

PROGRAMMING FUNDAMENTALS

CONDITIONALS AND SELECTION

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GOALS

By the end of this class, the student should be able to:

- Describe conditionals and selection
- Describe Boolean values, logical operators, and expressions
- Describe the use of if-then-else blocks for conditional execution

BIBLIOGRAPHY

- Peter Wentworth, Jeffrey Elkner, Allen B. Downey, and Chris Meyers, How to Think Like a Computer Scientist — Learning with Python 3, 2018 (Section 3.2) [[PDF](#)]
- Brad Miller and David Ranum, Learning with Python: Interactive Edition. Based on material by Jeffrey Elkner, Allen B. Downey, and Chris Meyers (Chapter 7) [[HTML](#)]

TIPS

- There's no slides: we use a script and some illustrations in the class. That is NOT a replacement for **reading the bibliography** listed in the *class sheet*
- “Students are responsible for anything that transpires during a class—therefore **if you're not in a class**, you should get notes from someone else (not the instructor)”—David Mayer
- The best thing to do is to **read carefully** and **understand** the documentation published in the Content wiki (or else **ask** in the class)
- We will be using **Moodle** as the primary means of communication

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- 3.2.6 Omitting the else clause
- 3.2.7 Chained conditionals
- 3.2.8 Nested conditionals
- 3.2.9 Logical opposites
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BOOLEAN VALUES AND EXPRESSIONS

- Programs get really interesting when we can test conditions and change the program behaviour
- A *Boolean* value is either true or false
- In Python, the two Boolean values are `True` and `False` and the type is `bool`
- A Boolean expression is an expression that evaluates to produce a result which is a Boolean value
- For example, the operator `==` tests if two values are equal

PYTHON

```
1 print(True)
  print(type(True))
3 print(type(False))

5 print(type("True"))
  #type(true)
7
9 print(5 == (3 + 2))

11 x = 5
   print(x > 0 and x < 1)

13 n = 25
   print(n % 2 == 0 or n % 3 == 0)

15
   age = 19
17 old_enough_to_get_driving_licence = age >= 18
   print(old_enough_to_get_driving_licence)
```

⇒ <https://github.com/fpro-admin/lectures/blob/master/04/booleans.py>

COMPARISON OPERATORS

```
x == y           # Produce True if ... x is equal to y
2 x != y         # ... x is not equal to y
  x > y          # ... x is greater than y
4 x < y          # ... x is less than y
  x >= y         # ... x is greater than or equal to y
6 x <= y         # ... x is less than or equal to y
```


- There are three logical operators, `and`, `or`, and `not`
- to build more complex Boolean expressions from simpler Boolean expressions
- The semantics (meaning) of these operators is similar to their meaning in English
- The expression on the left of the `or` operator is evaluated first:
 - if the result is `True`, Python does not (and need not) evaluate the expression on the right
 - this is called *short-circuit evaluation*
- Similarly, for the `and` operator:
 - if the expression on the left yields `False`, Python does not evaluate the expression on the right

TRUTH TABLE: AND

a	b	a and b
False	False	False
False	True	False
True	False	False
True	True	True

TRUTH TABLE: OR

a	b	a or b
False	False	False
False	True	True
True	False	True
True	True	True

TRUTH TABLE: not

a	not a
False	True
True	False

PRECEDENCE OF OPERATORS

Level	Category	Operators
7(high)	exponent	**
6	multiplication	*,/,//,%
5	addition	+, -
4	relational	==, !=, <=, >=, >, <
3	logical	not
2	logical	and
1(low)	logical	or

BOOLEAN ALGEBRA

- A set of rules for simplifying and rearranging expressions is called an *algebra*
- The *Boolean algebra* provides rules for working with Boolean values

BOOLEAN ALGEBRA: AND

```
2  x and False == False
   False and x == False
   y and x == x and y
4  x and True == x
   True and x == x
6  x and x == x
```

BOOLEAN ALGEBRA: OR

```
2  x or False == x
   False or x == x
   y or x == x or y
4  x or True == True
   True or x == True
6  x or x == x
```


BOOLEAN ALGEBRA: NOT

```
not (not x) == x
```

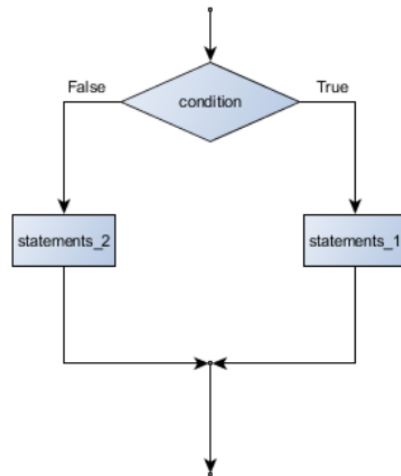
CONDITIONAL STATEMENTS: **IF**

- Conditional statements give us the ability to check conditions and change the behavior of the program accordingly
- The simplest form is the *if statement*
- The Boolean expression after the if statement is called the condition

```
1      x = 15  
  
3      if x % 2 == 0:  
        print(x, "is even")  
5      else:  
        print(x, "is odd")
```

IF STATEMENT WITH AN ELSE CLAUSE

```
2  if <BOOLEAN EXPRESSION>:  
    <STATEMENTS_1>  
4  else:  
    <STATEMENTS_2>
```



BLOCKS AND INDENTATION

- The indented statements that follow are called a **block**
- The first unindented statement marks the end of the block
- There is no limit on the number of statements that can appear under the two clauses of an if statement
- but there has to be at least one statement in each block
- Occasionally, it is useful to have a section with no statements (usually as a place keeper, or scaffolding, for code we haven't written yet)

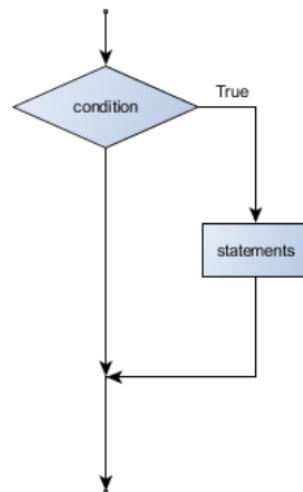
```
2  if True:    # This is always True,  
    pass      # so this is always executed, but it does nothing  
4  else:  
    pass      # And this is never executed
```

⇒ <https://github.com/fpro-admin/lectures/blob/master/04/selections.py>

IF STATEMENT WITH NO ELSE CLAUSE: UNARY SELECTION

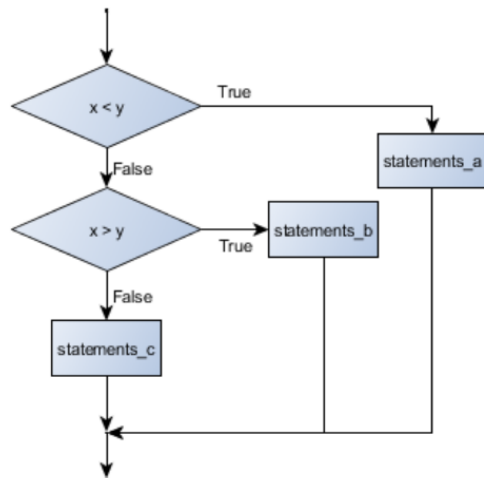
2

```
if <BOOLEAN EXPRESSION>:  
    <STATEMENTS>
```



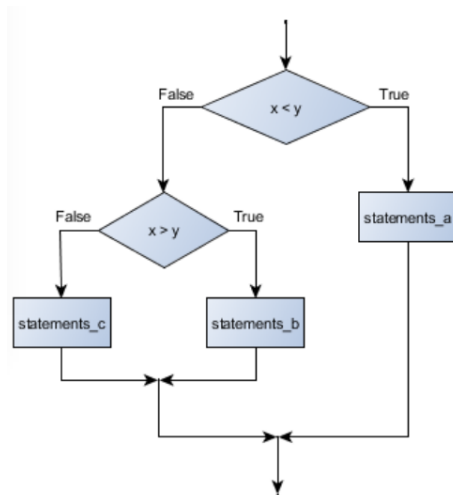
CHAINED CONDITIONALS

```
1  if <BOOLEAN EXPRESSION_1>:  
2      <STATEMENTS_A>  
3  elif <BOOLEAN EXPRESSION_2>:  
4      <STATEMENTS_A>  
5  else:  
6      <STATEMENTS_C>
```



NESTED CONDITIONALS

```
1  if <BOOLEAN_EXPRESSION_1>:  
2      <STATEMENTS_A>  
3  else:  
4      if <BOOLEAN_EXPRESSION_2>:  
5          <STATEMENTS_B>  
6      else:  
          <STATEMENTS_C>
```



LOGICAL OPPOSITES

operator	logical opposite
==	!=
!=	==
<	>=
<=	>
>	<=
>=	<

EXERCISES

- Moodle activity at: LE04: Conditionals