



CL07 - Conditional Control Flow

Control flow is *linear*

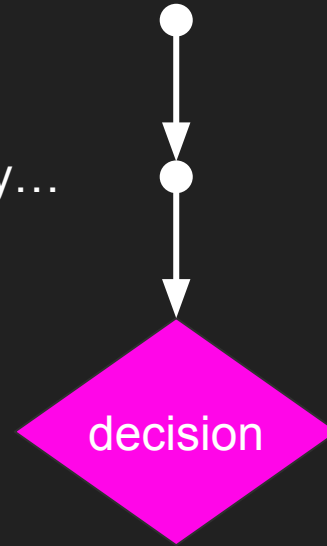
Going about your day...



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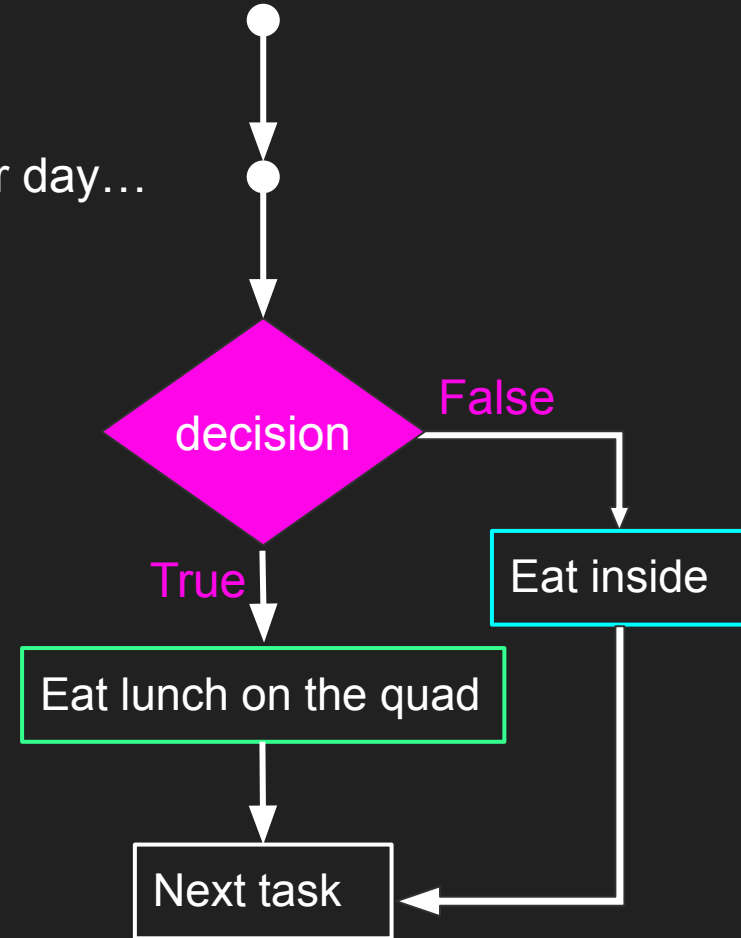
Is the weather nice?



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Going about your day...

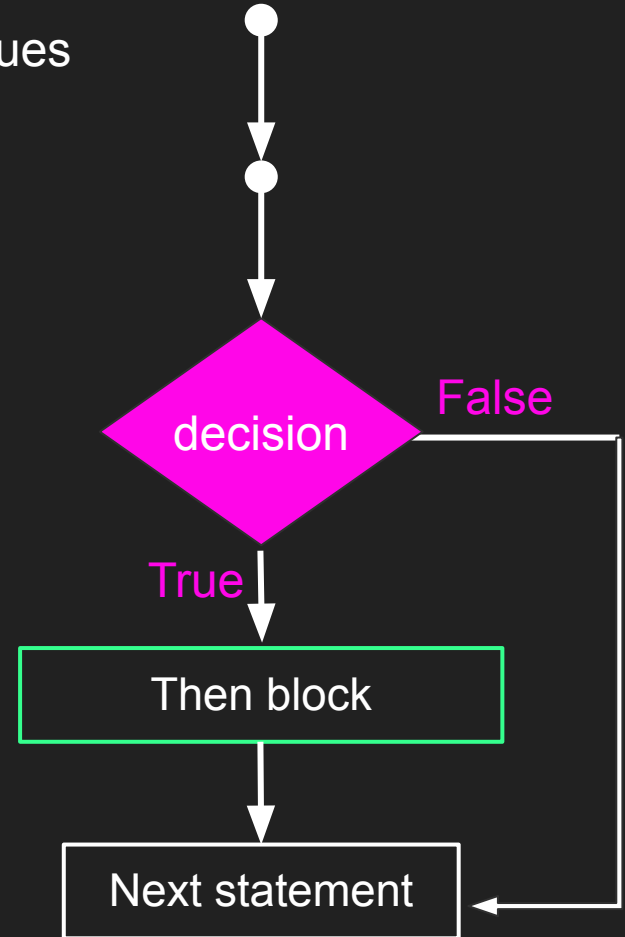
Is the weather nice?



If-then-else / *Conditional* Statements

Code that behaves conditionally based on input values

```
if <condition>: ← bool  
    <then, execute these statements>  
<rest of program>
```



If-then-else / *Conditional* Statements

Code that behaves conditionally based on input values

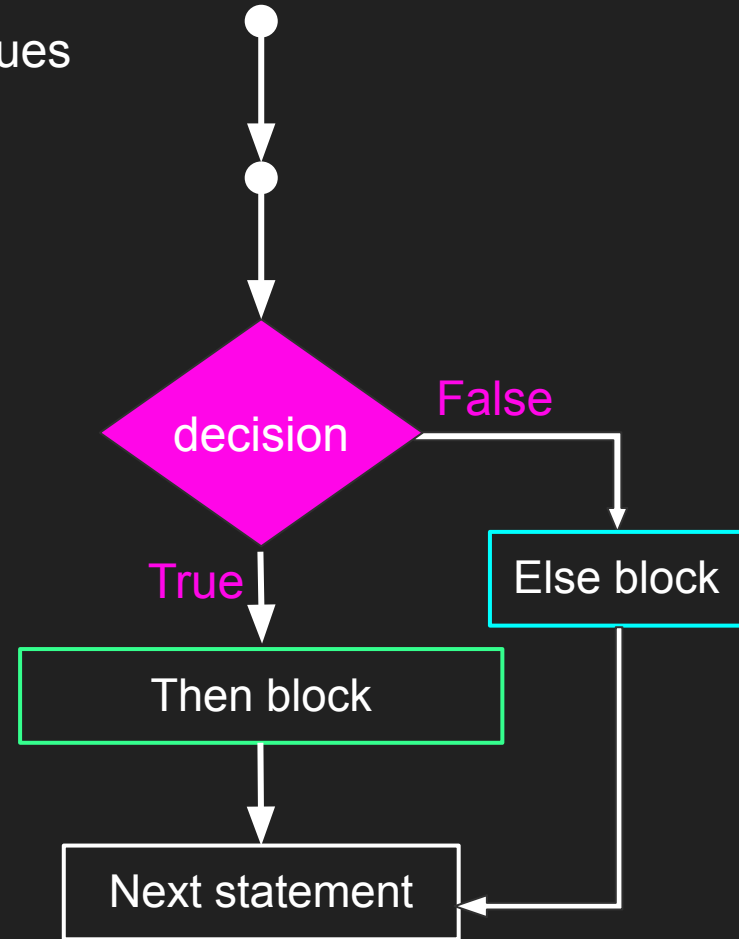
if <condition>:

<then, execute these statements>

else:

<execute these other statements>

<rest of program>

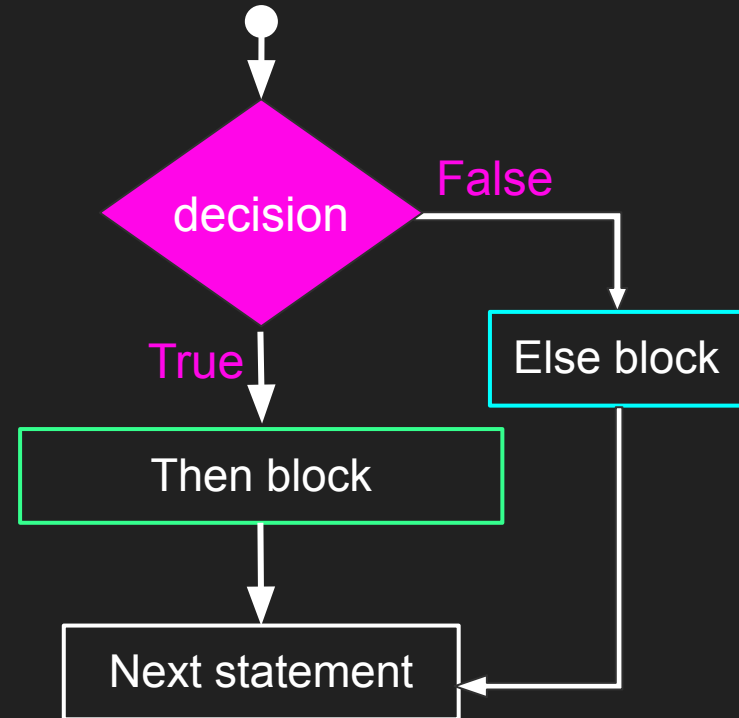


General syntax and semantics

Semantics:

1. When evaluation reaches an **if statement**, the **boolean test expression** is evaluated.
2. If the expression evaluates to **True**, control continues into the **then statement block**. If the then statement block completes without a return, control continues by moving on to the next statement after the if statement.
3. Otherwise, if the test expression evaluates to **False**, control *jumps over the then block* and continues to the next line, whether it is an **else statement block** or the next statement in the program.

```
if <condition>:  
    <then block>  
else:  
    <else block>  
<rest of program>
```



```
1  """Examples of conditionals."""
2
3
4  def number_report(x: int) -> None:
5      """Print some numerical properties of x"""
6      if x % 2 == 0:
7          print("Even")
8      else:
9          print("Odd")
10
11     if x % 3 == 0:
12         print("Divisible by 3")
13
14     if x == 0:
15         print("Zero")
16     else:
17         if x > 0:
18             print("Positive")
19         else:
20             print("Negative")
21
22     print("x is " + str(x))
23
24
25  number_report(x=110)
```



```
1  """Calling to and fro..."""
2
3
4  def ping(i: int) -> int:
5      print("ping: " + str(i))
6      if i <= 0:
7          return i
8      else:
9          return pong(i=i - 1)
10
11
12  def pong(i: int) -> int:
13      print("pong: " + str(i))
14      return ping(i=i - 1)
15
16
17  print(ping(i=2))
```

```
1  """Mysterious 'rev' from source (src) to destination (dest)!"""
2
3
4  def rev(src: str, i: int, dest: str) -> str:
5      """You happen upon a magical lil function..."""
6      if i >= len(src):
7          return dest
8      else:
9          return rev(src=src, i=i + 1, dest=src[i] + dest)
10
11
12  print(rev(src="lwo", i=0, dest=""))
```

Practice

Write a function called `check_first_letter` that takes as input two `strs`: `word` and `letter`

It should return `"match!"` if the first character of `word` is `letter`

Otherwise, it should return `"no match!"`

Examples:

- `check_first_letter(word="happy", letter="h")` would return `"match!"`
- `check_first_letter(word="happy", letter="s")` would return `"no match!"`