percipio20\_if\_statement.py × **EXPLORER 4 OPEN EDITORS** # Percipio video: Collections, Mapping, & Looping; The If Statement in Python percipio20\_if\_statement.p... **▲ PYTHON**  $n1 = ' \ n'$ ▶ Automate-Boring-Stuff Y # The if statement dends on conditions for execution ▶ my\_code age = 0 # 0 equals False so this code will not execute ▲ Percipio\_Python3-Course if age: # (%) print('False conditions do not execute') # ▶ 01 Start print('so, these statements won\'t print') # ▶ 02\_Data-Sequence Types 中 ■ 03\_Collections-Mapping-Lo.. age = 1 # 1 equals True so this code will execute percipio15\_range\_type\_a... if age: # percipio16\_set\_type.py print('True conditions execute the') # percipio17\_dict\_type.py print('indented suite of code') # percipio18\_while\_loop.py age = 17 # condition is an integer with comparisons below percipio19\_forloop.py if age >= 18: # percipio20\_if\_statement.... print('You are old enough to vote') # percipio21\_exercise\_nam... else: # ▶ 04\_Modules-Functions print('You are too young to vote') # ▶ 05 Classes ▶ 06\_Working-with-Files score = 91 # elseIf statements used below print('The grade was:', end=' ') # Notice the Print statements below (the letter grades) print in this line, ▶ 07\_Comprehensions after the "end=' '" code 08 Iterables-and-Generators if score < 60: # ▶ 09\_Exceptions print('F') # Python Projects\_2014 elif 60 <= score < 70: # print('D') # ■ Python\_Basics.txt elif 70 <= score < 79: # ■ Python\_Clear-Window-Comm... print('C') # elif 80 <= score < 90: # python\_exercises\_00.py print('B') # python\_exercises\_01.py elif 90 <= score < 100: # Python\_Tutorial\_Running-Scr... print('A') # Python\_Tutorials.md else: # print('Impossible!') # # Short forms of if statements # One single statement to print when the if condition is True. No False condition or else statement used. debug = True # create a debugging tool set to True while writing, and set to False upon code completion and delivery if debug: print('Score was:', score) # prints score from above statement # Long form code block if score > 59: #

result = 'Pass' #

result - 'Fail' #

else: #





