

Programming

If / elif / else

- The ability to check conditions
- Always based on True or False (booleans)
- Each type has their own type of “True”
 - True: “a”, 1, [“list”]
 - False: “”, 0, []
- Indentation

Examples

- if

Check variables

- Validate using “==” or “is”

Example

Elif and else

- “else” the condition is false, do something else
- “elif”, else if <condition>, to try an other condition

Loops

- As long as the condition is True
- As long as there is an element (for list)

For loops

- For each element in a list
- For each element in a range

Example

While loops

- As long as it is True

Example

Break

- Get out of a loop by using “break”