

PYTHON CLASS 8

IF-STATEMENTS, CONTINUED



TYPES REVIEW

```
import datetime  
  
race_time = 8.629  
  
number_of_subjects = 15  
  
first_subject = "Biology"  
  
start_date = datetime.date(2022,4,13)  
  
is_public_school = False  
  
er = print("Hello")
```

What are the types of each variable?

VARIABLES REVIEW

```
year33 = 33
```

```
45_p = "This is the message on page 45."
```

```
?why? = True
```

```
_is = True
```

```
For = "Because"
```

```
if = datetime.date(2000,1,1)
```

```
and = 7875.232
```

```
And = False
```

Which variables have acceptable names?

FUNCTIONS REVIEW

```
def subtract(a, b):  
    return a-b
```

```
x = 127  
y = 4921
```

```
#we want to use subtract to find y-x
```

```
answer = ???????????
```

```
#we want to use subtract to find x-y
```

```
answer_two = ???????????
```

How can you use this function?

IF IN PYTHON, REVIEW

```
my_website = "www.mysite.com"  
  
if my_website.startswith("www.") and my_website.endswith(".com"):  
    print("This might be a real site")
```


IF...ELSE, REVIEW

```
my_website = "www.mysite.com"

if my_website.startswith("www.") and my_website.endswith(".com"):
    print("This might be a real site")
else:
    print("This might be a fake site")
```

IF PRACTICE

- Let's make a simple program using if!
 - Create 3 variables called user1, user2, user3.
 - Give them any string value. (For example, user1 = "Sakura")
 - Create 3 variables called password1, password2, password3.
 - Give them any string value.
 - Ask the user to enter a name
 - Ask the user to enter a password
 - Use if and if...else to check if the entered user and password are correct.

IF PRACTICE, 2

- Let's make another simple program using if!
 - Create 4 variables called `player_health`, `monster1_health`, `monster2_health`, `boss_health`.
 - Give them any float value. (For example, `player_health = 100`)
 - Create 3 variables called `player_attack`, `monster1_attack`, `monster2_attack`, `boss_attack`.
 - Give them any float value. (For example, `boss_attack = 25`)
 - Ask the user who to attack (monster 1, monster2, boss).
 - Deal damage to that monster.
 - Have a random enemy attack the player.
 - Use if to check that the player is alive.
 - Use if to check that the enemies are alive.

Let's put this inside a loop so that it will repeat