

Day-03 Lecture Notes



Goal - Treasure Island



Topics Covered:

- **Conditional Statements** - provides a choice based on a condition.

if-else	Nested if-else	if-elif-else	Multiple if
<pre>if condition: do this else: do this</pre>	<pre>if condition: if another condition: do this else: do this else: do this</pre>	<pre>if condition1: do A elif condition2: do B else: do this</pre>	<pre>if condition1: do A if condition2: do B if condition3: do C</pre>

- **Comparison and logical Operators**

Operator	Meaning
>	Greater Than
<	Less Than
> =	Greater Than Equal
< =	Less Than Equal to
==	Equal to
!=	Not Equal to

Operator	Condition
And	Both True
Or	Any one True
Not	Reverse/Flips

Tip1 : Use draw.io for creating diagrams or Flowcharts easily.

Tip2 : Idle Indentation for the code is 4 spaces.

▼ Goal

1. Create a Treasure Hunt Game Based on User Choice!

Refer FlowChart