If, elif , else Statements

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- Let's begin to learn about **control flow**
- We often only want certain code to execute when a particular condition has been met.
- For example, **if** my dog is hungry (some condition), then I will feed the dog (some action).

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- To control this flow of logic we use some keywords:
    - **if**
    - **elif**
    - **else**

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- Control Flow syntax makes use of colons and indentation (whitespace).

- This indentation system is crucial to Python and is what sets it apart from other programming languages.

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- Syntax of an **if/else** statement

```
if some_condition:
    # execute some code
else:
    # do something else
```

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- Syntax of an **if/else** statement

```python
if some_condition:
    # execute some code
elif some_other_condition:
    # do something different
else:
    # do something else
```
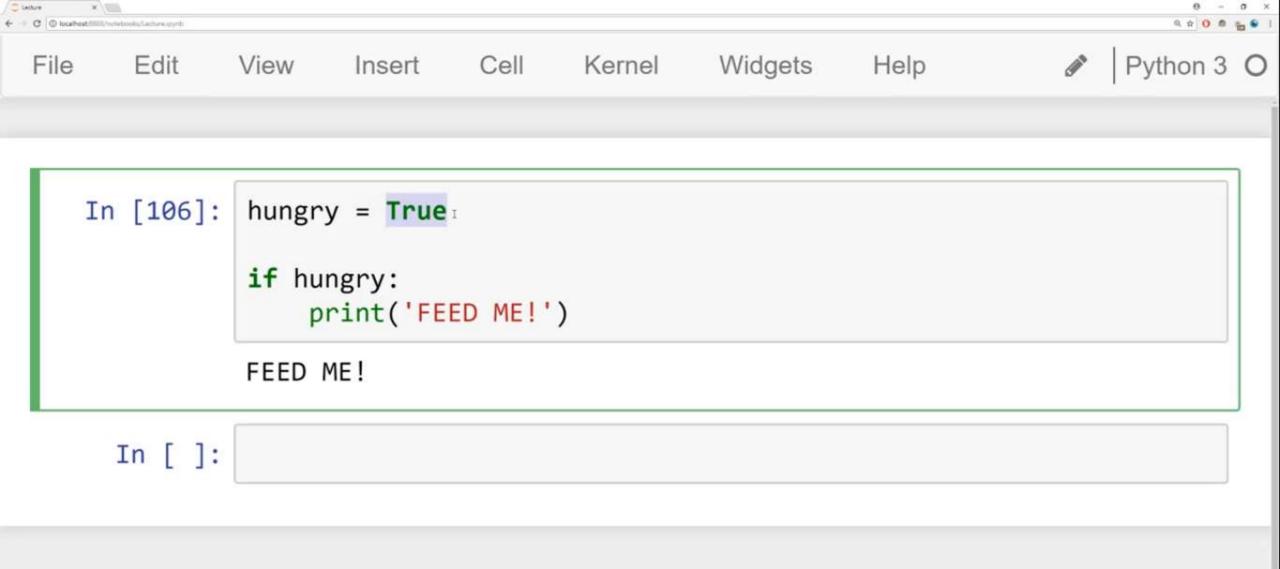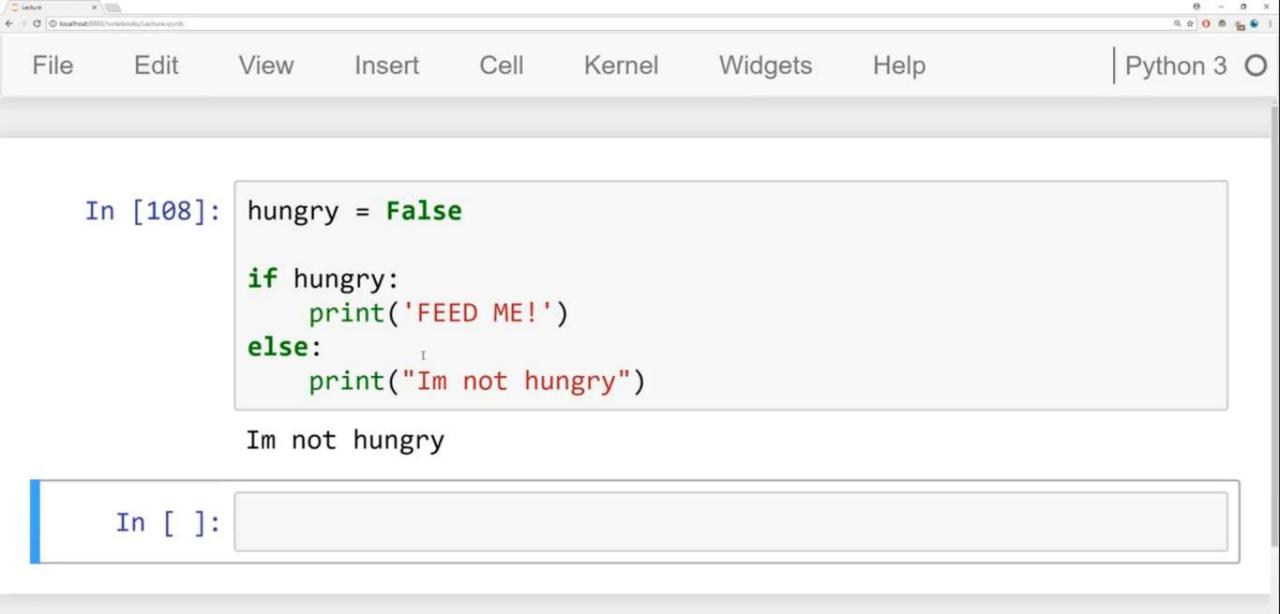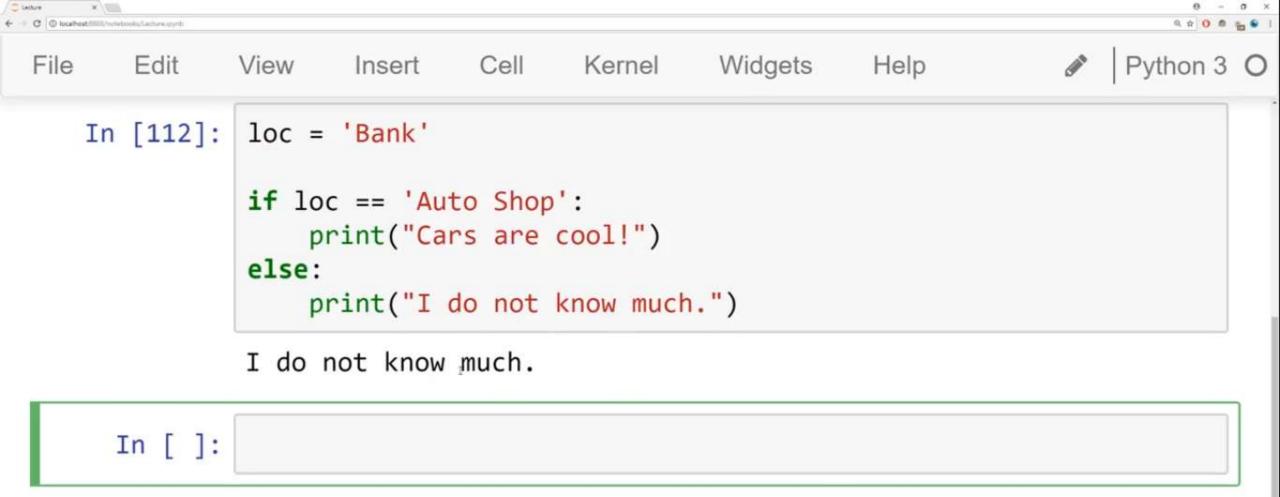
```python
In [106]: hungry = True

          if hungry:
              print('FEED ME!')

          FEED ME!
```

In [ ]:

```
In [108]:  hungry = False

           if hungry:
               print('FEED ME!')
           else:
               print("Im not hungry")
```

Im not hungry

In [ ]:

```python
In [112]: loc = 'Bank'

if loc == 'Auto Shop':
    print("Cars are cool!")
else:
    print("I do not know much.")
```

I do not know much.

```python
In [ ]:
```

FEED ME!

```
In [113]: loc = 'Bank'

if loc == 'Auto Shop':
    print("Cars are cool!")
elif loc == 'Bank':
    print("Money is cool!")
else:
    print("I do not know much.")
```

Money is cool!

```
In [ ]:
```

FEED ME!

In [114]:
```python
loc = 'Bank'

if loc == 'Auto Shop':
    print("Cars are cool!")
elif loc == 'Bank':
    print("Money is cool!")
elif loc == 'Store':
    print("Welcome to the store!")
else:
    print("I do not know much.")
```

Money is cool!

In [ ]:

FEED ME!

```python
In [116]: loc = 'Store'

          if loc == 'Auto Shop':
              print("Cars are cool!")
          elif loc == 'Bank':
              print("Money is cool!")
          elif loc == 'Store':
              print("Welcome to the store!")
          else:
              print("I do not know much.")

          Welcome to the store!
```

```python
In [ ]:
```

FEED ME!

In [117]:
```python
loc = 'Game'

if loc == 'Auto Shop':
    print("Cars are cool!")
elif loc == 'Bank':
    print("Money is cool!")
elif loc == 'Store':
    print("Welcome to the store!")
else:
    print("I do not know much.")
```

I do not know much.

In [ ]:

```
In [117]:   loc = 'Game'

            if loc == 'Auto Shop':
                print("Cars are cool!")
            elif loc == 'Bank':
                print("Money is cool!")
            elif loc == 'Store':
                print("Welcome to the store!")
            else:
                print("I do not know much.")
```

I do not know much.

```
In [ ]:     name = 'Sammy'

            if name == 'Frankie':
                print("Hello Frankie!")
            elif name == 'Sammy':
                print("Hello Sammy")
            else:
                print("What is your name?")
```

```
elif loc == 'Store':
    print("Welcome to the store!")
else:
    print("I do not know much.")
```

I do not know much.

In [118]:
```
name = 'Sammy'

if name == 'Frankie':
    print("Hello Frankie!")
elif name == 'Sammy':
    print("Hello Sammy")
else:
    print("What is your name?")
```

Hello Sammy

In [ ]:

```python
elif loc == 'Store':
    print("Welcome to the store!")
else:
    print("I do not know much.")
```

I do not know much.

In [119]:
```python
name = 'Frankie'

if name == 'Frankie':
    print("Hello Frankie!")
elif name == 'Sammy':
    print("Hello Sammy")
else:
    print("What is your name?")
```

Hello Frankie!

In [ ]:

```python
elif loc == 'Store':
    print("Welcome to the store!")
else:
    print("I do not know much.")
```

I do not know much.

```python
In [120]: name = 'Jose'

if name == 'Frankie':
    print("Hello Frankie!")
elif name == 'Sammy':
    print("Hello Sammy")
else:
    print("What is your name?")
```

What is your name?

In [ ]: