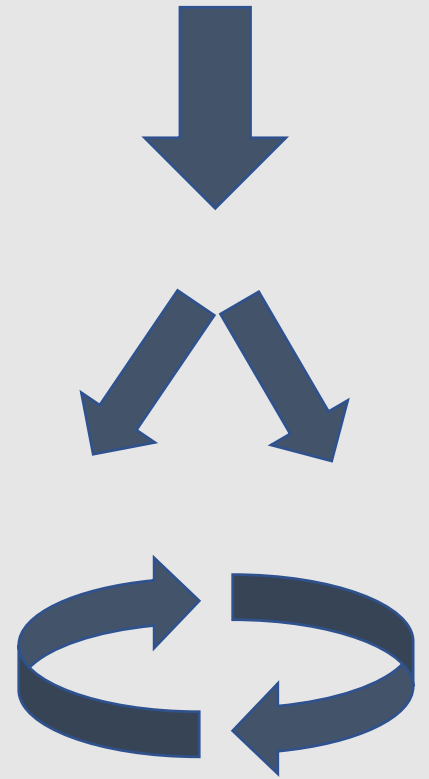


Python

Selection, Iteration, Operators, Functions

Sequence, Selection, Iteration

- **Sequence** mandates that statements be executed in order (line by line)
- **Selection** (conditional) statements will execute a **block of code once** when the condition is true
- **Iteration** allows us to **repeat** statements within a block **whilst** the condition is **true**



In this lecture

- Selection
- Operators
 - Comparison
 - Arithmetic
 - Logical
- Iteration
- Functions

Selection in Python

if

```
In[ ]: 1 | score = 45
        2 | if score >= 40 :
        3 |     print("You passed!")
```

In other words

```
score = 45
```

```
if score >= 40 :
```

Is the value of score (45) greater than (or equal) the value of 40?

Is 45 greater than 40?

True or False?

if

```
In[ ]: 1 | score = 45
        2 | if score >= 40 :
        3 |     print("You passed!")
```

if - running

```
In[ ]: 1 | score = 45
        2 | if score >= 40 :
        3 |     print("You passed!")
```

You passed!

if... else

```
In[ ]: 1 | score = 35
        2 | if score >= 40 :
        3 |     print("You passed!")
        4 | else
        5 |     print("Try again...")
```

In other words

```
score = 35
```

```
if score >= 40 :
```

Is 35 greater or less than 40?

In other words

```
score = 35
```

```
if score >= 40 :
```

Is 35 greater or less than 40? **LESS**

**Therefore, if score is NOT greater than 40,
can the conditional statement execute?**

if... else

```
In[ ]: 1 | score = 35
        2 | if score >= 40 :
        3 |     print("You passed!")
        4 | else
        5 |     print("Try again...")
```

if...else - running

```
In[ ]: 1 | score = 35
        2 | if score >= 40 :
        3 |     print("You passed!")
        4 | else
        5 |     print("Try again...")
```

Try again...

elif (**else if**)

```
In[ ]: 1 | score = 55
        2 | if score >= 40 :
        3 |     print("You passed!")
        4 | elif score >= 50 :
        5 |     print("You scored a C")
        6 | else
        7 |     print("Try again...")
```

elif (**else if**)

```
In[ ]: 1 | score = 55
      2 | if score >= 40 :
      3 |     print("You passed!")
      4 | elif score >= 50 :
      5 |     print("You scored a C")
      6 | else
      7 |     print("Try again...")
```

You passed!

elif (**else if**)

```
In[ ]: 1 | score = 45
        2 | if score >= 50 :
        3 |     print("You scored a C!")
        4 | elif score >= 40 :
        5 |     print("You passed!")
        6 | else
        7 |     print("Try again...")
```


elif (**else if**)

```
In[ ]: 1 | score = 45
        2 | if score >= 50 :
        3 |     print("You scored a C!")
        4 | elif score >= 40 :
        5 |     print("You passed!")
        6 | else
        7 |     print("Try again...")
```

elif (**else if**)

```
In[ ]: 1 | score = 45
        2 | if score >= 50 :
        3 |     print("You scored a C!")
        4 | elif score >= 40 :
        5 |     print("You passed!")
        6 | else
        7 |     print("Try again...")
```

elif (**else if**)

```
In[ ]: 1 | score = 45
        2 | if score >= 50 :
        3 |     print("You scored a C!")
        4 | elif score >= 40 :
        5 |     print("You passed!")
        6 | else
        7 |     print("Try again...")
```

You passed!

Selection in C and Java

- Other languages: C, C++, C# and Java feature a `switch` statement and a ternary (`?`) operator as alternate ways to select between blocks of code.
- Switch is not present in Python, nor is the '`?`' used.
- But the ternary functionality can be performed with `if` and `else` in the same line (introduced in Python 2.5):

```
value_if_true if condition else value_if_false
```

Comparison Operators

Operators

Greater than

>

Less than

<

Greater than or equal

>=

Less than or equal

<=

Equality

==

Not equal

!=

Operators

| Operator | Output |
|------------------------|-----------------------------------------|
| <code>x == y</code> | True if x and y have same value |
| <code>x != y</code> | True if x and y do not have same value |
| <code>x < y</code> | True if x is less than y |
| <code>x > y</code> | True if x is greater than y |
| <code>x <= y</code> | True if x is less than or equal to y |
| <code>x >= y</code> | True if x is greater than or equal to y |

Operators

```
In[ ]: 1 | score = 45  
      2 | score >= 40  
      3 |
```


Operators

```
In[ ]: 1 | score = 45  
      2 | score >= 40  
      3 |
```

True

Operators

```
In[ ]: 1 | score = 45  
      2 | score == 45  
      3 |
```

Operators

```
In[ ]: 1 | score = 45  
      2 | score == 45  
      3 |
```

True

Operators

```
In[ ]: 1 | score = 45  
      2 | score == '45'  
      3 |
```

Operators

```
In[ ]: 1 | score = 45  
      2 | score == '45'  
      3 |
```

False

Operators

```
In[ ]: 1 | score = 45  
      2 | score != 45  
      3 |
```

Operators

```
In[ ]: 1 | score = 45  
      2 | score != 45  
      3 |
```

False

Arithmetic Operators

Operators

Addition

+

Subtraction

-

Division

/

Modulus

%

Multiplication

*

Floor Division

//

Power of

**

Types

| Operator | | Output |
|----------|--|-----------------------------|
| 5 + 5 | | 10 |
| 5 - 4 | | 1 |
| 5 / 2 | | 2.5 |
| 50 % 4 | | 2 (mod gives the remainder) |
| 5 * 10 | | 50 |
| 5 // 2 | | 2 (round 2.5 down) |
| 5 ** 2 | | 25 (5 x 5) |

Operators

```
In[ ]: 1 | 8 ** 2 / 4  
      2 |
```

Operators

```
In[ ]: 1 | 8 ** 2 / 4  
      2 |
```

Operators

```
In[ ]: 1 | 64 / 4
```

```
2 |
```

16

Operators

```
In[ ]: 1 | 4 + 4 ** 2  
      2 |
```

Operators

```
In[ ]: 1 | 4 + 4 ** 2  
      2 |
```

Operators

```
In[ ]: 1 | 4 + 16
```

```
2 |
```

20

Operators

```
In[ ]: 1 | (4 + 4) ** 2  
      2 |
```

Operators

```
In[ ]: 1 | (4 + 4) ** 2  
      2 |
```

Operators

```
In[ ]: 1 | 8 ** 2
```

```
2 |
```

64

Logical Operators

Operators

Logical AND

and

Logical OR

or

Logical NOT

not

Operators

| Operator | | Output |
|----------|--|------------------------------|
| x or y | | Either x or y can be be True |
| x and y | | Both x and y have to be True |
| not x | | True only if x is False |

Operators

```
In[ ]: 1 | score = 45
        2 | if score >= 40 and score <= 100 :
        3 |     print("You passed!")
```

Operators

```
In[ ]: 1 | score = 45  
      2 | if score >= 40 and score <= 100 :  
      3 |     print("You passed!")
```

You passed!

Operators

```
In[ ]: 1 | score = 101  
      2 | if score < 0 or score > 100 :  
      3 |     print("Incorrect mark!")
```

Operators

```
In[ ]: 1 | score = 101  
      2 | if score < 0 or score > 100 :  
      3 |     print("Incorrect mark!")
```

Incorrect mark

Operators

```
In[ ]: 1 | score = -1  
      2 | if score < 0 or score > 100 :  
      3 |     print("Incorrect mark!")
```

Operators

```
In[ ]: 1 | score = -1  
      2 | if score < 0 or score > 100 :  
      3 |     print("Incorrect mark!")
```

Incorrect mark

Iteration in Python

while

```
In[ ]: 1 | i = 0
        2 | while i < 3 :
        3 |     print("Loop", i)
        4 |     i += 1
```

while - step

```
In[*]: 1 | i = 0
        2 | while i < 3 :
        3 |     print("Loop", i)
        4 |     i += 1
```

while - step

```
In[*]: 1 | i = 0
        2 | while i < 3 :
        3 |     print("Loop", i)
        4 |     i += 1
```


while - step

```
In[*]: 1 | i = 0
        2 | while i < 3 :
        3 |     print("Loop", i)
        4 |     i += 1
```

Loop 0

while - step

```
In[*]: 1 | i = 0
        2 | while i < 3 :
        3 |     print("Loop", i)
        4 |     i += 1
```

Loop 0

while - step

```
In[*]: 1 | i = 0  
      2 | while i < 3 :  
      3 |     print("Loop", i)  
      4 |     i += 1
```

Loop 0

while - step

```
In[*]: 1 | i = 0  
      2 | while i < 3 :  
      3 |     print("Loop", i)  
      4 |     i += 1
```

Loop 0

Loop 1

while - step

```
In[*]: 1 | i = 0  
      2 | while i < 3 :  
      3 |     print("Loop", i)  
      4 |     i += 1
```

Loop 0

Loop 1

while - step

```
In[*]: 1 | i = 0  
      2 | while i < 3 :  
      3 |     print("Loop", i)  
      4 |     i += 1
```

Loop 0

Loop 1

Loop 2

while - step

```
In[*]: 1 | i = 0  
        2 | while i < 3 :  
        3 |     print("Loop", i)  
        4 |     i += 1
```

Loop 0

Loop 1

Loop 2

while

```
In[ ]: 1 | i = 0
        2 | while i < 3 :
        3 |     print("Loop", i+1)
        4 |     i += 1
```


while

```
In[ ]: 1 | i = 0
        2 | while i < 3 :
        3 |     print("Loop", i+1)
        4 |     i += 1
```

Loop 1

Loop 2

Loop 3

for in range

```
In[ ]: 1 | for i in range(1,4) :  
      2 |     print(i)  
      3 |
```

for in range

```
In[ ]: 1 | for i in range(1,4) :  
      2 |     print(i)  
      3 |
```

1

2

3

for...in...

```
In[ ]: 1 | name = "Nick"  
      2 | for x in name :  
      3 |     print(x)
```

for...in...

```
In[ ]: 1 | name = "Nick"  
      2 | for x in name :  
      3 |     print(x)
```

N
i
c
k

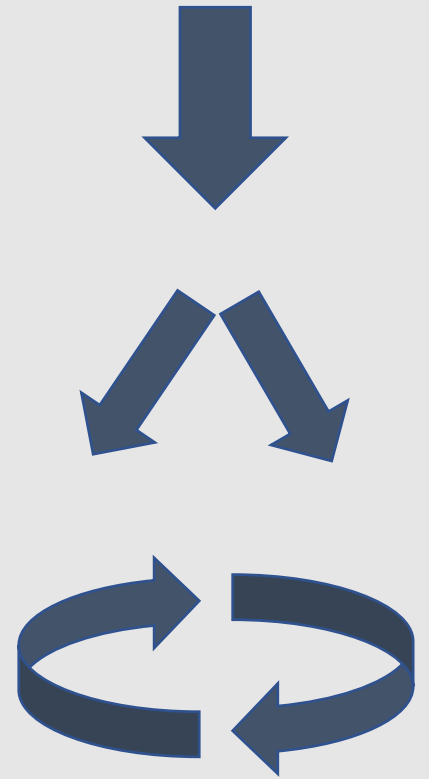
Iteration in C and Java

- Other languages: C, C++, C# and Java feature a `do while` and the `for` loop (`int i = 0; i < 5; i++`) as alternate ways to iterate over between blocks of code.
- The `for... in...` in Python is equivalent to the `for each` loop in other languages.
- `do while` is not present in Python, nor the traditional `for` loop.
- Increment operator (`++`) also not in Python because `int` is a **class**, not a primitive type.

Reminder

Sequence, Selection, Iteration

- **Sequence** mandates that statements be executed in order (line by line)
- **Selection** (conditional) statements will execute a **block of code once** when the condition is true
- **Iteration** allows us to **repeat** statements within a block **whilst** the condition is **true**



Functions in Python

Functions

A function is a block of code that performs a well defined task.

Could be a single line of code, or could be multiple statements which contribute to the achievement of a task.

In our first week, we shall use the main method to achieve basic tasks, such as outputting a message to the screen, or storing the user's name.

Functions

```
In[ ]: 1 | def get_input():  
      2 |     return input("Please enter your name: ")  
      3 |  
      4 |  
      5 |
```

Functions

```
In[ ]: 1 | def get_input():  
      2 |     return input("Please enter your name: ")  
      3 |  
      4 | name = get_input()  
      5 | print(name)
```

Functions - run

```
In[*]: 1 | def get_input():  
        2 |     return input("Please enter your name: ")  
        3 |  
        4 | name = get_input()  
        5 | print(name)
```

Functions - run

```
In[*]: 1 | def get_input():  
        2 |     return input("Please enter your name: ")  
        3 |  
        4 | name = get_input()  
        5 | print(name)
```

Functions - run

```
In[*]: 1 | def get_input():  
        2 |     return input("Please enter your name: ")  
        3 |  
        4 | name = get_input()  
        5 | print(name)
```

Please enter your name:

Functions - run

```
In[*]: 1 | def get_input():  
        2 |     return input("Please enter your name: ")  
        3 |  
        4 | name = get_input()  
        5 | print(name)
```

Please enter your name: Nick

Functions - run

```
In[*]: 1 | def get_input():  
        2 |     return input("Please enter your name: ")  
        3 |  
        4 | name = get_input()  
        5 | print(name)
```

Please enter your name: Nick

Functions

```
In[ ]: 1 | def get_input():  
      2 |     return input("Please enter your name: ")  
      3 |  
      4 | name = get_input()  
      5 | print(name)
```

Please enter your name: Nick

```
Out[ ]: Nick
```

Functions

```
In[ ]: 1 | def add():  
      2 |     return x + y  
      3 |  
      4 | x = 8  
      5 | y = 10  
      6 | add()
```

Functions

```
In[ ]: 1 | def add():  
      2 |     return x + y  
      3 |  
      4 | x = 8  
      5 | y = 10  
      6 | add()
```

```
Out[ ]: 18
```

