



# If Statements

Adapted from “Python Crash Course” By Eric Matthes

# If Statements



Goals for today:

- Write conditional tests
- Write simple if statements
- Write more complex ones

# Starting simple



```
▶ ▼  
cities = ["laramie", "casper", "jackson", "cheyenne"]  
  
for city in cities:  
    if city == "laramie":  
        print(city.upper())  
    else:  
        print(city.title())  
[1] ✓ 0.0s  
... LARAMIE  
    Casper  
    Jackson  
    Cheyenne
```

# Conditional tests

The basis of every `if` statement

Seeing if something is `True` or `False`



# Checking for equality

Done with `==`

A single `=` is a statement to set something

A double `==` compares two things



```
▶ ▾  
#Explained in the next cell  
city = "Laramie"  
print(city=="Laramie")  
[5]  
... True
```

```
city = "Laramie"  
print(city=="Cheyenne")  
print(city=="laramie")  
False  
False
```

# Ignoring case



```
city = 'Laramie'  
print(city.upper()=='laramie'.upper())
```

[7]

...

True

# Checking for inequality

Done with `!=`



```
print("dog"!="dog")  
print("dog"!="cat")
```

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False

True

# Numerical comparisons



```
age_to_drive = 16
```

```
print(age_to_drive == 16)
```

```
print(age_to_drive == 15)
```

True

False

```
age_to_drive = 16
```

```
print(age_to_drive != 16)
```

```
print(age_to_drive != 15)
```

False

True



# Numerical comparisons



```
age_to_drive = 16  
print(age_to_drive < 16)  
print(age_to_drive > 16)  
print(age_to_drive <= 16)  
print(age_to_drive >= 16)
```

```
False  
False  
True  
True
```

# Checking multiple conditions



Multiple conditions can be checked at once

Done with the following keywords

- and
- or

# Using `and`

Used to check if two statements are true

Both sides need to evaluate to true



```
age_zero = 22
age_one = 20
print(age_zero >= 21)
print(age_one >= 21)
print(age_zero >= 21 and age_one >= 21)
print((age_zero >= 21) and (age_one >= 21))
```

[4]

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...

```
True
False
False
False
```

# Using `or`

Again checks multiple conditions

Only one side needs to be true



```
age_zero = 22
age_one = 20
print(age_zero >= 21)
print(age_one >= 21)
print(age_zero >= 21 or age_one >= 21)
```

```
True
False
True
```

# Seeing if a value is in a list

Done using the `in` keyword



```
cities = ["Laramie", "Casper", "Jackson Hole", "Cheyenne"]
```

```
if "Laramie" in cities:  
    print("Laramie already in the list")
```

[17]

...

```
Laramie already in the list
```

# Seeing if a value is in a string



```
cities = ["Laramie", "Casper", "Jackson Hole", "Cheyenne"]

if " " in cities[0]:
    print(f"There is a space in {cities[0]}")

if " " in cities[2]:
    print(f"There is a space in {cities[2]}")
```

[18]

... There is a space in Jackson Hole

# Seeing if something isn't in a list



Can utilize the `not` keyword

```
▶ ▼  
banned_phrases = ["Go Rams", "Boise is a state"]  
  
if "Go Pokes" not in banned_phrases:  
    print("Go Pokes")  
[19]  
... Go Pokes
```

# Boolean expressions



Conditional tests AKA Boolean expressions

Booleans are only one of two values:

- True
- False



# Simple `if` statements



```
▷ ▾  
if True:  
    print('This will print')  
  
if False:  
    print('This not will print')  
  
if not True:  
    print('This not will print')  
  
if not False:  
    print('This will print')
```

[20]

```
... This will print  
    This will print
```

```
age = 19
```

```
if age >= 18:  
    print("you can vote!")
```

[21]

```
... you can vote!
```

# `if-else` statements



Allows you to make a branched decision

Couples the `else` keyword with `if`



```
age = 17
```

```
if age >= 18:  
    print("You are old enough to vote!")  
else:  
    print("You can't yet vote")
```

```
[22]
```

```
... You can't yet vote
```

# The `if-elif-else` chain



Adds in the `elif` keyword

Allows you to have multiple possible outcomes



```
age = 12
if age < 4:
    price = 2
elif age < 65:
    price = 12
else:
    price = 7

print(f"Your cost of admission is ${price}.00")
```

[24]

... Your cost of admission is \$12.00

# Multiple `elif` blocks



Can have as many `elif` statements as are needed



```
age = 12
if age < 4:
    price = 2
elif age < 18:
    price = 10
elif age < 65:
    price = 12
else:
    price = 7

print(f"Your cost of admission is ${price}.00")
```

[25]

... Your cost of admission is \$10.00

# Omitting the `else` block



```
✓
age = 12
if age < 4:
    price = 2
elif age < 18:
    price = 10
elif age < 65:
    price = 12
elif age >= 65:
    price = 7

print(f"Your cost of admission is ${price}.00")
1
```

# Testing multiple conditions



```
cities = ["laramie", "casper", "jackson", "cheyenne"]
```

```
if 'laramie' in cities:  
    print("Laramie is in Wyoming")  
if 'cheyenne' in cities:  
    print("Cheyenne is in Wyoming")
```

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```
Laramie is in Wyoming  
Cheyenne is in Wyoming
```

# Checking for special items



```
cities = ["Laramie", "Casper", "Jackson", "Cheyenne"]

for city in cities:
    if 'a' in city.lower():
        print(f"{city} has an 'a' in it!")
```

[6]

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```
... Laramie has an 'a' in it!
    Casper has an 'a' in it!
    Jackson has an 'a' in it!
```

# Checking for special items



```
cities = ["Laramie", "Casper", "Jackson", "Cheyenne"]

for city in cities:
    if city.lower() == 'laramie':
        print(f"{city} is the home of the University of Wyoming")
```

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Laramie is the home of the University of Wyoming



# Ensuring a list has items



```
user_home_cities = []

if user_home_cities:
    for city in cities:
        print(city)
else:
    print("No home cities")
```

No home cities

```
user_home_cities = []

if len(user_home_cities) == 0:
    print("No cities stored")
else:
    print(f"There are {len(user_home_cities)} stored")
```

No cities stored

# Using multiple lists



```
▷ ▾  
avail_toppings = ['pepperoni', 'extra cheese', 'green peppers', 'bacon']  
  
requested_toppings = ['extra cheese', 'green onions', 'pepperoni']  
  
for req_top in requested_toppings:  
    if req_top in avail_toppings:  
        print(f"Adding {req_top}")  
    else:  
        print(f"{req_top} not available")  
[6]
```

```
... Adding extra cheese  
    green onions not available  
    Adding pepperoni
```