

Conditional Control Structures

A conditional is a **control structure**.

Sequential structure: the computer runs instructions line by line, top to bottom, without decisions.

Control structure: the computer decides which lines to run, based on a True/False test (a condition).

Operators You Put Inside Conditions

Relational (comparisons)

Operator	Meaning	Example	Result Example
<code>==</code>	equal to	<code>x == y</code>	<code>5 == 5</code> → True
<code>!=</code>	not equal to	<code>x != y</code>	<code>4 != 5</code> → True
<code>></code>	greater than	<code>x > y</code>	<code>7 > 5</code> → True
<code><</code>	less than	<code>x < y</code>	<code>3 < 5</code> → True
<code>>=</code>	greater than or equal	<code>x >= y</code>	<code>5 >= 5</code> → True
<code><=</code>	less than or equal	<code>x <= y</code>	<code>4 <= 5</code> → True

Note: `<>` is not valid in Python 3. Use `!=`.

Logical (combine or flip conditions)

Operator	Meaning	Example	Result Example
<code>and</code>	both must be True	<code>x>5 and y<10</code>	<code>7>5 and 3<10</code> → True
<code>or</code>	at least one is True	<code>x>5 or y<10</code>	<code>2>5 or 3<10</code> → True
<code>not</code>	flip True/False	<code>not(x>5)</code>	<code>not(7>5)</code> → False

Membership (in a collection)

Operator	Meaning	Example	Result Example
<code>in</code>	left value is inside right	<code>x in [1,2,3]</code>	<code>2 in [1,2,3] → True</code>
<code>not in</code>	left value is not inside	<code>x not in "abc"</code>	<code>'z' not in "abc" → True</code>

Identity (same object in memory)

Operator	Meaning	Example	Note
<code>is</code>	is the same object	<code>a is b</code>	Use <code>==</code> for value equality
<code>is not</code>	is not the same object	<code>a is not b</code>	Identity ≠ equality

Conditional Structures with Short Python Examples

```
In [53]: # Simple if
x = 10
if x > 5:
    print("x > 5") # prints because 10 > 5
```

`x > 5`

```
In [54]: # if - else
x = 3
if x > 5:
    print("x > 5")
else:
    print("x <= 5") # prints because 3 <= 5
```

`x <= 5`

```
In [55]: # if - elif - else
x = 7
if x > 10:
    print("x > 10")
elif x > 5:
    print("5 < x <= 10") # prints
else:
    print("x <= 5")
```

`5 < x <= 10`

```
In [56]: # Nested if
x = 12
if x > 5:
    if x % 2 == 0:
        print("x > 5 and even") # prints
    else:
        print("x > 5 and odd")
```

`x > 5 and even`

```
In [57]: # while with a condition
count = 3
print("Countdown")
while count > 0:
    print(count)
    count = count - 1
print("Lift off!")
```

Countdown
3
2
1
Lift off!

```
In [58]: # "Switch"-style in Python (match/case, Python 3.10+)
grade = 85
match grade:
    case g if g >= 90:
        print("A")
    case g if g >= 80:
        print("B") # prints
    case g if g >= 70:
        print("C")
    case _:
        print("F")
```

B

Combining Operators in Real Checks

```
In [59]: # Relational + logical
age = 16
has_id = True
if (age >= 18) and has_id:
    print("Access granted")
else:
    print("Access denied") # prints
```

Access denied

```
In [60]: # Membership
choice = "yes"
if choice.lower() in ["yes", "y"]:
    print("Proceed") # prints
else:
    print("Stop")
```

Proceed

```
In [61]: # Identity vs equality
a = [1, 2, 3]
b = [1, 2, 3]
print(a == b) # True: same values
print(a is b) # False: different objects in memory
```

True
False

Quick Reminder: Control vs Sequential (with code)

```
In [62]: # Sequential structure (runs every line, top to bottom)
print("Start")          # 1. runs
total = 0               # 2. runs
total = total + 10      # 3. runs
print("Total:", total)  # 4. runs -> Total: 10
print("End")           # 5. runs
# Output always shows Start, Total: 10, End (no decisions made)
```

Start
Total: 10
End

```
In [63]: # Conditional control structure (decides which lines to run)
x = 7
print("Start")
if x > 10:
    print("x is greater than 10")
elif x > 5:
    print("x is greater than 5 but not more than 10") # this runs
else:
    print("x is 5 or less")
print("End")
# Middle line changes depending on x
```

Start
x is greater than 5 but not more than 10
End

```
In [64]: count = 3
print("Countdown")
while count > 0:
    print(count)
    count = count - 1
print("Lift off!")
```

Countdown
3
2
1
Lift off!

Long if Control Strucutre Example

```
In [65]: age = 61
is_student = False
has_id = True
day = "wednesday" # e.g., "monday"... "sunday"
time_24h = 16      # 0..23
```

```

if (age >= 18 and has_id) or (age < 18 and has_id):
    # inside: we know has_id is True (any age), so check age buckets
    if age < 3:
        price = 0
        category = "infant (free)"
    elif age < 12:
        price = 60
        category = "child"
    elif age < 60:
        # adult: possible student discount
        if is_student and day in ["monday", "tuesday", "wednesday"]:
            price = 70
            category = "adult student midweek"
        else:
            price = 100
            category = "adult"
    else:
        # senior: nested time/day adjustments
        if day in ["monday", "tuesday", "wednesday", "thursday"] and time_24
            price = 60
            category = "senior matinee (weekday)"
        elif day in ["saturday", "sunday"]:
            # weekend surcharge then possible early-bird reduction
            if time_24h < 12:
                price = 70
                category = "senior early-bird (weekend)"
            else:
                price = 90
                category = "senior (weekend)"
        else:
            price = 75
            category = "senior (regular)"

    # global promos layered after category pricing
    # midweek promo for everyone at exactly 16:00 on Wednesday
    if day == "wednesday" and time_24h == 16:
        price = max(price - 10, 0)
        promo = "midweek-16 discount"
    else:
        promo = "none"

    print("access: granted")
    print("category:", category)
    print("promo:", promo)
    print("final price:", price)

else:
    # no id → no access
    print("access: denied - valid id required")

```

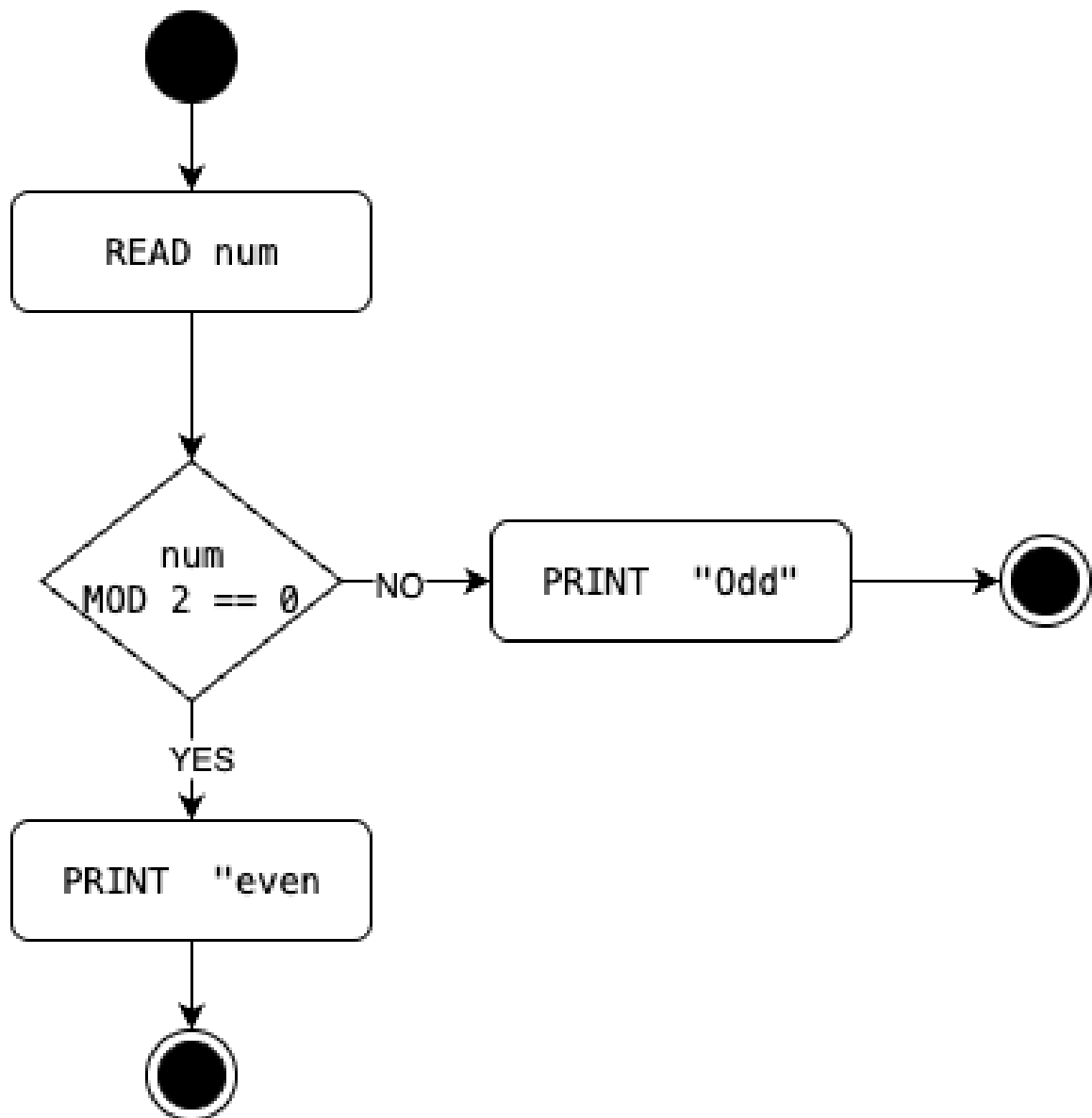
```

access: granted
category: senior matinee (weekday)
promo: midweek-16 discount
final price: 50

```

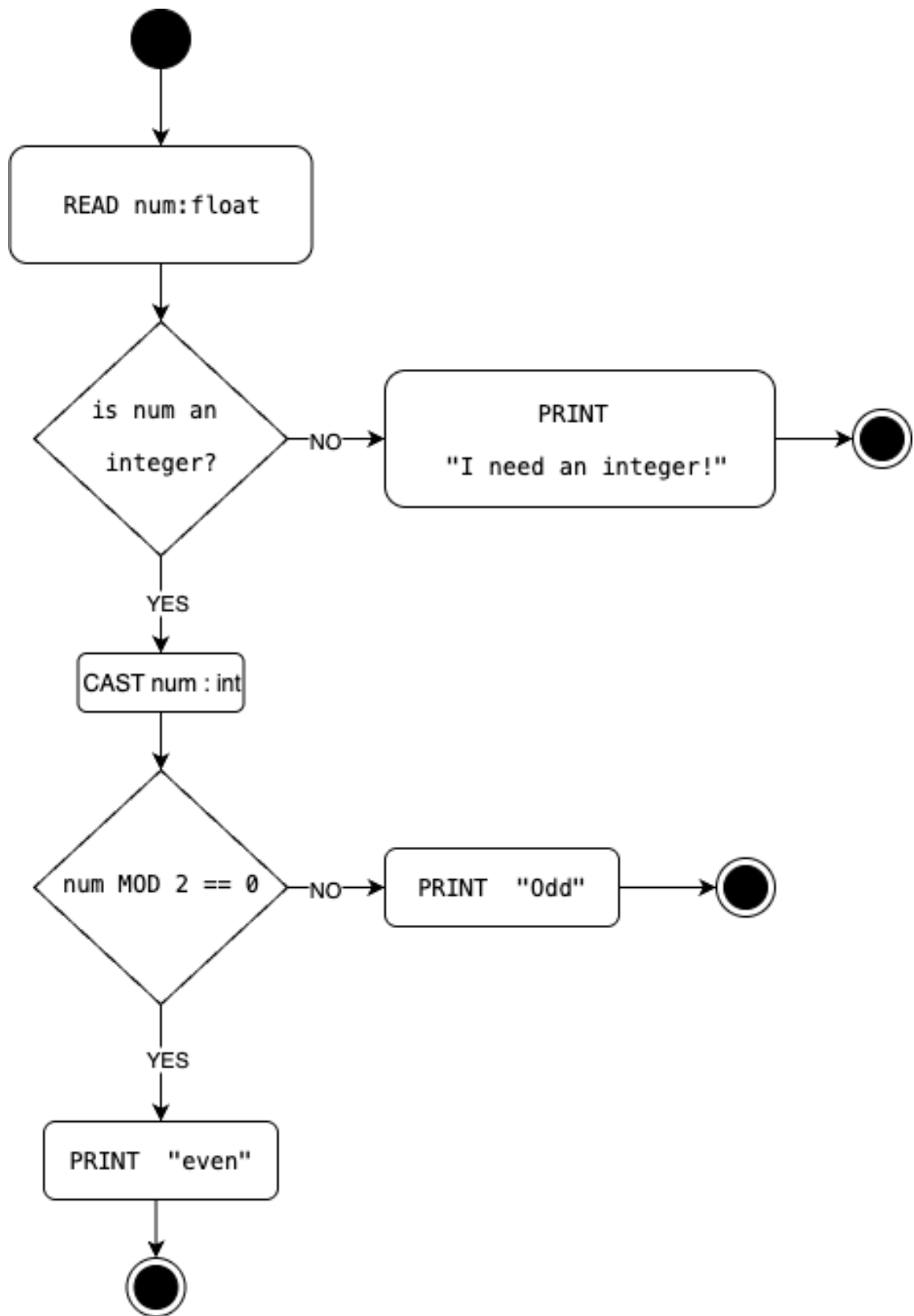
Exercises

1) Even / Odd



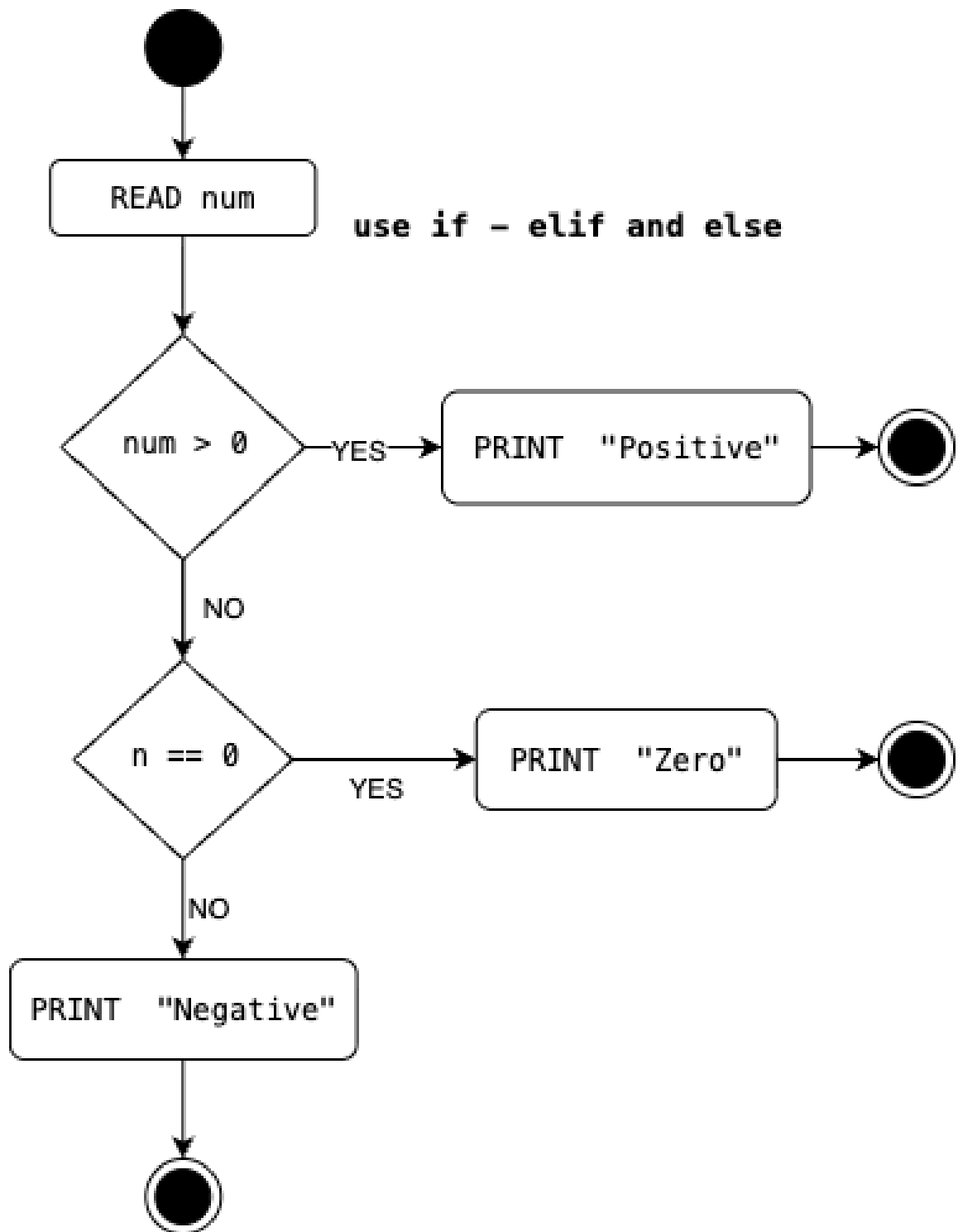
In [65]:

2) Even / Odd (integer check)



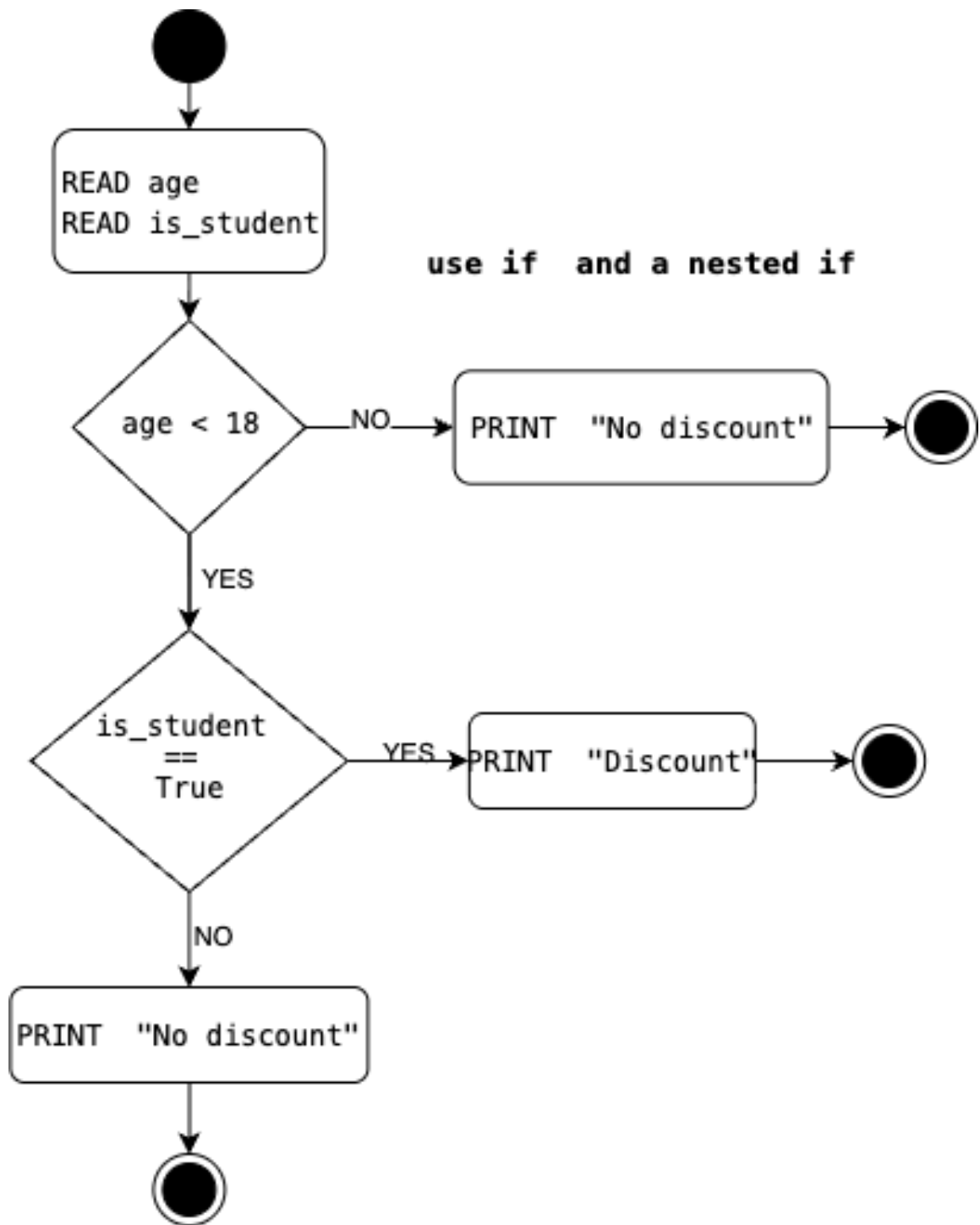
In [65]:

3) Positive / Negative / Zero (use if - elif and else)



In [65]:

4) Discount / No Discount (use if and a nested if)



In [65]: