

# *Python Class 5*

Control/Branching  
and  
Lists

# ブール式 *Logical Expressions*

- A logical expression is a statement that can be evaluated as being True ( 正 ) or False( 嘘 ).
- “I am from Tsushima.” is a simple logical expression. You can think about the sentence, and decide whether it is True or False.

# *Complex logical expressions*

- “I am from Tsushima **or** my name is Mr. Hunter.”

`is_from_Tsushima or my_name == “Mr. Hunter”`

- “I am from Michigan **and** my name is Mr. Hunter.”

`is_from_Michigan and my_name == “Mr. Hunter”`

- “I am older than my brother.”

`my_age > my_brothers_age`

# *Thinking about the value complex logical expressions*

is_from_Tsushima	my_name == "Mr. Hunter"	OR
True	True	True
True	False	True
False	True	True
False	False	False

# *Thinking about the value complex logical expressions, 2*

is_from_Tsushima	my_name == "Mr. Hunter"	AND
True	True	True
True	False	False
False	True	False
False	False	False

# *Thinking about the value complex logical expressions, 3*

my_age	my_brothers_age	>
100	80	True
50	75	False
30	30	False

# *Logical Operators*

- Logical expressions usually use logical operators.
- An operator (演算子<sup>えんざんじ</sup>) is a symbol which allows you to do something.
- $+$  is an operator that allows you to add two numbers.

# *Python's logical operators*

- In Python, there are several logical operators.

and	or	not	==	!=
>	<	>=	<=	

- Please be careful about = and ==.
- Remember = is used to assign value ( 値・値を与える ) to a variable. == is used to compare ( 値を比べる ) the value of two variables.



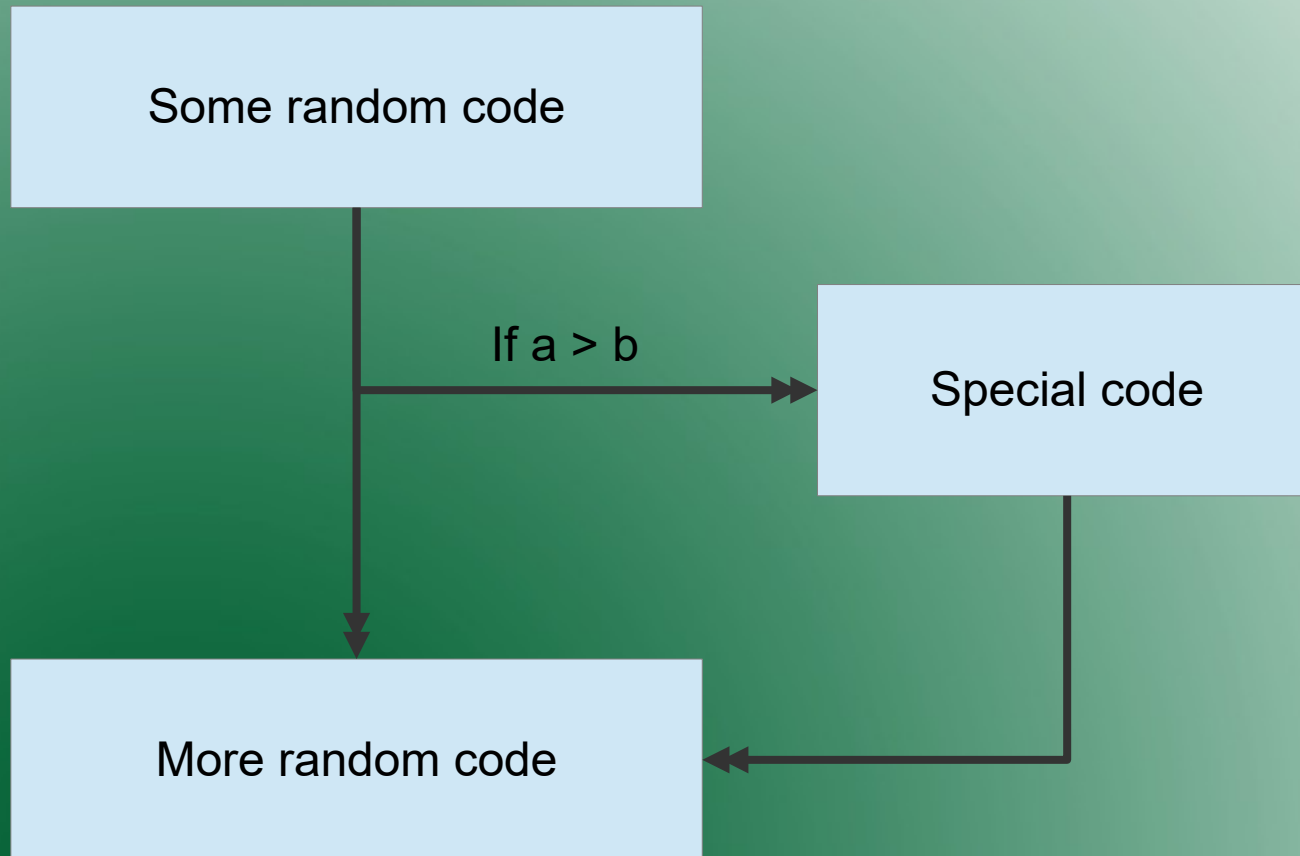
# *Logical Expression Printing*

- Let's create some variables and print the values of different logical expressions.

## *If statement*

```
my_name = "Tomiooka Giyuu"  
  
if my_name == "Urokodaki Sakonji":  
    print("I'm really old!!")
```

# *Visualizing if*

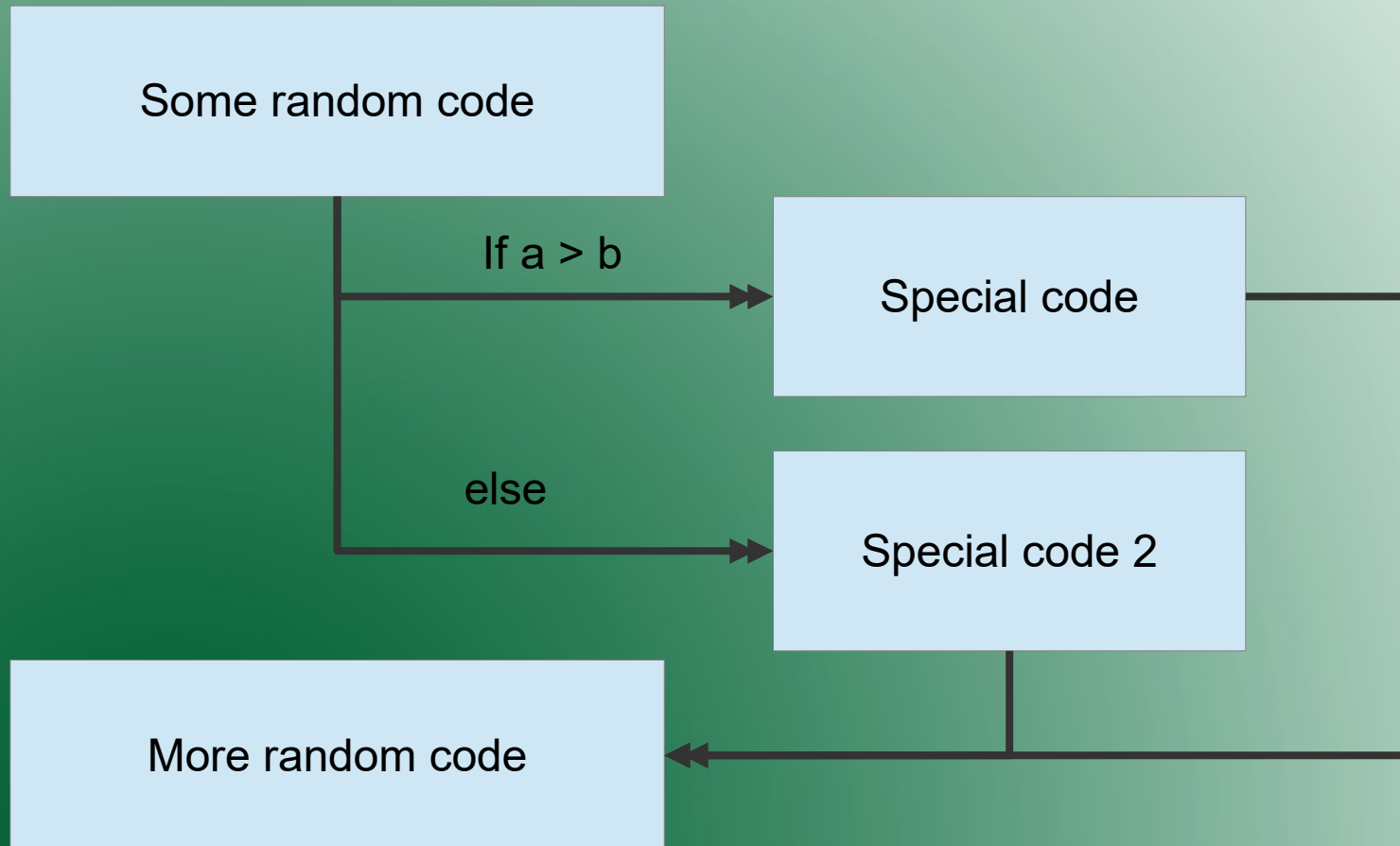


## *If ... else*

```
name = input("Enter your name \n")

if name == "Kentarou Miura":
    print("You're a ghost!")
else:
    print("You're not Kentarou Miura")
```

# *Visualizing if..else*



# *Why use if ?*

- If is used **very often** in programming.
  - In games (character death, leveling up, quests)
  - In apps (login, check user name, buying something)
  - In robots and machines (check the state ( 様子 / 状態 ))

# *Lists*

- A list is a group of things.
- It is a type of variable, and it can have lots of information.
- The index( 添字 ) of lists starts at 0.

# *Python List*

- A list in Python needs square brackets [ ].
- Each item in the list must be separated by a comma ,

```
1 my_list = ["a","b","c","d","e","f","g"]
2
3 for letter in my_list:
4     print(letter)
```

```
a
b
c
d
e
f
g
```



# *List Structure*

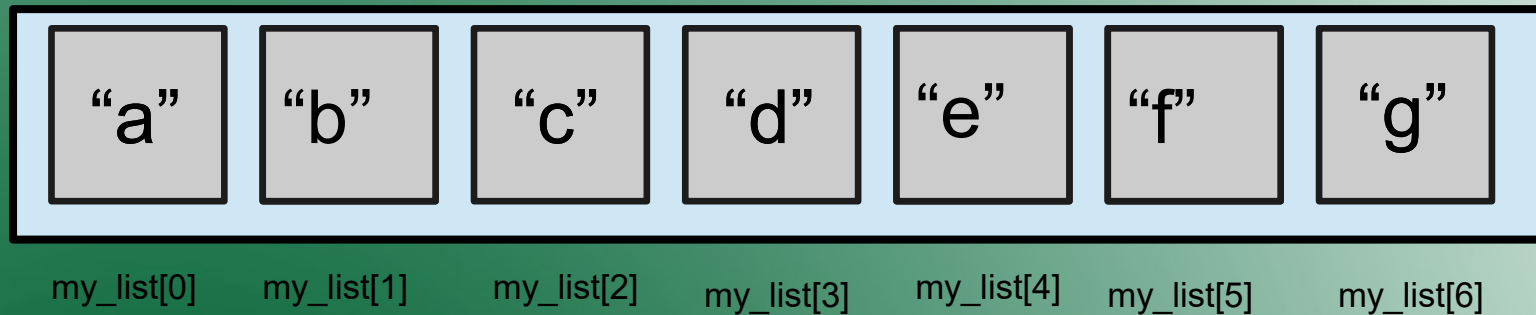
The list is like one big box.



The list has many smaller boxes inside it. These smaller boxes each hold different information.

## *List Structure, 2*

```
my_list = ["a","b","c","d","e","f","g"]
```



# *List Practice*

- Change the value of a list item.
- Use the `in` keyword for a list.
- Use the `len()` function for a list.
- Make lists of strings, booleans, integers, and floats.
- Make a mixed list.

## *List Practice, 2*

- Check the type of the list.
- Check the type of the items in a list.
- Check the last item using -1.
- Use `list.insert(index, item)`
- Use `list.append(item)`
- Use `list.remove(item)`
- Use `list.pop(index)`
- Use `list.index(value)`