

PYTHON CLASS 7

INPUT AND IF-STATEMENTS

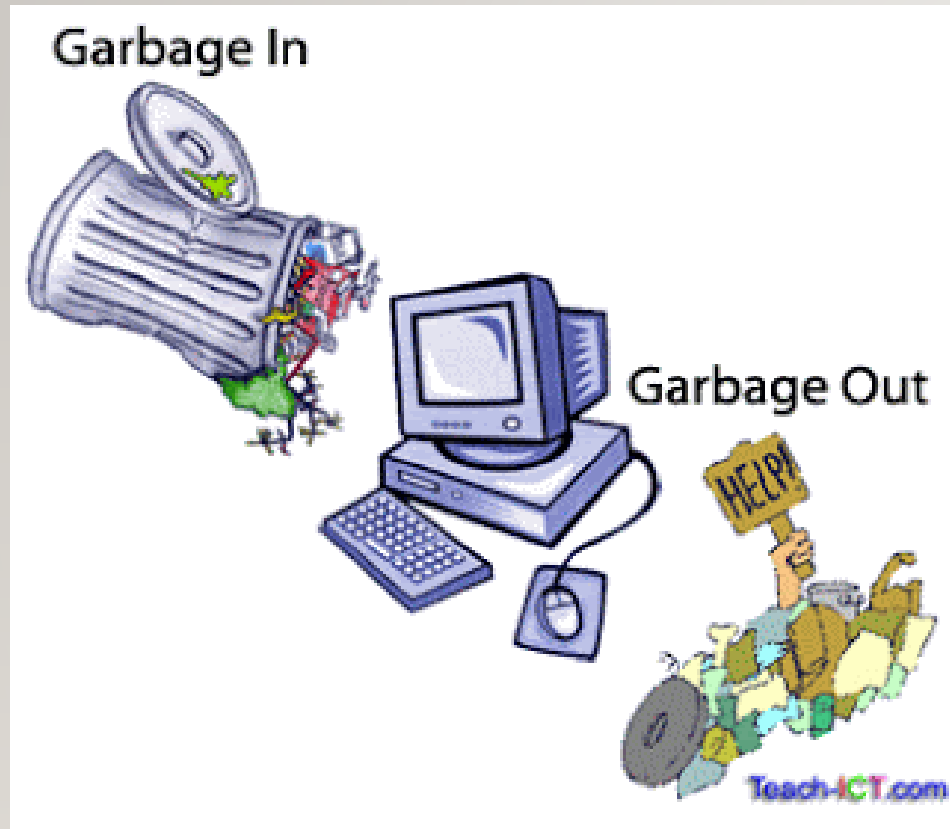


MAKE AN ADVANCED FUNCTION

- Pick some of our functions from before and make them return a value.
- Use the `type()` function to test the return value.
- Assign the return value to a variable.
- Print the variable.

```
def greet(n):  
    print("Hello, " + n)  
  
def greet2  
  
#use the function greet2
```

INPUT (入力) AND OUTPUT (出力)



OUTPUT

- Using print
- Use + to combine different strings.
- If you want to combine a string and another variable type (integer, float, boolean), you must cast (かたへんかん 型変換) it.
- Python has 4 built-in casting functions:

int()	float()	bool()	str()
-------	---------	--------	-------

GETTING INPUT FROM THE USER

- You can use the function `input()` to get information from the user.
- This input is ALWAYS formatted as a string.
- If you want to use it in a different way, you need to cast (型変換) it to another type.

USING INPUT

- Open IDLE.
- Use `input()` to receive a name or string from the user.
- Call a function to do something with this name or string.

```
name = input("Please type your name. ")
```

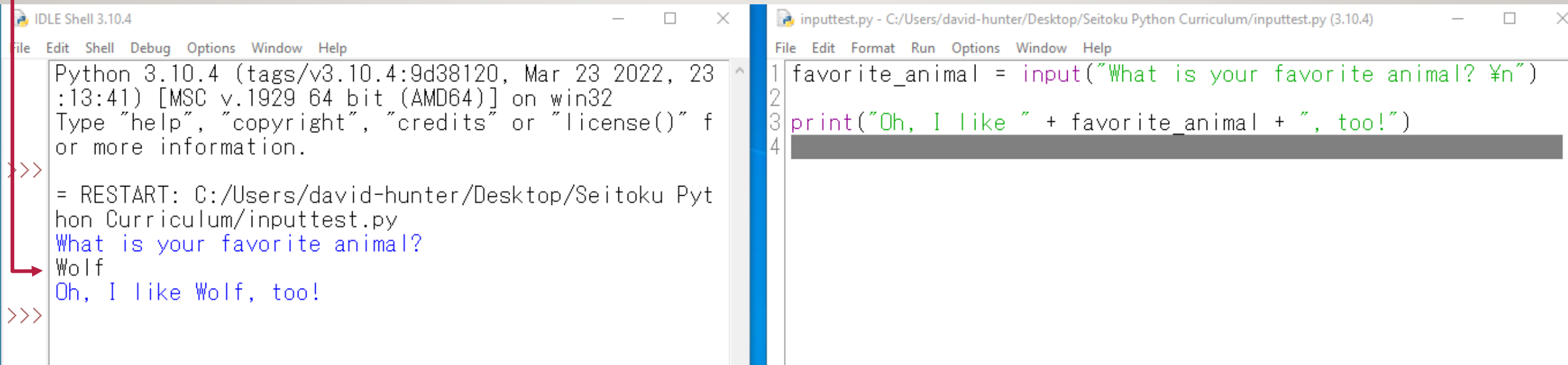
```
print("Hello, " + name)
```

```
#Let's use a function on name --- name.replace("a","b") name.count("a")
```

USING INPUT, 2

- After you enter the input, hit ENTER in the IDLE shell/console.

hit ENTER here



The image shows two windows from the IDLE Python environment. The left window is the 'IDLE Shell 3.10.4' and the right window is a Python script named 'inputtest.py'.

IDLE Shell 3.10.4:

```
Python 3.10.4 (tags/v3.10.4:9d38120, Mar 23 2022, 23:13:41) [MSC v.1929 64 bit (AMD64)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>>
= RESTART: C:/Users/david-hunter/Desktop/Seitoku Python Curriculum/inputtest.py
What is your favorite animal?
Wolf
Oh, I like Wolf, too!
>>>
```

inputtest.py - C:/Users/david-hunter/Desktop/Seitoku Python Curriculum/inputtest.py (3.10.4):

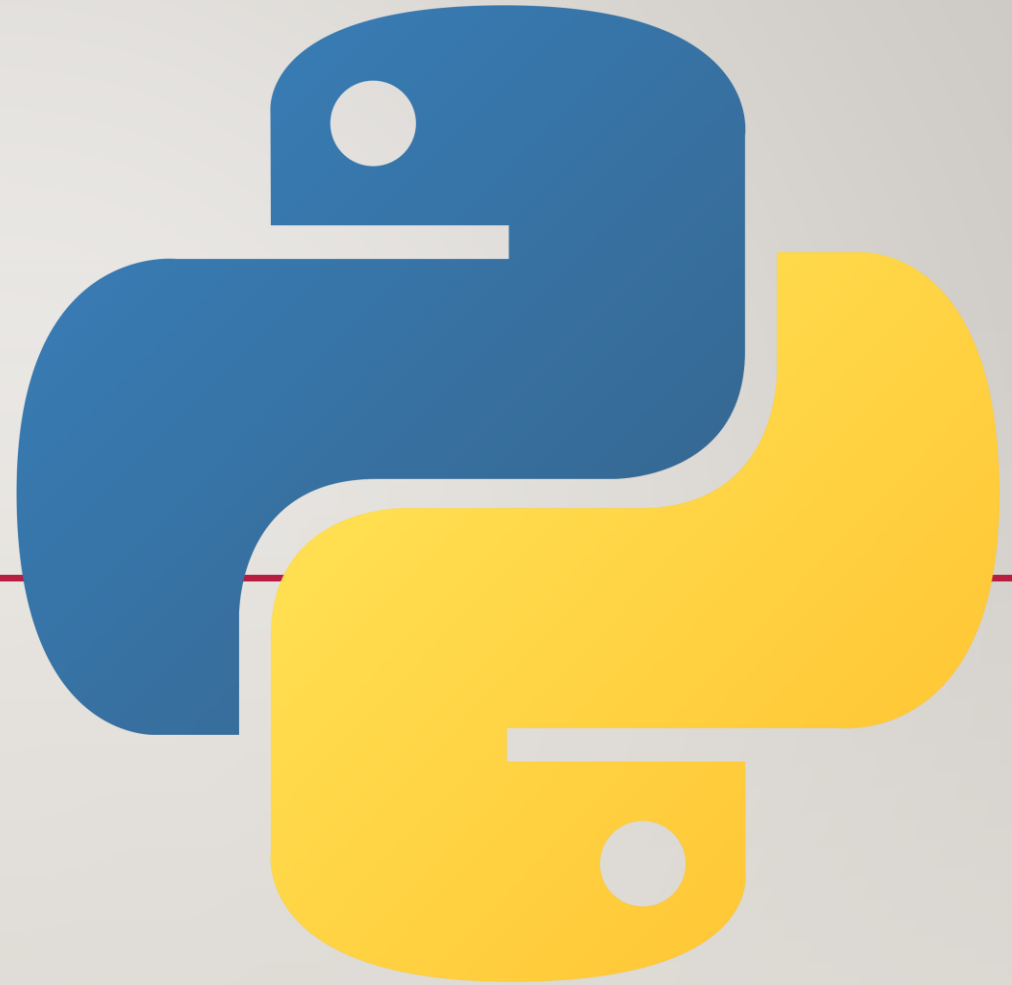
```
1 favorite_animal = input("What is your favorite animal? ¥n")
2
3 print("Oh, I like " + favorite_animal + ", too!")
4
```

A red arrow points from the text 'hit ENTER here' to the prompt 'What is your favorite animal?' in the IDLE Shell. A blue vertical bar is positioned between the two windows.

USING INPUT,3

- Use `input()` to receive a float or int from the user.
- Call a function to do something with this float or int.
- Remember: you need to cast the input to a float or int.

IF-STATEMENTS



IF

- Think about the sentences below.

If my name is Bill, I will give you \$1,000,000.

If my name is David, I will give you \$1,000,000.

In which case will you get \$1,000,000?

COMBINING CONDITIONS

If my name is Bill, or your name is Herbert, you will move to Australia.

If my name is David, or your name is Herbert, you will move to Australia.

If your name is Herbert, or my name is David, you will move to Australia.

If my name is David, or you are from Japan, you will move to Australia.

In which case will you move to Australia?

COMBINING CONDITIONS, 2

If my name is Bill, and your name is Herbert, you will move to Australia.

If my name is David, and your name is Herbert, you will move to Australia.

If my name is David, and you are from Japan, you will move to Australia.

In which case will you move to Australia?

IF IN PYTHON

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


IF...ELSE

```
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")
```

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

THINKING ABOUT THE VALUE COMPLEX LOGICAL EXPRESSIONS, 2

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

THINKING ABOUT THE VALUE COMPLEX LOGICAL EXPRESSIONS, 3

my_age	my_brothers_age	my_age > my_brothers_age
100	80	
50	75	
30	30	

LOGICAL OPERATORS

- Logical expressions usually use logical operators.
- An operator (演算子^{えんざんじ}) 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.

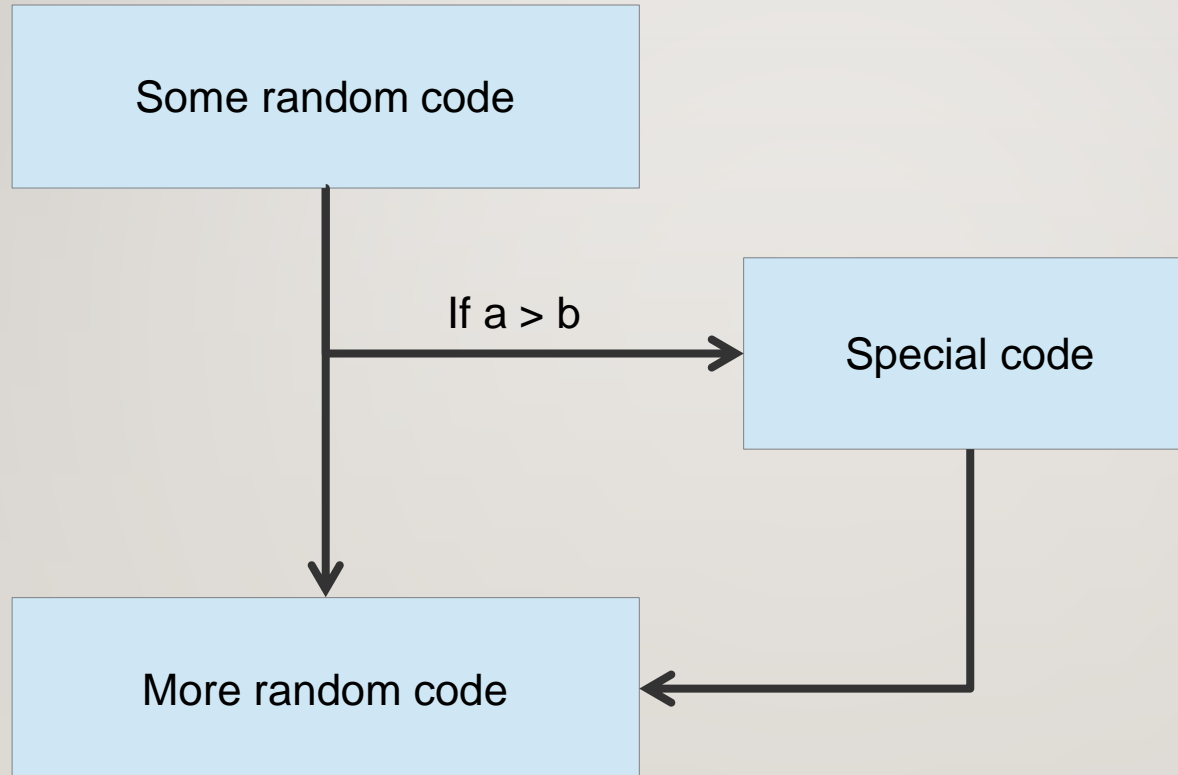
LOGICAL EXPRESSION PRINTING

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

IF STATEMENT

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

VISUALIZING IF

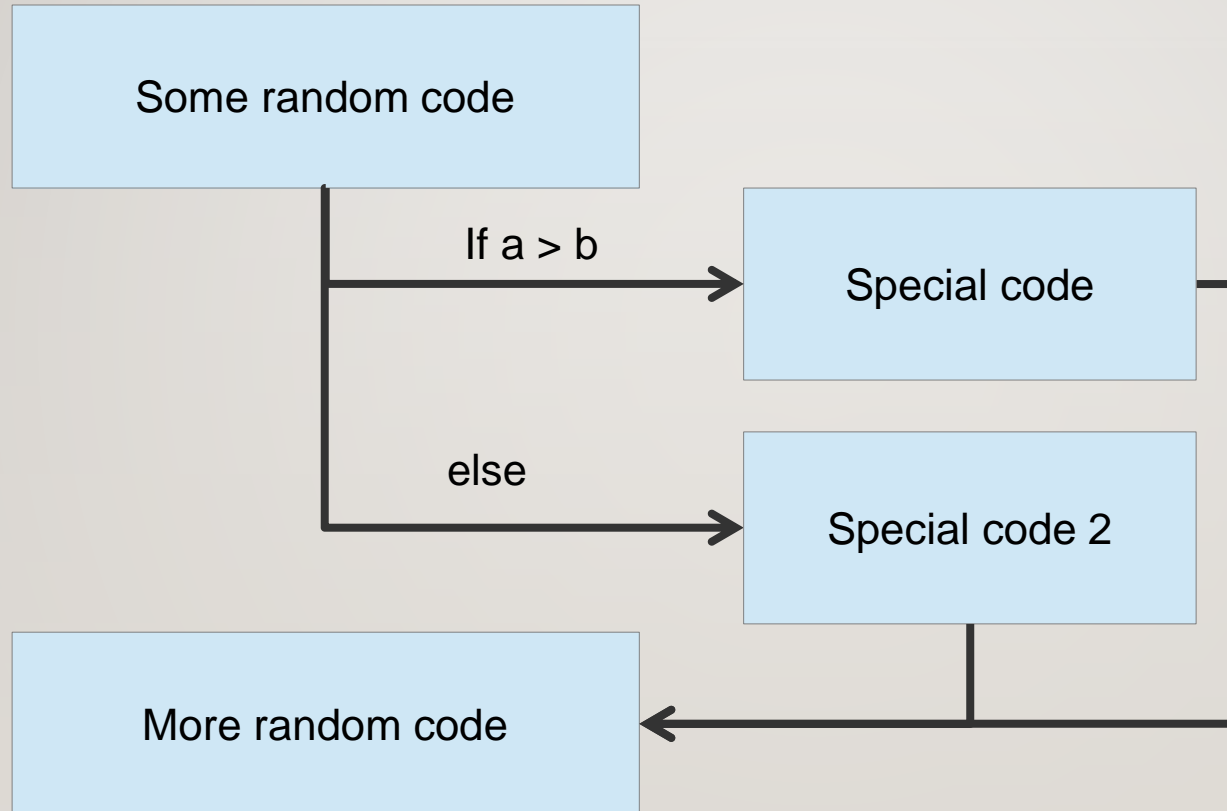


IF ... ELSE

```
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))

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