PYTHON CLASS 9

REVIEW AND

IF-STATEMENTS, CONTINUED



TYPES REVIEW

```
traceee = print("Hello")

first_subject = "Biology"

second_subject = first_subject.replace("Bi"," Astr")

is_private_school = True

race_time = 8.629

number_of_tests = 6
```

What are the types of each variable?

FUNCTIONS AND IF REVIEW

```
def IsWednesday(d):
     I = len(d)
     print(l)
     print(d)
     return d == "Wednesday"
day = "Wednesday"
if IsWednesday(day):
     print("I hate Wednesday!!!!!!!!!!"")
     print("I hate Wednesday!!!!!!!!!"")
else:
     print("I hate" + day + ", too!!!!!!!"")
    print("I hate" + day + ", too!!!!!!!"")
print("Actually," + day + " is OK.")
```

What does Is Wednesday do?

What statements will appear in the shell?

FUNCTIONS AND IF REVIEW

```
def IsWednesday(d):
     I = len(d)
     print(l)
     print(d)
     return d == "Wednesday"
day = "Wednesday"
if IsWednesday(day):
     print("I hate Wednesday!!!!!!!!!!!")
     print("I hate Wednesday!!!!!!!!!"")
else:
     print("I hate" + day + ", too!!!!!!!"")
     print("I hate" + day + ", too!!!!!!!"")
print("Actually," + day + " is OK.")
```

What does Is Wednesday do?

What statements will appear in the shell?

IF PRACTICE

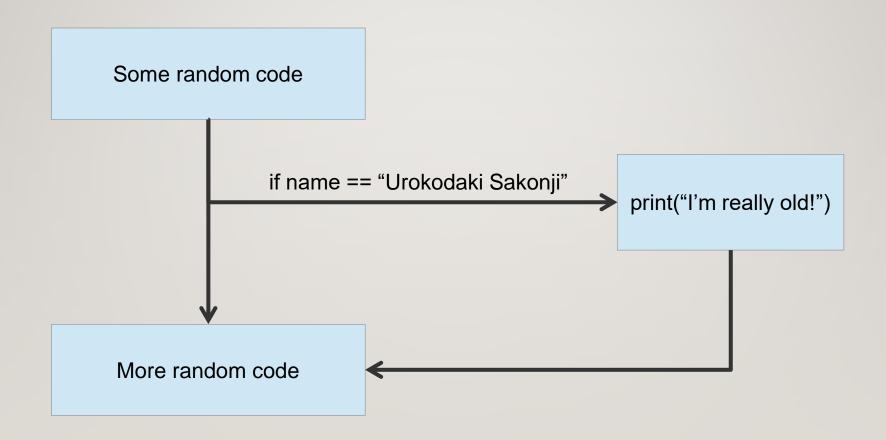
- Let's make a simple program using if!
 - Create 3 variables called user1, user2, user3.
 - Give them any string value. (For example, user I = "Sakura")
 - Create 3 variables called password1, password2, password3.
 - Give them any string value.
 - Ask the user to enter a name
 - Ask the user to enter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

IF STATEMENT

```
my_name = "Tomioka Giyuu"

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

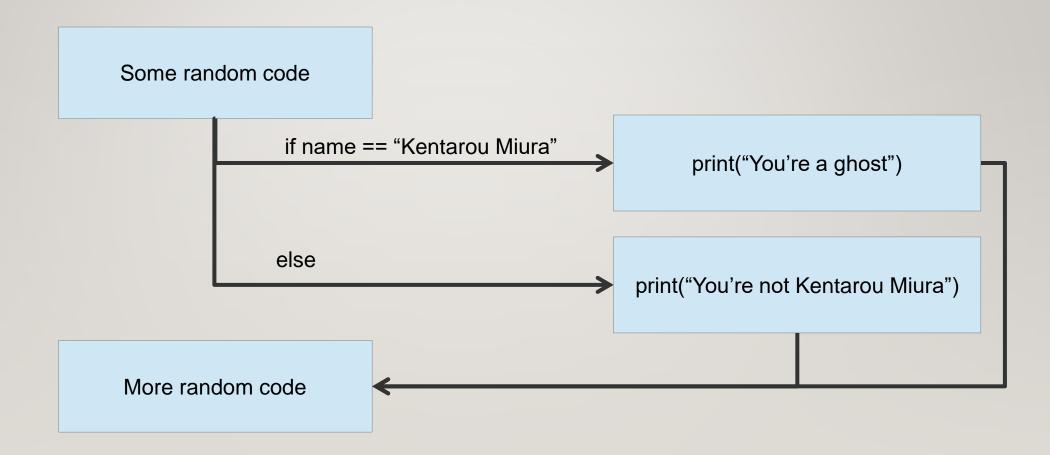
VISUALIZING IF



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



IF PRACTICE, 2

- Let's make another simple program using if!
 - Create 4 variables called player_health, monsterl_health, monster2_health, boss_health.
 - Give them any float value. (For example, player_health = 100)
 - Create 3 variables called player_attack, monsterl_attack, monster2_attack, boss_attack.
 - Give them any float value. (For example, boss_attack = 25)
 - Ask the user who to attack (monster1, 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

Strange things about if in Python

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

if my_website:
    print("This might be a real site")
```

Think about the type of my_website

```
my_number = 98765432 I

if my_number:
    print("This is a number")
```

Think about the type of my_number

Strange things about if in Python

```
my_website = ""

if my_website:
    print("This might be a real site")
```

Think about the content/value of my_website

```
my_number = 0
if my_number:
    print("This is a number")
```

Think about the content/value of my_number