Programming Fundamental A Hitchhiker Guide to Coding with Python

Lesson 3: Logical Conditions

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| Lesson 3: Logical Conditions | Programming Fundamental |
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Lesson Outline

| 1 | Boolean Data Type | |
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| 2 | Boolean Operators | |
| 3 | Comparison Operators | |
| 4 | Procedural Programming | |
| 5 | Flowcharts | |
| 6 | Condition Control Statements | |
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| | Lesson 3: Logical Conditions Pr | ogramming Fundamental |
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Boolean Data Type

A largely self-taught English mathematician, philosopher, and logician, most of whose short career was spent as the first professor of mathematics at Queen's College, Cork in Ireland.

He worked in the fields of differential equations and algebraic logic, and is best known as the author of The Laws of Thought (1854) which contains Boolean algebra.

Boolean logic is credited with laying the foundations for the Information Age



George Boole (2 Nov 1815 - 8 Dec 1864)

| Class | Members | Data Type |
|-------|-------------|-----------|
| bool | True, False | Boolean |

Boolean Operators

| Operation | Operator | Example | Result |
|-------------|----------|-----------------|--------|
| Conjunction | and | True and True | True |
| | | True and False | False |
| | | False and True | False |
| | | False and False | False |
| Disjunction | or | True or True | True |
| | | True or False | True |
| | | False and True | True |
| | | False and False | False |
| Negation | not | not True | False |
| | | not False | True |

| Operation | Operator | Example | Result |
|------------|----------|---------------------|--------|
| Equality | == | 5 == 5.0 | True |
| | | -1.255 == -1.25 | False |
| | | 'Hello' == 'Hello ' | False |
| | | 'A' == 'a' | False |
| Inequality | != | 5 != 5.0 | False |
| | | -1.255 != -1.25 | True |
| | | 'Hello' != 'Hello ' | True |
| | | 'A' != 'a' | True |

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| Operation | Operator | Example | Result |
|------------|-----------------|---------------------|--------|
| Equality | == | 5 == 5.0 | True |
| | | -1.255 == -1.25 | False |
| | | 'Hello' == 'Hello ' | False |
| | | 'A' == 'a' | False |
| Inequality | != | → 5 != 5.0 | False |
| | | -1.255 != -1.25 | True |
| | | 'Hello' != 'Hello ' | True |
| | | 'A' != 'a' | True |
| | ot $(5 == 5.0)$ | | |

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| Operation | Operator | Example | Result |
|---------------------|----------|---------------|--------|
| Strict Ordinalities | < | 5 < 5.14 | True |
| (Less than) | | -3.50 < -4.59 | False |
| | | 1 < 1 | False |
| | | -1 < 0 < 1 | True |
| | | 'a' < 'b' | True |
| | | 'BNK' < 'BNA' | False |

| Operation | Operator | Example | Result |
|---------------------|----------|---------------|--------|
| Strict Ordinalities | < | 5 < 5.14 | True |
| (Less than) | | -3.50 < -4.59 | False |
| | | 1 < 1 | False |
| | | -1 < 0 < 1 | True |
| | | 'a' < 'b' | True |
| | | 'BNK' < 'BNA' | False |

Lesson 3: Logical Conditions Programming Fundamental

(-1 < 0) and (0 < 1)

Lexicographical ordering for strings uses the Unicode code point number to order individual characters.

```
>>> ord('a')
97
>>> ord('b')
98
>>> ord('A')
65
>>> ord('B')
66
>>> ord('K')
75
```

```
>>> 'a' < 'b'
True
>>> 'A' < 'a'
True
>>> 'ENK' < 'BNA'
False
```

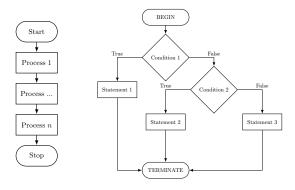
| Operation | Operator | Example | Result |
|---------------------|----------|---------------|--------|
| Strict Ordinalities | > | 5 > 5.14 | False |
| (Greater than) | | -3.50 > -4.59 | True |
| | | 1 > 1 | False |
| | | 999 > 99 > 9 | True |
| | | 'a' > 'b' | False |
| | | 'BNK' > 'BNA' | True |

| Operation | Operator | Example | Result |
|-------------------------|----------|----------------|--------|
| Ordinalities | <= | 5 <= 5.14 | True |
| (Less than or equal to) | | -3.50 <= -4.59 | False |
| | | 1 <= 1 | True |
| | | -1 <= 0 <= 1 | True |
| | | 'a' <= 'b' | True |
| | | 'BNK' <= 'BNA' | False |

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| Operation | Operator | Example | Result |
|----------------------------|----------|----------------|--------|
| Ordinalities | >= | 5 >= 5.14 | False |
| (Greater than or equal to) | | -3.50 >= -4.59 | True |
| | | 1 >= 1 | True |
| | | 999 >= 99 >= 9 | True |
| | | 'a' >= 'b' | False |
| - | | 'BNK' >= 'BNA' | True |

Procedural Programming



Procedural Programming

| Length = float(input('Enter the length: ')) | Width = float(input('Enter the width: ')) | Area = Width * Length | print('Area is', Area) | Area = Width * Length | Area = Width * Length | Area = Width * Length | Area = Width * Length

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Flowcharts Flowline Terminal

Shows the process's order of operation. A line coming from one symbol and pointing at another.

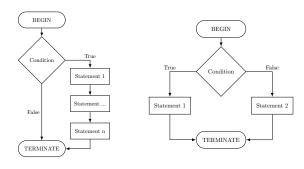
Indicates the beginning and ending of a program or sub-process.

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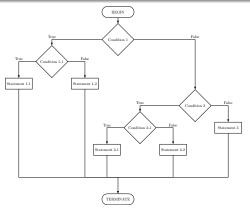
Process Desision Represents a set of operations that changes value, form, or location of data. Shows a conditional operation that determines which one of the two paths the program will take.

Flowcharts Input/Output More ... Indicates the process of inputting See Chapter 3 of the course and outputting data, as in materials. entering data or displaying results. Lesson 3: Logical Conditions Programming Fundamental

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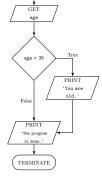


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```
BEGIN
   ask_age.py
   age = float(input('How old are you? '))
   if age > 35:
       print('You are old.')
                                                                      True
                                                           age > 35
3
   print('The program is done.')
                                                                      old.'
    >_ python ask_age.py
                                                           False
   How old are you? 42
    You are old.
    The program is done.
                                                          TERMINATE
                  Lesson 3: Logical Conditions Programming Fundamental
```

How old are you? 12 The program is done.

```
ask_age.py
   age = float(input('How old are you? '))
   if age > 35:
      print('You are old.')
3
   print('The program is done.')
   >_ python ask_age.py
```



BEGIN

```
ask_salary.py
   salary = float(input('Enter the salary: '))
   if salary < 10000:
2
       salary = salary + 2000
                                                             salary
                                                                         True
3
                                                             < 10000
       print('Now, your salary is', salary)
   print('The program is done.')
                                                                       salary + 2000
                                                            False
    >_ python ask_salary.py
                                                                        salary
    Enter the salary: 7500
    Now, your salary is 9500
    The program is done.
```

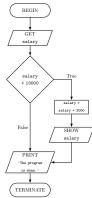
BEGIN

TERMINATE

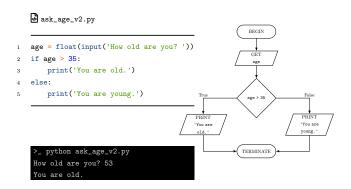
```
1 salary = float(input('Enter the salary: '))
2 if salary < 10000:
3 salary = salary + 2000
4 print('Now, your salary is', salary)
5 print('The program is done.')
```

>_ python ask_salary.py Enter the salary: 10000 The program is done.

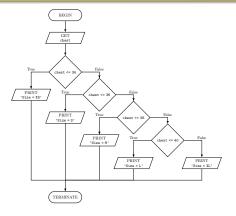
ask_salary.py



```
ask_age_v2.py
                                                               BEGIN
   age = float(input('How old are you? '))
   if age > 35:
        print('You are old.')
3
   else:
        print('You are young.')
5
                                                               age > 35
                                                                              False
                                                                              'You are
                                                 'You are
                                                                              young.'
                                                 old.'
    >_ python ask_age_v2.py
                                                             TERMINATE
    How old are you? 35
    You are young.
```



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Lesson 3: Logical Conditions Programming Fundamental

```
ch_size.py
```

```
chest = float(input('Chest length?'))
if chest <= 34:
    print('Size = XS')
elif chest <= 36:
    print('Size = S')
elif chest <= 38:
    print('Size = M')
elif chest <= 40:
    print('Size = L')
else:
    print('Size = XL')</pre>
```

```
>_ python ch_size.py
Chest length? 24
Size = XS
```

```
>_ python ch_size.py
Chest length? 37.5
Size = M
```

>_ python ch_size.py Chest length? 46 Size = XL

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```
ch_size.py
```

```
>_ python ch_size.py
Chest length? 24
Size = XS
```

```
>_ python ch_size.py
Chest length? 37.5
Size = M
```

>_ python ch_size.py Chest length? 46 Size = XL

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Write a Python program to find the minimum of three values.

min_val.py

```
1  x = float(input('Enter a number: '))
2  y = float(input('Enter a number: '))
3  z = float(input('Enter a number: '))
4  minimum = x
5  if y < minimum:
6  minimum = y
7  if z < minimum:
8  minimum = z
9  print('The minimum is', minimum)</pre>
```

```
>_ python min_val.py
Enter a number: 18
Enter a number: 2
Enter a number: 999
The minimum is 2
```

>_ python min_val.py Enter a number: 56.34 Enter a number: 3.14 Enter a number: 0.11 The minimum is 0.11

Write a Python program to check if the input integer is whether even or odd.

```
check_int.py
```

```
1  x = int(input('Enter an integer: '))
2  r = x % 2
3  if r == 0:
4     result = 'even'
5  else:
6     result = 'odd'
7  print(x, 'is', result)
```

```
>_ python check_int.py
Enter an integer: 1444
1444 is even
```

>_ python check_int.py Enter an integer: -361 -361 is odd

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For the first two years, a dog year is equal to 10.5 human years. After that, each dog year equals 4 human years. Write a Python program to calculate a dog's age in dog's years.

```
dog_age.py
```

```
1  dog_age = float(input('Dog Age: '))
2  if dog_age <= 2:
3     dog_year = 10.5 * dog_age
4  else:
5     dog_year = 10.5*2 + 4*(dog_age-2)
6  print('Dog year is', dog_year)</pre>
```

>_ python dog_age.py Dog Age: 15 Dog year is 73

Write a Python program to translate a score to the corresponding level. Use the following table for the translation.

```
level.py
```

```
score = float(input('Enter a score: '))
    if (score < 0) or (score > 100):
        print('Score is out of range')
3
        print('Please try again')
    else:
5
        if score < 60:
            level = 'NOOB'
        elif score < 80:
            level = 'SUPER'
        else:
10
            level = 'LEGEND'
11
        print('Your level is', level)
```

```
        Score
        Level

        [0, 60)
        NOOB

        [60, 80)
        SUPER

        [80, 100]
        LEGEND
```

```
>_ python level.py
Enter a score: 99
Your level is LEGEND
```

```
>_ python level.py
Enter a score: 999
Score is out of range
Please try again
```