Si meeting Sundays 5-6pm csd room 55-2445

Center for student development

2nd floor, across from commons

Conditional statements

If-then-else

Arguments into function

Dependent on inputs

\*\*\*

If Boolean\_exp0: # evaluates to true/false.. true – looks at code..false goes to end

# else is if nothing else is true

\*indentation tells where statements begin/end (same amount)

#elif is else/if, optional

#else is optional too

# at most one block of code is executed (if,else exactpy one)

Nested ifs are legit

Boolean expressions

== equality test

<

>

<=

>=

!= not equal

(ensure double equals or equals is present if necessary)

Boolean operators

And

Or

Not

If (t>10 and t<20);

Statements

Elif Boolean\_exp1:

Statements

Elif Boolean\_exp2:

Statements

..

..

Else:

Statement

\*\*\*

Input(“input age”)

Inputstr = input(“enter” #always returning a string

If (inputstr>10) ERROR, string not a number, need to convert to number (integer or float)

Inputint =(inputstr)

Orrrrr

Float(inputstr) (similar to int()

Print(“print this string”)

\*\*\*

Def drawMouth( shape ):

If shape == “smile”

steps

Elif shape == “frwn”

steps

def drawEyes (radius):

move to first eye location

drawEye (radius):

move to second eye position

drawEye(radius):

steps)

def drawEye(radius):

turtle.circle(radius)

default values have to be at the end of the function

print is good for formatting

tests are important use lecture notes for tha

help (drawEyes)

testCases()

\*\*\*

Execution diagram

promptAndDrawFancyFace()

gets inputs

initWorldandDrawfancyFace(mouth = “smile”, eyeRadius = 30)

initWorld()

drawFancyFace(arguments)

drawBorder

…

drawEyes()

drawEye()

call stack: keep strack of whereto return to when a function finishes

call initWorld…

reenter here to go to to find promptThe….)