 'Third 5'
print 'Afterwards 5'
print 'Before 6'
if x == 6 :
    print 'Is 6'
    print 'Is Still 6'
    print 'Third 6'
print 'Afterwards 6'
```

Before 5

Is 5

Is Still 5

Third 5

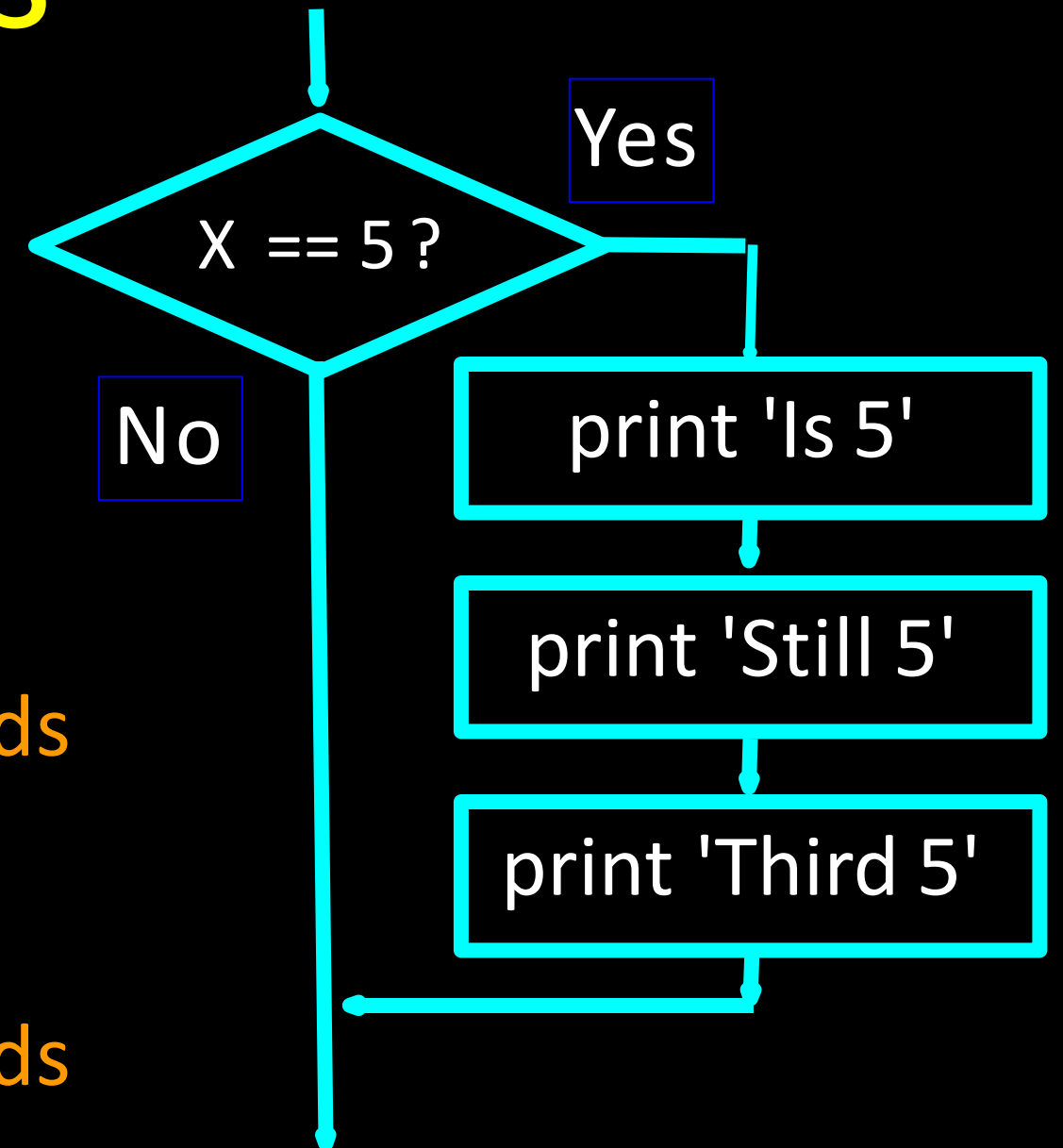
Afterwards 5

5

Before 6

Afterwards 6

6



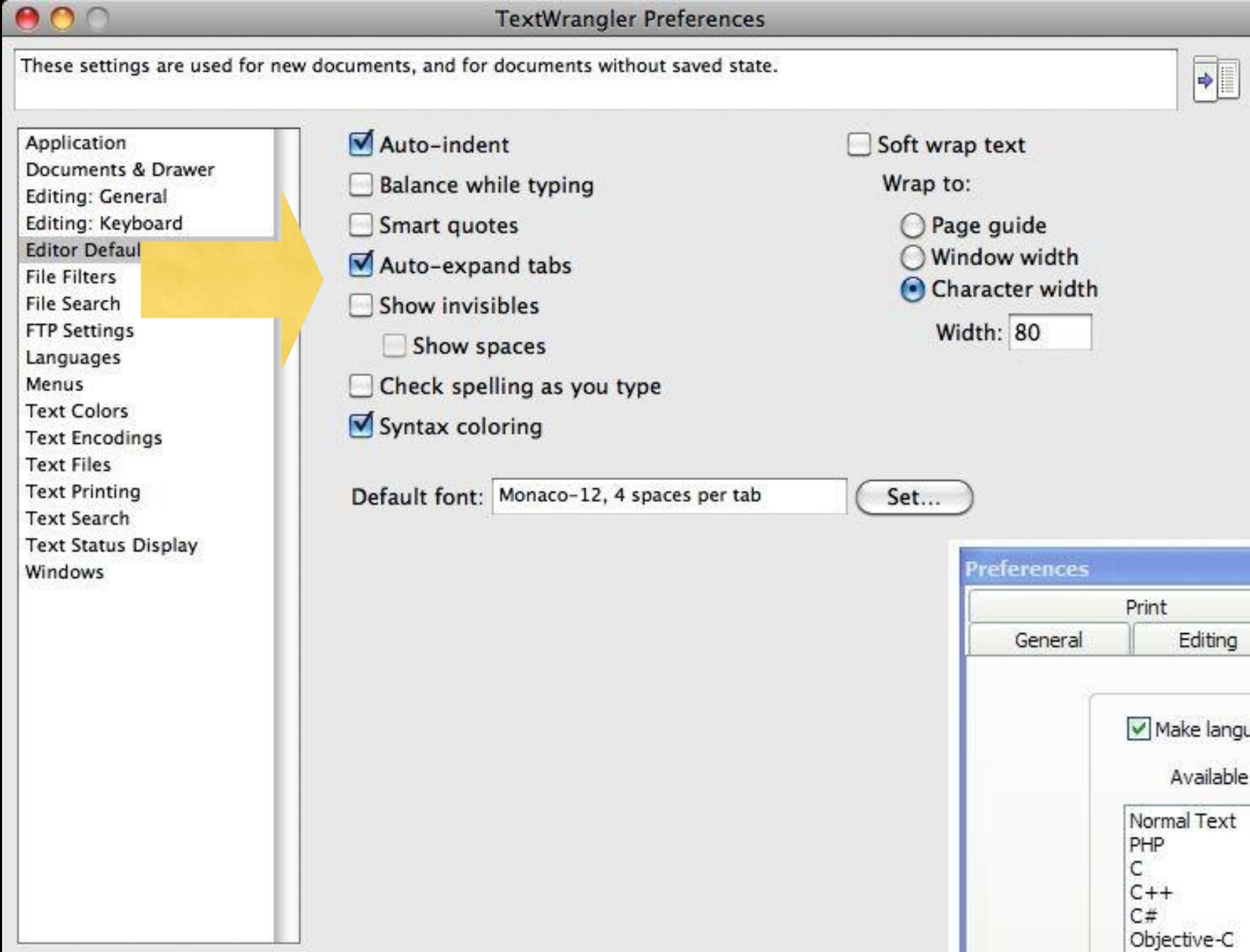
Indentation

- **Increase indent** indent after an **if** statement or **for** statement (after :)
- **Maintain indent** to indicate the **scope** of the block (which lines are affected by the **if/for**)
- **Reduce indent** *back to* the level of the **if** statement or **for** statement to indicate the end of the block
- **Blank lines** are ignored - they do not affect **indentation**
- **Comments** on a line by themselves are ignored with regard to **indentation**

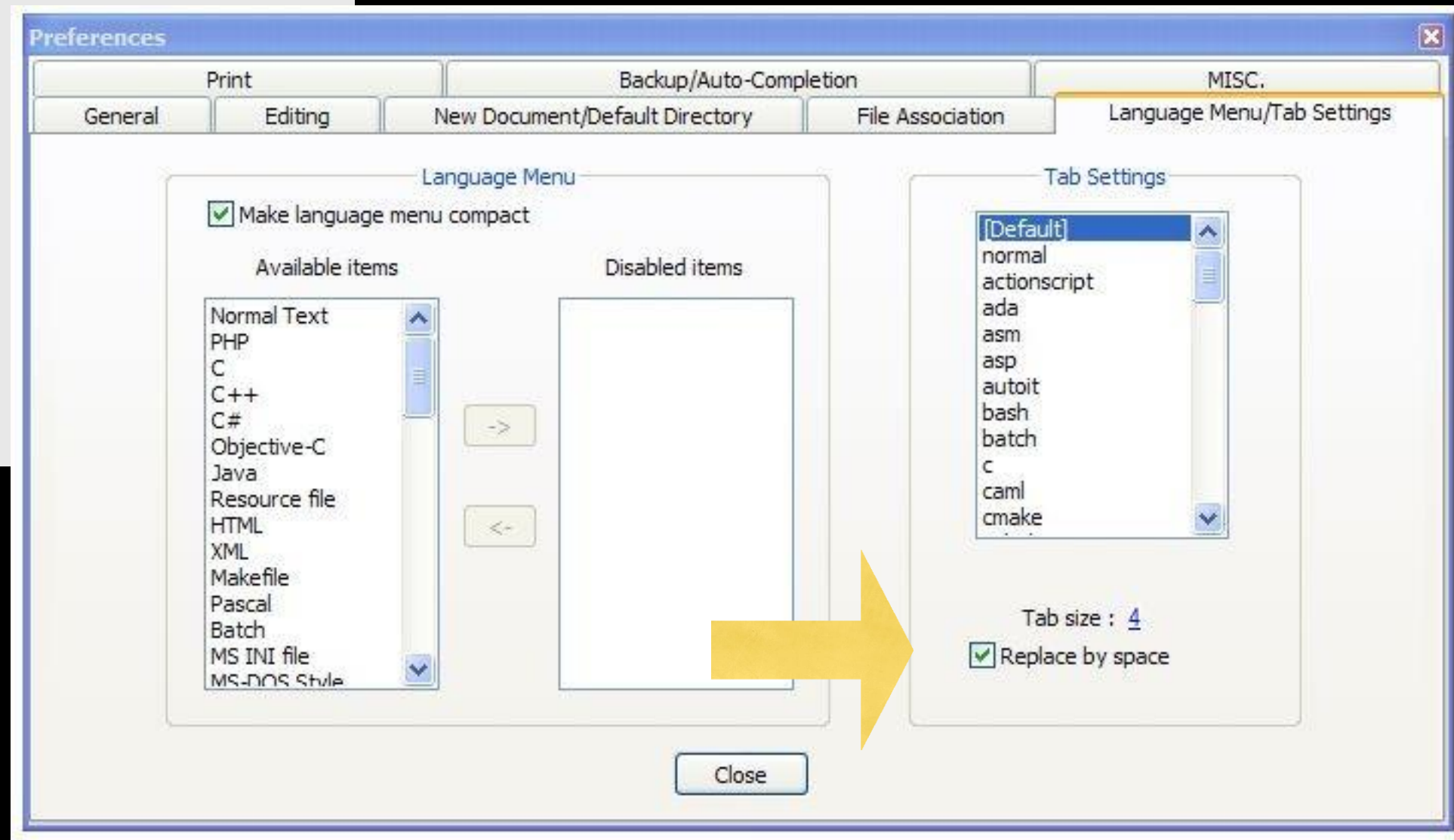
Warning: Turn Off Tabs!!

- Most text editors can turn **tabs** into **spaces** - make sure to enable this feature
 - > Notepad++: Settings -> Preferences -> Language Menu/**Tab** Settings
 - > TextWrangler: TextWrangler -> Preferences -> Editor Defaults
- Python cares a *lot* about how far a line is indented. If you mix **tabs** and **spaces**, you may get “**indentation errors**” even if everything looks fine

Please do this now while you are thinking about it so we can all stay sane...😊



This will save you
much unnecessary
pain.



increase / maintain after if or for
decrease to indicate end of block

```
→ x = 5
→ if x > 2
→     :print 'Bigger than
→     print r        bigger2
→ print 'DoneStill ' 2'
→     1 with
→ for i in range(5) :
→     print i
→     if i > 2 :
→         print 'Bigger than
→         2' print 'Done
→         with i', i
→ print 'All Done'
```

Think about begin/end blocks

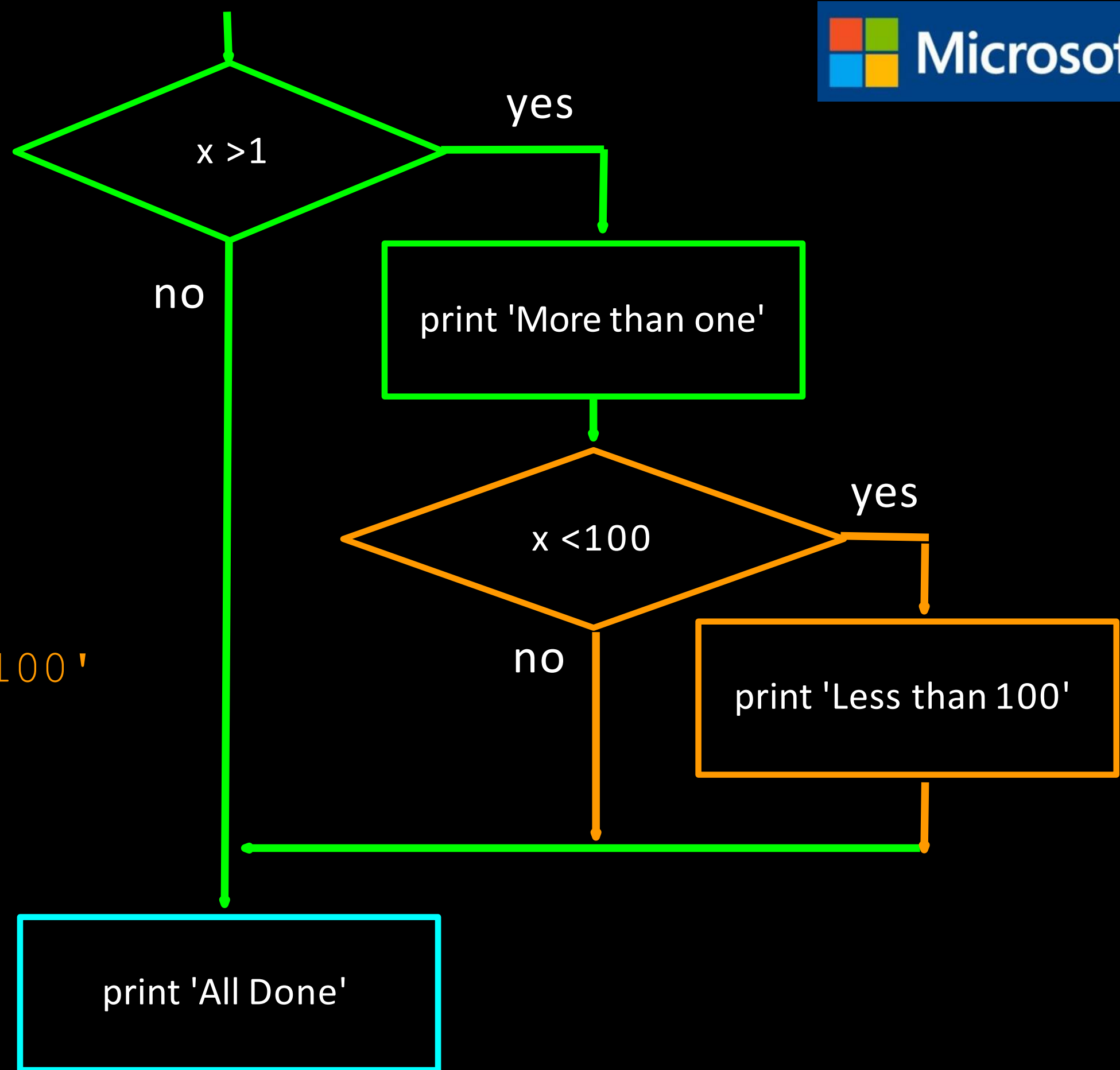
```
x = 5
if x > 2:
    print 'Bigger than 2'
    print 'Still bigger2'
print 'Done with 2'

for i in range(5):
    print i

    print 'Done with i', i
print 'All Done'
```

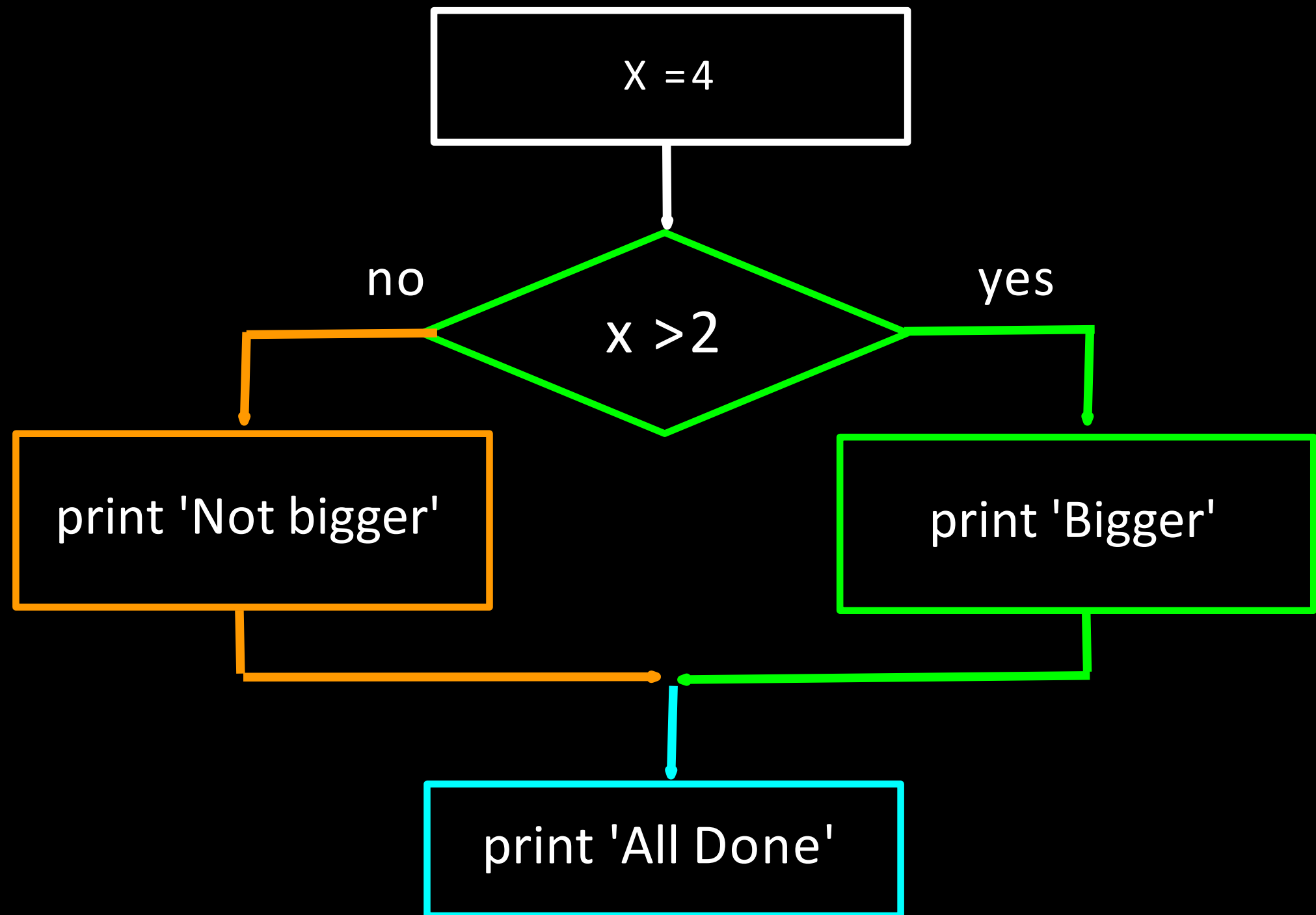
Nested Decisions

```
x = 42
if x > 1 :
    print 'More than one'
    if x < 100 :
        print 'Less than 100'
print 'All done'
```



Two-way Decisions

- Sometimes we want to do one thing if a logical expression is true and something else if the expression is false
- It is like a fork in the road - we must choose **one or the other** path but not both

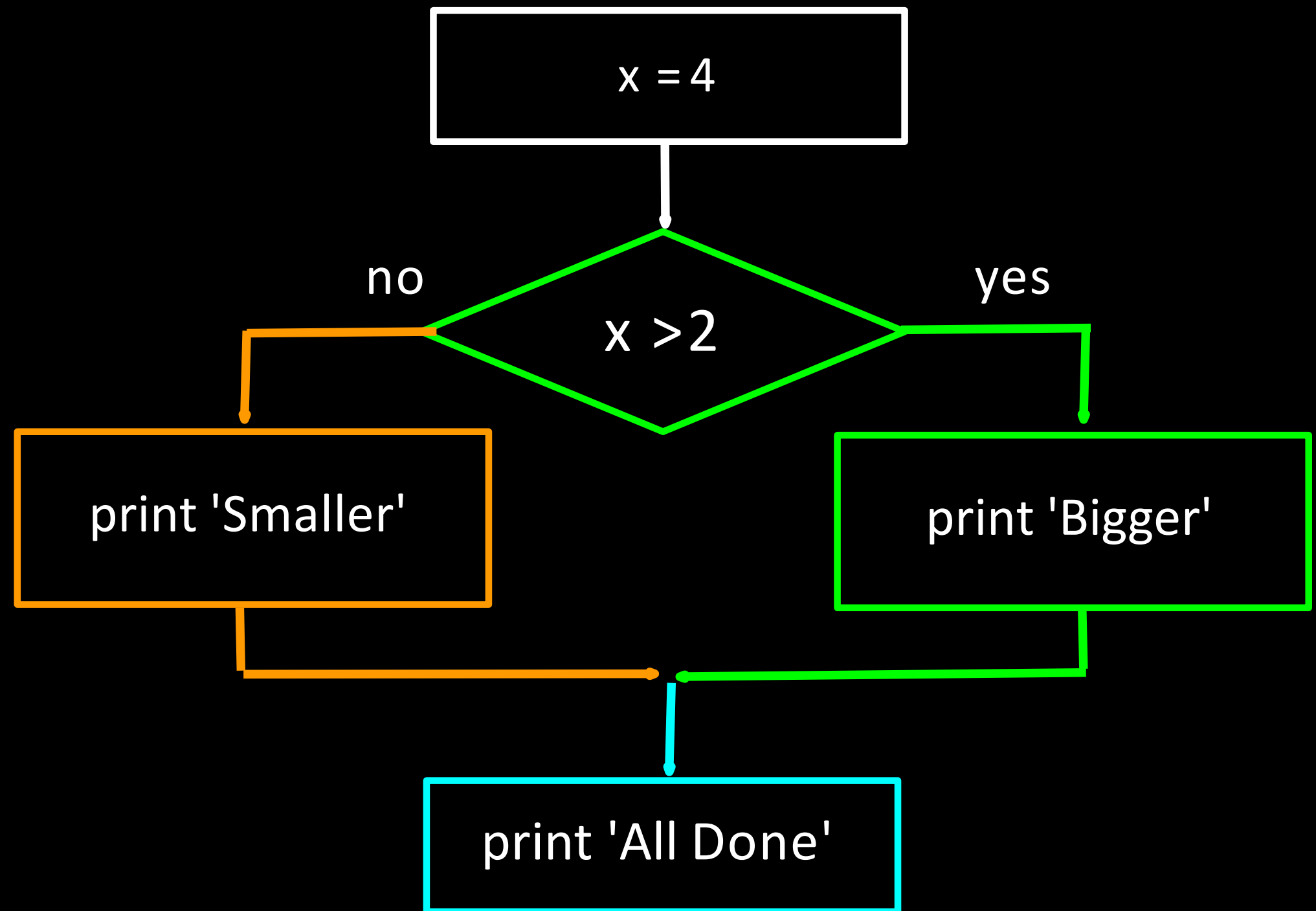


Two-way using else :

```
x = 4
```

```
if x > 2 :  
    print 'Bigger'  
else :  
    print 'Smaller'
```

```
print 'All done'
```

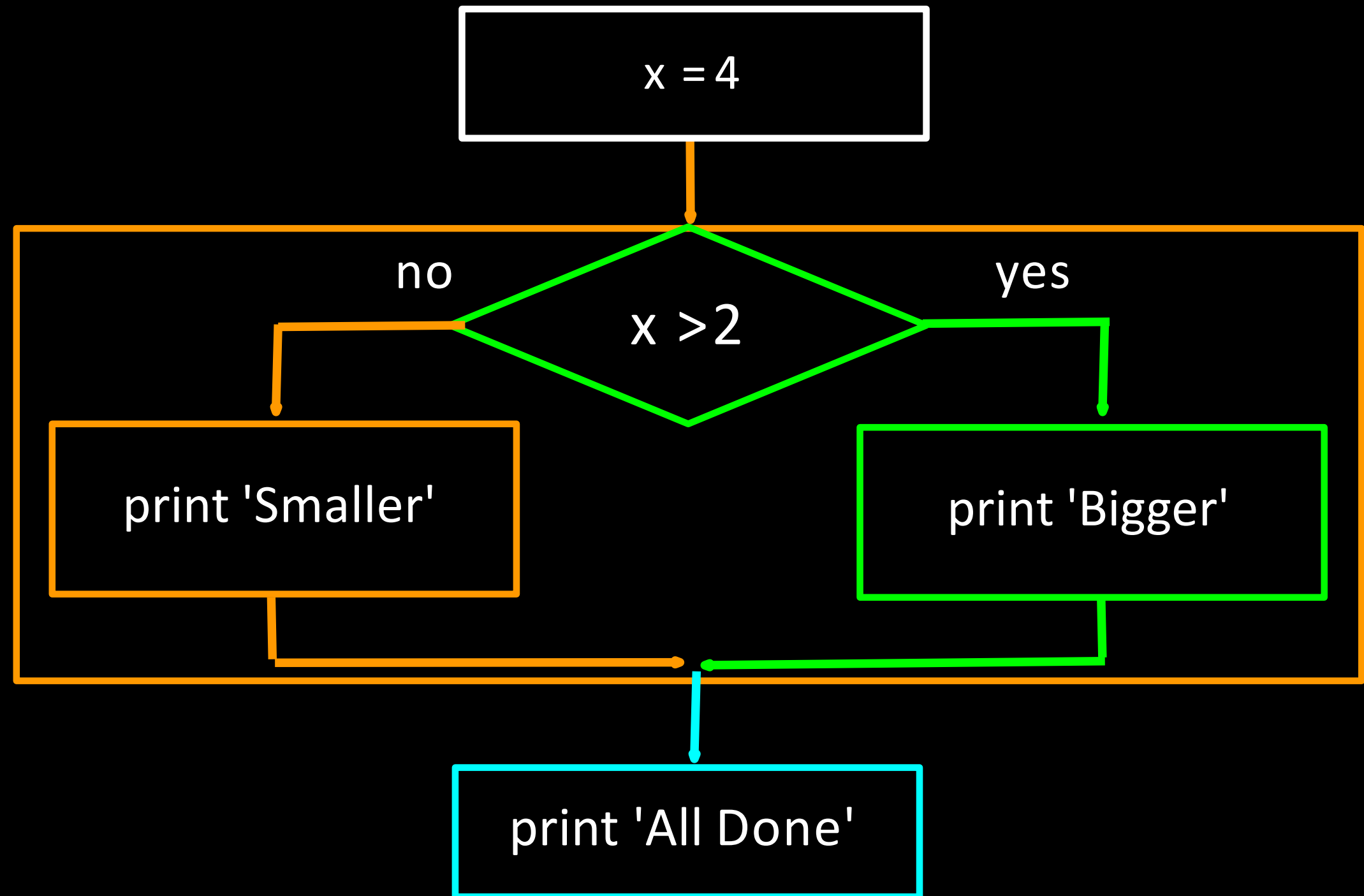


Two-way using else :

x = 4

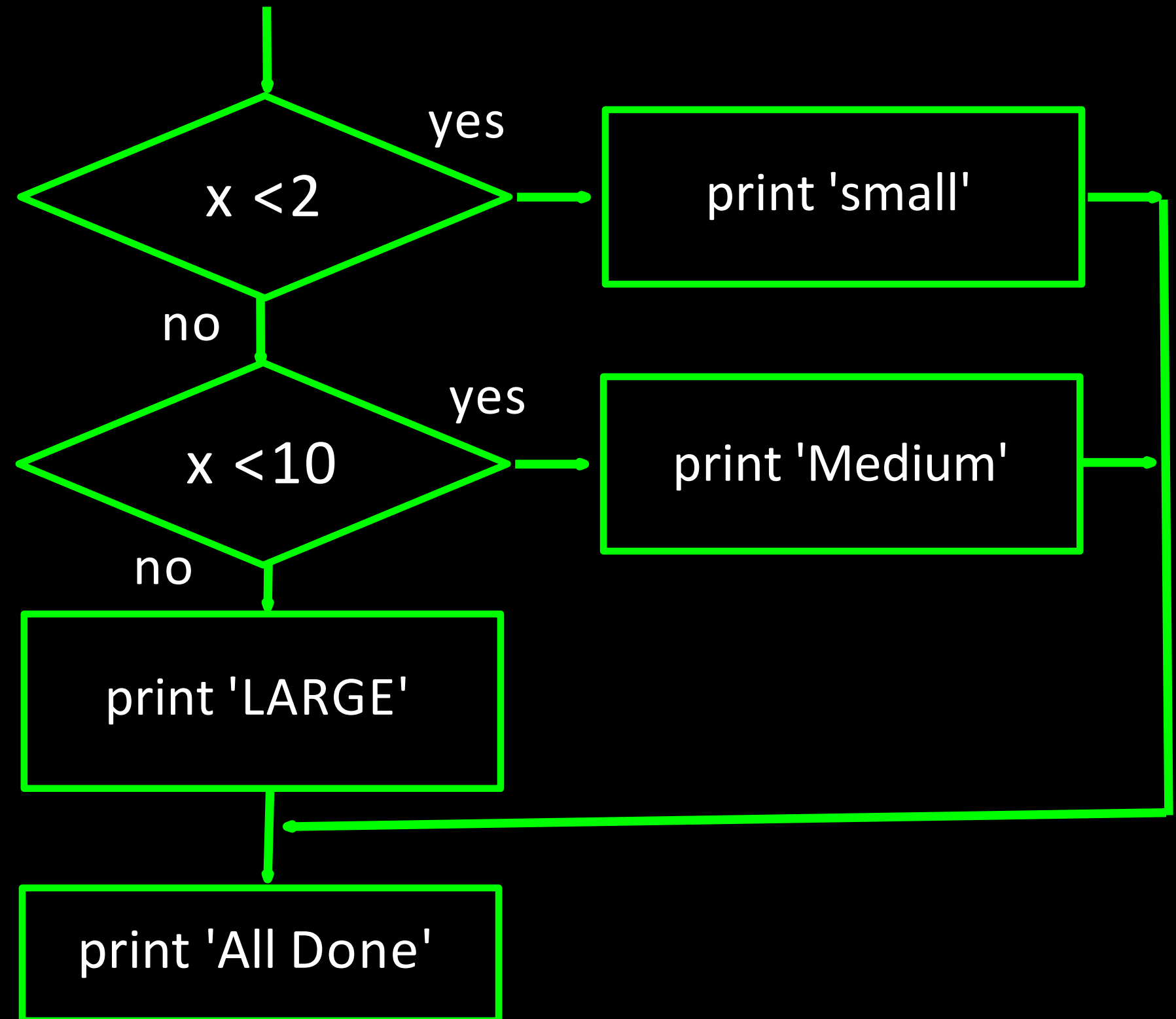
```
if x > 2 :  
    print 'Bigger'  
else :  
    print 'Smaller'
```

```
print 'All done'
```



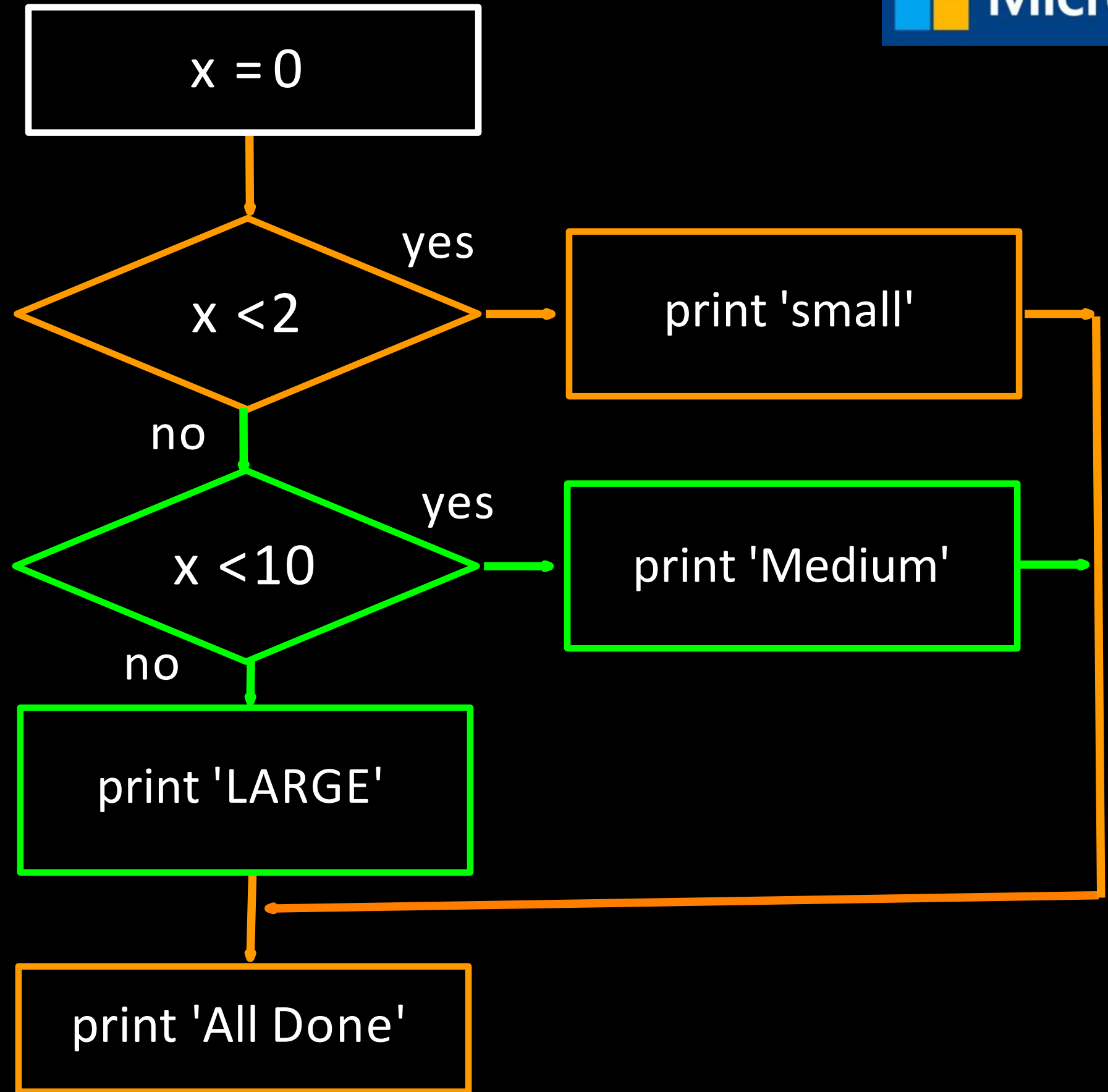
Multi-way

```
if x < 2 :  
    print 'small'  
elif x < 10 :  
    print 'Medium'  
else :  
    print 'LARGE'  
print 'All done'
```



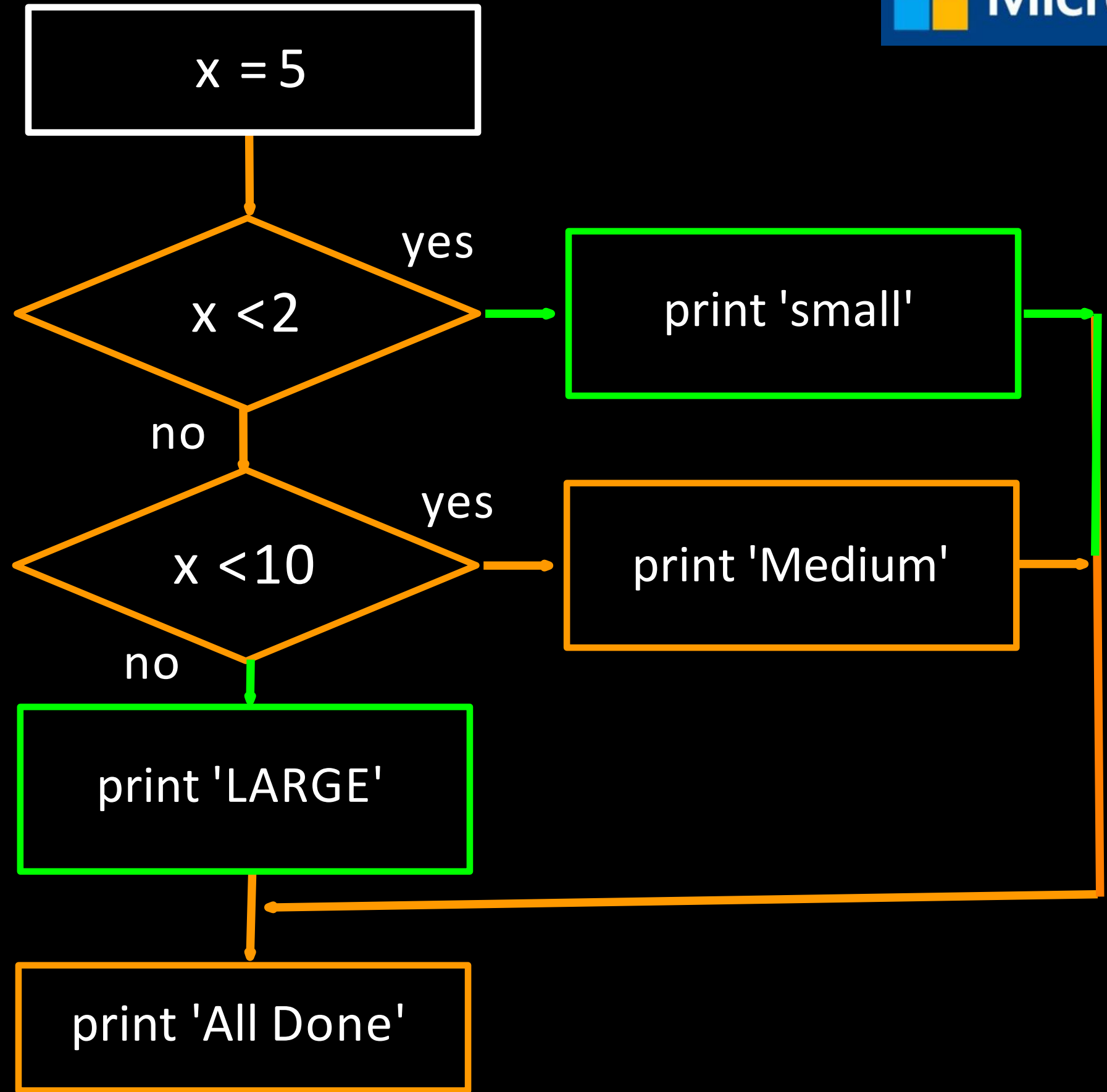
Multi-way

```
x = 0
if x < 2 :
    print 'small'
elif x < 10 :
    print 'Medium'
else :
    print 'LARGE'
print 'All done'
```



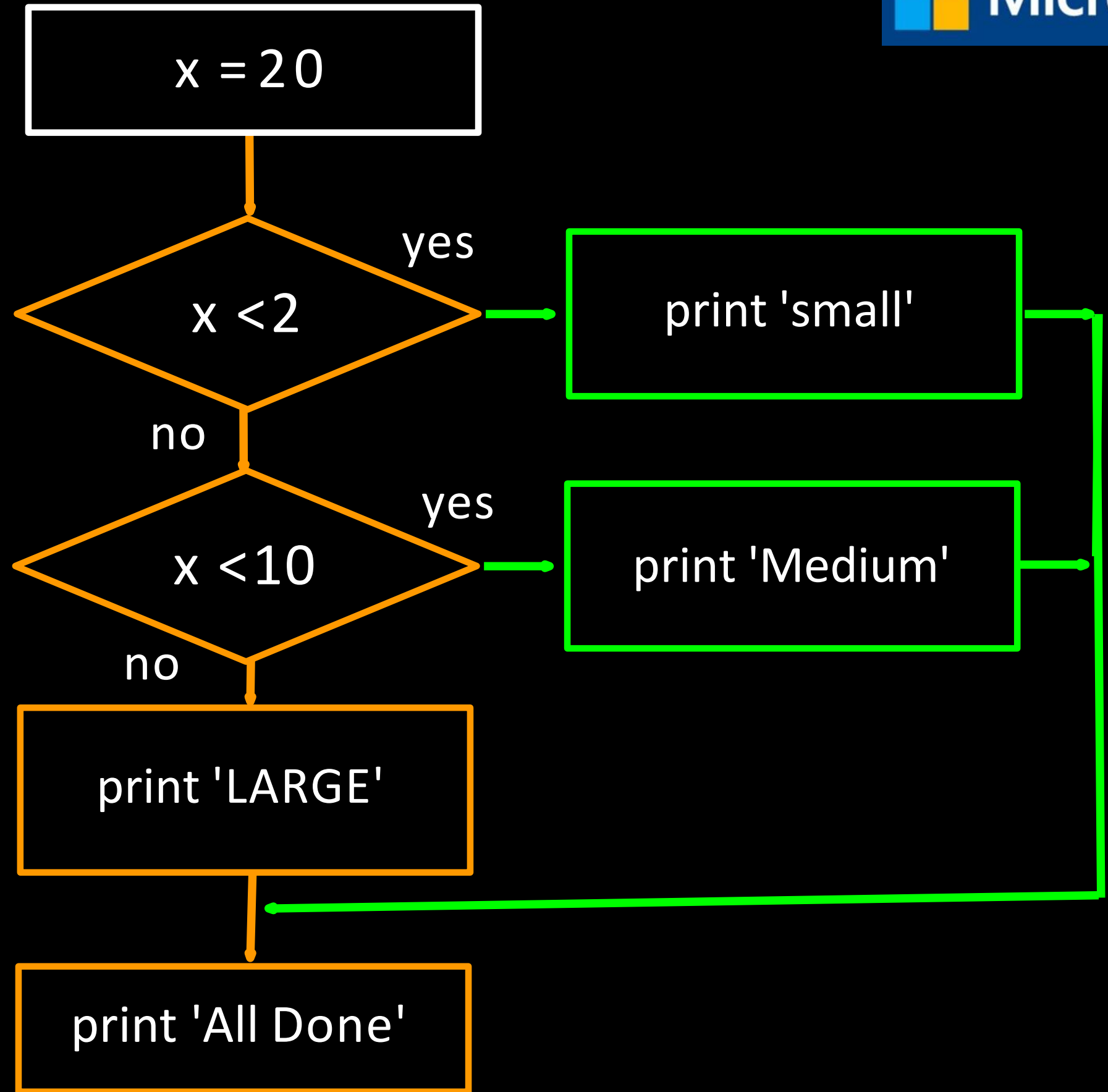
Multi-way

```
x = 5
if x < 2 :
    print 'small'
elif x < 10 :
    print 'Medium'
else :
    print 'LARGE'
print 'All done'
```



Multi-way

```
x = 20
if x < 2 :
    print 'small'
elif x < 10 :
    print 'Medium'
else :
    print 'LARGE'
print 'All done'
```



Multi-way

```
# No Else
x = 5
if x < 2 :
    print 'Small'
elif x < 10 :
    print 'Medium'

print 'All done'
```

```
if x < 2 :
    print 'Small'
elif x < 10 :
    print 'Medium'
elif x < 20 :
    print 'Big'
elif x < 40 :
    print 'Large'
elif x < 100:
    print 'Huge'
else :
    print 'Ginormous'
```

Multi-way Puzzles

Which will never print?

```
if x < 2 :  
    print 'Below 2'  
elif x >= 2 :  
    print 'Two or more'  
else :  
    print 'Something else'
```

```
if x < 2 :  
    print 'Below 2'  
elif x < 20 :  
    print 'Below 20'  
elif x < 10 :  
    print 'Below 10'  
else :  
    print 'Something else'
```

The try / except Structure

- You surround a dangerous section of code with `try` and `except`
- If the code in the `try` works - the `except` is skipped
- If the code in the `try` fails - it jumps to the `except` section

```
$ cat notry.py
astr = 'Hello Bob'
istr = int(astr)
print 'First', istr
astr = '123'
istr = int(astr)
print 'Second', istr
```

```
$ python notry.py
Traceback (most recent call last):
File "notry.py", line 2, in <module>
istr = int(astr)ValueError: invalid literal
for int() with base 10: 'Hello Bob'
```

←
All
Done

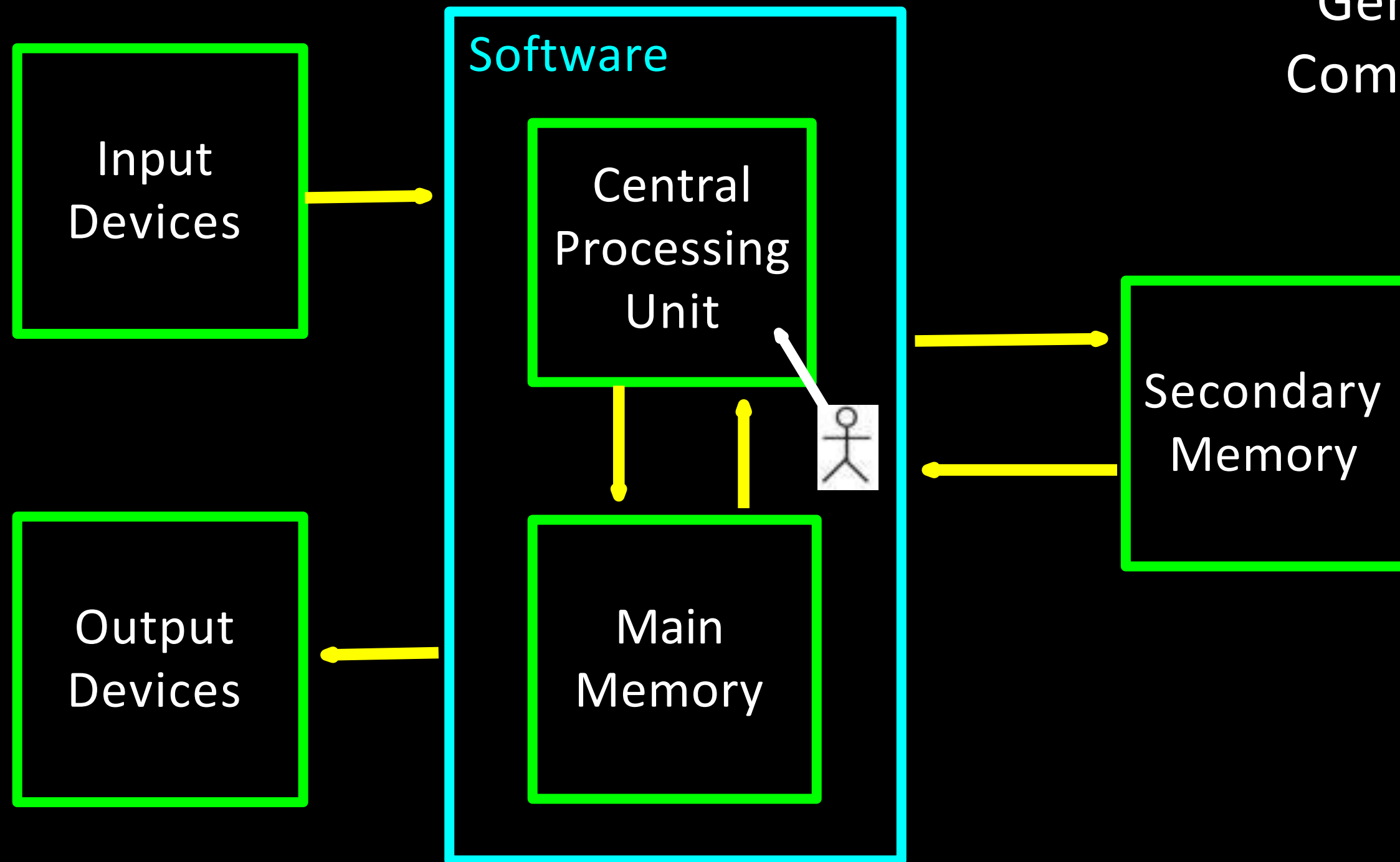
```
$ cat notry.py
astr = 'Hello Bob'
istr = int(astr)
```

The
program
stops
here

```
$ python notry.py
Traceback (most recent call last):
File "notry.py", line 2, in <module>
istr = int(astr)ValueError: invalid literal
for int() with base 10: 'Hello Bob'
```

All
Done

Generic Computer




```
$ cat tryexcept.py
astr = 'Hello Bob'
try:
    istr = int(astr)
except:
    istr = -1

print 'First', istr

astr = '123'
try:
    istr = int(astr)
except:
    istr = -1

print 'Second', istr
```

When the first conversion fails - it just drops into the except: clause and the program continues.

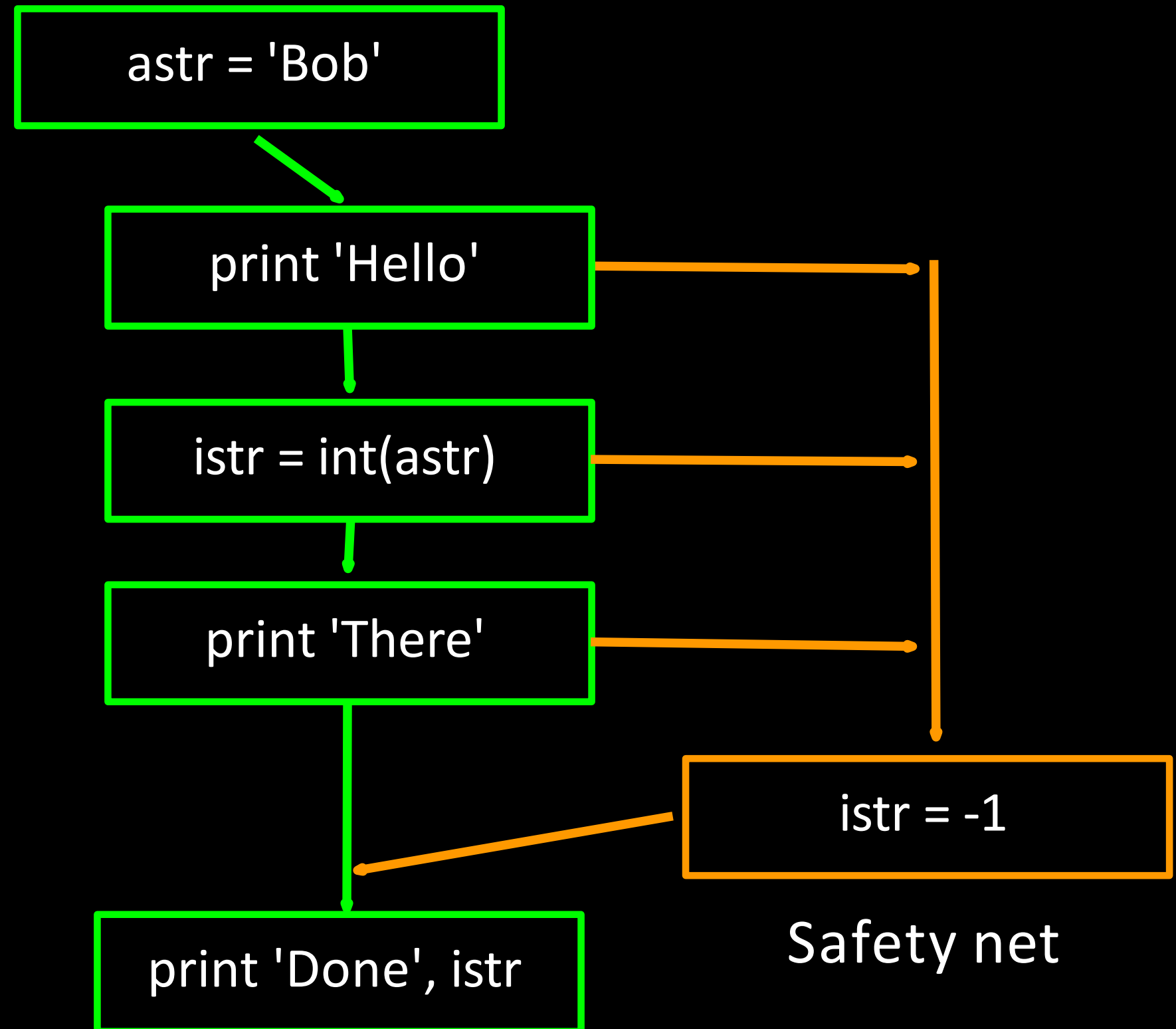
```
$ python tryexcept.py
First -1
Second 123
```

When the second conversion succeeds - it just skips the except: clause and the program continues.

try / except

```
astr = 'Bob'
try:
    print 'Hello'
    istr = int(astr)
    print 'There'
except:
    istr = -1

print 'Done', istr
```



Sample try / except

```
rawstr = raw_input('Enter a number:')
try:
    ival = int(rawstr)
except:
    ival = -1

if ival > 0 :
    print 'Nice work'
else:
    print 'Not a number'
```

```
$ python trynum.py
Enter a number:42
Nice work
$ python trynum.py
Enter a number:forty-two
Not a number
$
```

Exercise

Rewrite your pay computation to give the employee 1.5 times the hourly rate for hours worked above 40 hours.

Enter Hours: 45

Enter Rate: 10

Pay: 475.0

$$475 = 40 * 10 + 5 * 15$$

Exercise

Rewrite your pay program using try and except so that your program handles non-numeric input gracefully.

Enter Hours: 20

Enter Rate: nine

Error, please enter numeric input

Enter Hours: forty

Error, please enter numeric input

Summary

- Comparison operators
`== <= >= > < !=`
- Logical operators: `and` or `not`
- Indentation
- One-way Decisions
- Two-way decisions:
`if:` and `else:`
- Nested Decisions
- Multi-way decisions using
`elif`
- `try / except` to compensate
for errors
- Short circuit evaluations

Acknowledgements / Contributions

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