Review:

CONDITIONALS.

Conditional statements allow us change the behavior of a program depending on whether certain conditions are met.

Like this

```
x = 400
if x>0:
    print "Yep, it's positive."
```

The simplest conditional is the **if** statement.

If the expression after the **if** is true, then the indented statement is executed. Otherwise, nothing happens.

```
Yep, it's positive.
```

```
x = 11
if x%2 == 0:
    print "x is even!"
else:
    print "x is odd!"
```

A second type of conditional offers two possibilities using an **else** statement.

If the first condition is not true, then the second statement is executed.

```
x is odd!
```

```
x = 6
y = 2
if x<y:
    print "x is less than y!"
elif y<x:
    print "x is greater than y!"
else:
    print "x and y are equal."</pre>
```

A third type of conditional is used when we need more than 2 possibilities. That's **elif**, which is short for "else if."

```
x is greater than y!
```

You can link different conditions together using **and**, **or**, & **not**.

```
x = 10
if x%2 == 0 and x%3 == 0:
    print "This number is evenly divisible by both 2 and 3."
elif x%2 == 0:
    print "This number is divisible by 2."
elif x%3 == 0:
    print "This number is divisible by 3."
else:
    print "This isn't divisible by 2 or 3."
```

This number is divisible by 2.

Thes number is divisible by 2.

The first statement should be the most specific, because the program will evaluate each statement from top to bottom.

In other words, we want to identify all of the numbers that are divisible by 2 and 3 first,

then identify the numbers that are divisible by 2,

then identify the numbers that are divisible by 3,

then identify the numbers that aren't divisible by either.

(The group of numbers that is divisible by 2 and 3 is smaller than the group of numbers that is divisible by 2 only.)

```
x = 10
if x%2 == 0 and x%3 == 0:
    print "This number is evenly divisible by both 2 and 3."
elif x%2 == 0:
    "This number is divisible by 2."
elif x% == 0:
    vint This number is divisible by 3."
else
    print ". is isn't divisible by 2 or 3."
```

This number is a isible by 2.

We can use as many elif statements as we want.

```
CSstudents = ['Manik', 'James', 'Alex,' 'Jahntu', 'Malek']

if len(CSstudents) >=30:
    print "Wow, you have a huge class."

elif len(CSstudents) >=4:
    print "That's a good sized class!"

elif len(CSstudents) >=0:
    print "Well, at least someone wants to take the class."

else:
    print "Ms. Jenkins is so lonely in CS by herself."
```

That's a good sized class!

```
CSstudents = ['Manik', 'James', 'Alex,' 'Jahntu', 'Malek']

if leg CSstudents = 30:
    in: "Wow, yt have uge class."
elif len(CSstudents) >=4.
    pr.nt "That's a go i sized class!"
elif len(CSstudents) = 0:
    pr.nt "Wel', at least someone wants to take the class."
else:
    pr.nt "M. Je kins is so lonely in CS by herself."
```

That's good sized class!

WAIT A MINUTE: What is this??

That's a great question. Let's ask Python:

```
CSstudents = ['Manik', 'James', 'Alex,' 'Jahntu', 'Malek']
print type(CSstudents)
```



```
<type 'list'>
```

A list! What fun!

For now, let's remember that a **list** is a collection of items stored in a variable. It's in the same family as **integers**, **strings**, and **floats**.

These are all different types of values. Now, back to that example ...

```
CSstudents = ['Manik', 'James', 'Alex,' 'Jahntu', 'Malek']

if len(CSstudents) >=30:
    print "Wow, you have a huge class."

elif len(CSstudents) >=4:
    print "That's a good sized class!"

elif len(CSstudents) >=0:
    print "Well, at least someone wants to take the class."

else:
    print "Ms. Jenkins is so lonely in CS by herself."
```

That's a good sized class!

Your turn:

* Unit 3 - Exercises!