Title: Notes, Week 3

Name: Zach Caldwell
Class: CS 112-01
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Cues:	**Notes:**
Flow control	1. Flow control statements: a. Are used for making decisions. b. Correspond to flowchart symbols. c. Use comparison operators and comparable values.
Boolean values	i. Binary True/False values can be stored in the Boolean data type. 1. Thus, True/False are reserved keywords and can't be used as variable names.
Boolean operators	ii. Boolean operators: 1. Also known as binary operators. Used to evaluate an expression with multiple Boolean values down to a single value. 2. Possible outcomes can be determined using a "truth table". 3. Consists of the 'and', 'or', and 'not' operators.
The 'and' operator	4. The 'and' operator returns True if and only if both of its arguments evaluate to True.
The 'or' operator	5. The 'or' operator returns True if either of its arguments evaluate to True.
The 'not' operator	6. The 'not' operator returns the opposite of what its argument evaluates to (True for False and vice-versa).
Comparison operators	iii. Comparison operators: 1. Used to test the relation of one value to another; evaluates to either True or False. 2. Test if equal: == 3. Not equal: != 4. Less than: < 5. Greater than: > 6. Less than or equal: <= 7. Greater than or equal: >=
String comparison gotcha	8. == and != can be used with any data type; however, comparing an integer/float to a string without a proper conversion will return False.
String comparisons	9. The <, >, <=, and >= operators only work correctly with integer/float comparisons, not string-to-string.

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Assignment vs. Equality	10. = and == differ in that the first performs an assignment, the other a comparison.
‘If’ statements	iv. ‘If’ statements: 1. Execute a block of code if the given expression evaluates to True.
‘Else’ statements	2. An ‘else’ statement can be placed afterwards to execute an alternate block of code if the condition returns False.
‘Elif’ statements	3. An ‘elif’ statement functions as a combination of ‘else’ and another ‘if’ statement.
‘While’ statements	v. ‘While’ statements: 1. Execute a block of code repeatedly, as long as the given condition evaluates to True.
‘Break’ statements	2. Can be exited from inside the code block using a ‘break’ statement’.
‘For’ statements	vi. ‘For’ statements are used to execute a block of code a certain number of times, or to iterate though a range.

Summary/Reflection: