Brief Python

First Python Course for Beginners

Chapter 2: Conditionals

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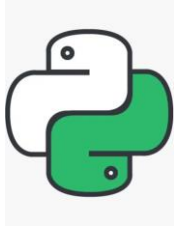
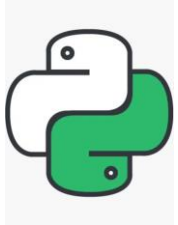


Topics

- Flow Chart
- Boolean Value
- Character and String
- Boolean Expression
- Conditional Structures

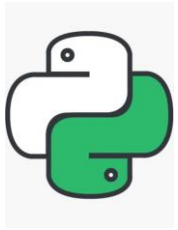
Flow Chart

LECTURE 1



What is Flow Chart?

- Flowchart is a graphical representation of an algorithm. Programmers often use it as a program-planning tool to solve a problem. It makes use of symbols which are connected among them to indicate the flow of information and processing.
- The process of drawing a flowchart for an algorithm is known as “flowcharting”.

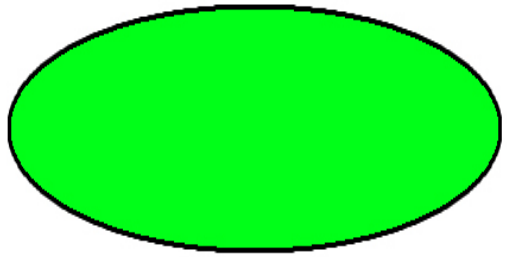


Basic Symbols used in Flowchart Designs

1. Terminals
2. Input/Output
3. Processing
4. Decision
5. Connector

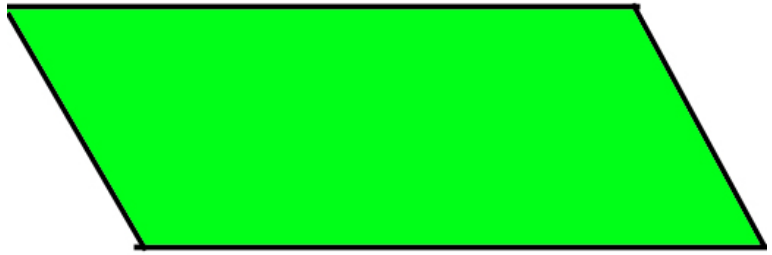
Terminal

- The oval symbol indicates Start, Stop and Halt in a program's logic flow. A pause/halt is generally used in a program logic under some error conditions. Terminal is the first and last symbols in the flowchart.



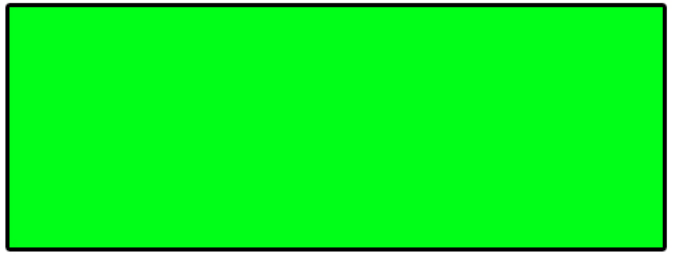
Input/Output

- A parallelogram denotes any function of input/output type. Program instructions that take input from input devices and display output on output devices are indicated with parallelogram in a flowchart.



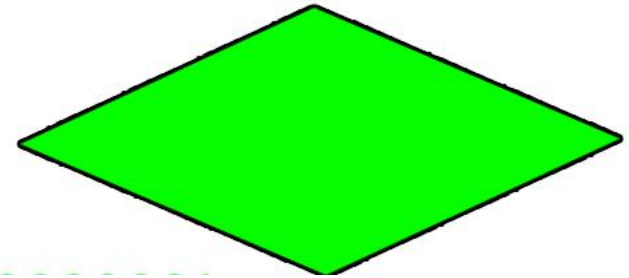
Processing

- A box represents arithmetic instructions. All arithmetic processes such as adding, subtracting, multiplication and division are indicated by action or process symbol.



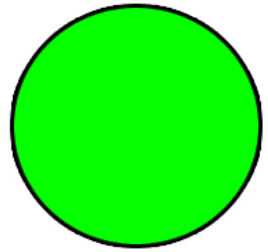
Decision

- Diamond symbol represents a decision point. Decision based operations such as yes/no question or true/false are indicated by diamond in flowchart.



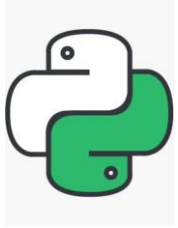
Connectors

- Whenever flowchart becomes complex or it spreads over more than one page, it is useful to use connectors to avoid any confusions. It is represented by a circle.



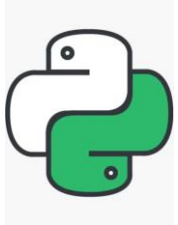
Flow lines

- Flow lines indicate the exact sequence in which instructions are executed. Arrows represent the direction of flow of control and relationship among different symbols of flowchart.



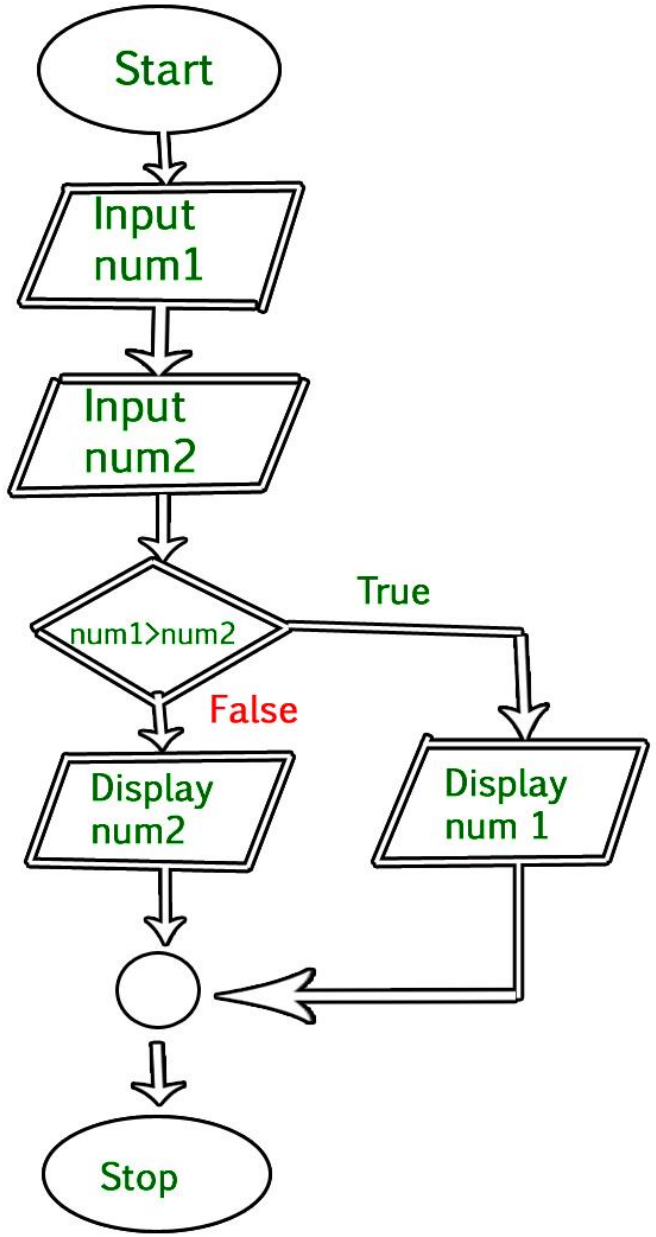
Exercise

- Draw a Flow Chart for your daily work schedule

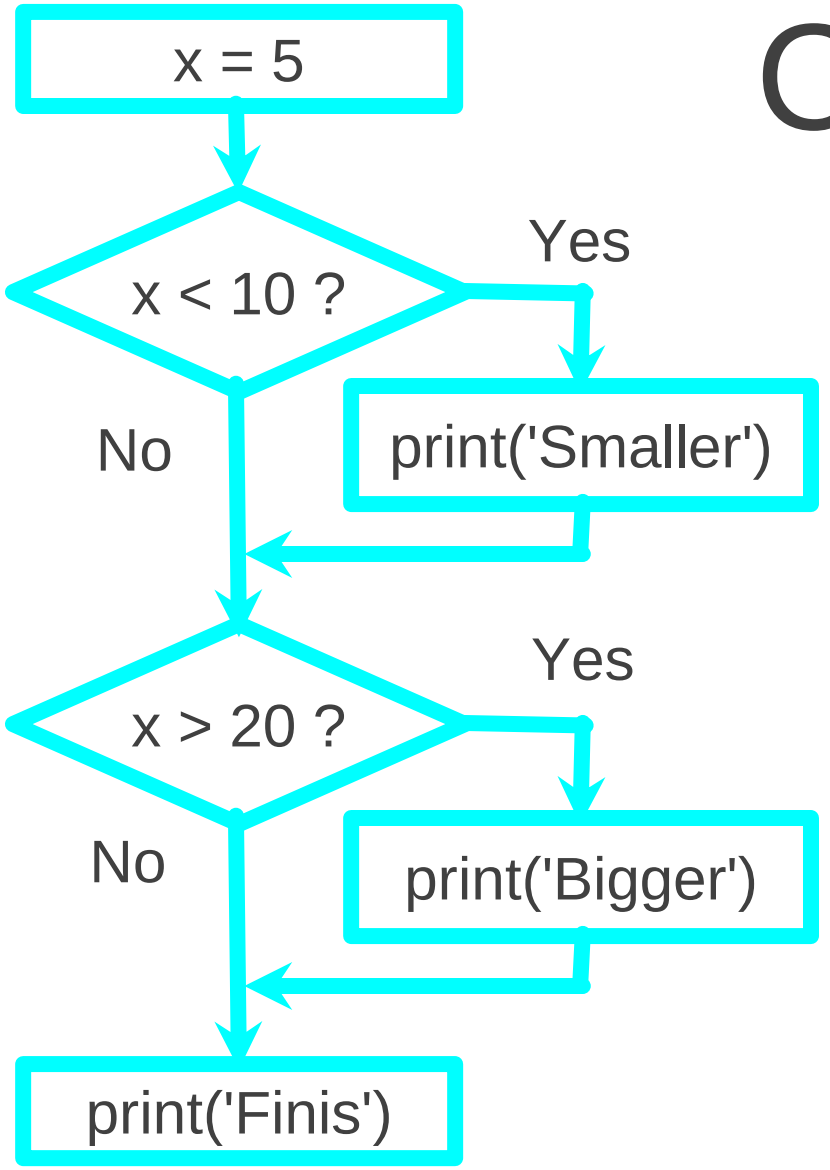


Exercise

- Draw a Flow Chart about what will happen if you go to the library to borrow a book. You search on a computer. If the book exists, it may be available or borrowed. Then what will you do? Also, if the book does not exist, then, what will you do.


Start
Input num1
Input num2
num1>num2
True
False
Display num2
Display num 1
Stop

Conditional Steps



Program:

```
x = 5
if x < 10:
    print('Smaller')
if x > 20:
    print('Bigger')

print('Finis')
```

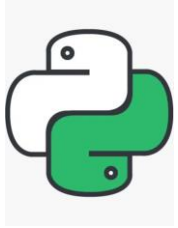
Output:

```
Smaller
Finis
```

Boolean

LECTURE 2

Boolean Value



Boolean Value

- Boolean expressions ask a question and produce a Yes or No result which we use to control program flow
- Boolean expressions using comparison operators evaluate to True / False or Yes / No
- Comparison operators look at variables but do not change the variables

Comparison Operators

Python	Meaning
<	Less than
<=	Less than or Equal to
==	Equal to
>=	Greater than or Equal to
>	Greater than
!=	Not equal

Remember: “=” is used for assignment.

Comparison Operators

```
x = 5
if x == 5 :
    print('Equals 5')
if x > 4 :
   print('Greater than 4')
if  x >= 5 :
    print('Greater than or Equals 5')
if x < 6 : print('Less than 6')
if x <= 5 :
    print('Less than or Equals 5')
if x != 6 :
    print('Not equal 6')
```

Equals 5

Greater than 4

Greater than or Equals 5

Less than 6

Less than or Equals 5

Not equal 6

Character

LECTURE 3

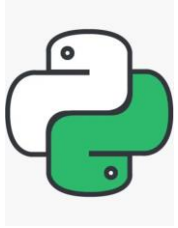
ASCII

American Standard Code for Information Interexchange

- Americans came up with (8-bit) ASCII representation with English only alphabets as a standard to exchange information.

'A' – 65 – 0x41, 'a' – 97 – 0x61

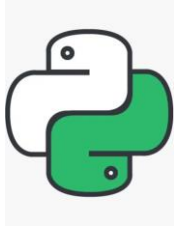
```
>> ord('A')
65
>> chr(65)
A
```



Unicode

A Unified Code Standard for International Symbols

- The rest of the world came up with their unaccented English characters in their own way (messed up). There is a need for international code standard.
- To exchange information in all languages, we got some more requirements:
  - Unique and single rule for the code standard.
  - Adoptable across all machines
  - Efficient storage as much as possible



Unicode

A Unified Code Standard for International Symbols

Python using 16-bit Unicode by default.

Hex	Value	Hex	Value	Hex	Value	Hex	Value	Hex	Value	Hex	Value	Hex	Value	Hex	Value
00	NUL	10	DLE	20	SP	30	0	40	@	50	P	60	`	70	p
01	SOH	11	DC1	21	!	31	1	41	A	51	Q	61	a	71	q
02	STX	12	DC2	22	"	32	2	42	B	52	R	62	b	72	r
03	ETX	13	DC3	23	#	33	3	43	C	53	S	63	c	73	s
04	EOT	14	DC4	24	$	34	4	44	D	54	T	64	d	74	t
05	ENQ	15	NAK	25	%	35	5	45	E	55	U	65	e	75	u
06	ACK	16	SYN	26	&	36	6	46	F	56	V	66	f	76	v
07	BEL	17	ETB	27	'	37	7	47	G	57	W	67	g	77	w
08	BS	18	CAN	28	(	38	8	48	H	58	X	68	h	78	x
09	HT	19	EM	29	)	39	9	49	I	59	Y	69	i	79	y
0A	LF	1A	SUB	2A	*	3A	:	4A	J	5A	Z	6A	j	7A	z
0B	VT	1B	ESC	2B	+	3B	;	4B	K	5B	[	6B	k	7B	{
0C	FF	1C	FS	2C	,	3C	<	4C	L	5C	\	6C	l	7C	|
0D	CR	1D	GS	2D	-	3D	=	4D	M	5D	]	6D	m	7D	}
0E	SO	1E	RS	2E	.	3E	>	4E	N	5E	^	6E	n	7E	~
0F	SI	1F	US	2F	/	3F	?	4F	O	5F	_	6F	o	7F	DEL

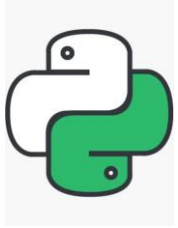
Graphic character symbol	Hexadecimal character value

0020	0 0030	@ 0040	P 0050	` 0060	p 0070	00A0	° 00B0	À 00C0	Ð 00D0	à 00E0	ð 00F0
! 0021	1 0031	A 0041	Q 0051	a 0061	q 0071	¡ 00A1	± 00B1	Á 00C1	Ñ 00D1	á 00E1	ñ 00F1
" 0022	2 0032	B 0042	R 0052	b 0062	r 0072	¢ 00A2	² 00B2	Â 00C2	Ò 00D2	â 00E2	ò 00F2
# 0023	3 0033	C 0043	S 0053	c 0063	s 0073	£ 00A3	³ 00B3	Ã 00C3	Ó 00D3	ã 00E3	ó 00F3
$ 0024	4 0034	D 0044	T 0054	d 0064	t 0074	¤ 00A4	´ 00B4	Ä 00C4	Ô 00D4	ä 00E4	ô 00F4
% 0025	5 0035	E 0045	U 0055	e 0065	u 0075	¥ 00A5	µ 00B5	Å 00C5	Õ 00D5	å 00E5	õ 00F5
& 0026	6 0036	F 0046	V 0056	f 0066	v 0076	¦ 00A6	¶ 00B6	Æ 00C6	Ö 00D6	æ 00E6	ö 00F6
' 0027	7 0037	G 0047	W 0057	g 0067	w 0077	§ 00A7	· 00B7	Ç 00C7	× 00D7	ç 00E7	÷ 00F7
(0028	8 0038	H 0048	X 0058	h 0068	x 0078	¨ 00A8	¸ 00B8	È 00C8	Ø 00D8	è 00E8	ø 00F8
) 0029	9 0039	I 0049	Y 0059	i 0069	y 0079	© 00A9	¹ 00B9	É 00C9	Ù 00D9	é 00E9	ù 00F9
* 002A	: 003A	J 004A	Z 005A	j 006A	z 007A	ª 00AA	º 00BA	Ê 00CA	Ú 00DA	ê 00EA	ú 00FA
+ 002B	; 003B	K 004B	[005B	k 006B	{ 007B	« 00AB	» 00BB	Ë 00CB	Û 00DB	ë 00EB	û 00FB
, 002C	< 003C	L 004C	\ 005C	l 006C	| 007C	¬ 00AC	¼ 00BC	Ì 00CC	Ü 00DC	ì 00EC	ü 00FC
- 002D	= 003D	M 004D	] 005D	m 006D	} 007D	00AD	½ 00BD	Í 00CD	Ý 00DD	í 00ED	ý 00FD
. 002E	> 003E	N 004E	^ 005E	n 006E	~ 007E	® 00AE	¾ 00BE	Î 00CE	Þ 00DE	î 00EE	þ 00FE
/ 002F	? 003F	O 004F	_ 005F	o 006F	007F	¯ 00AF	¿ 00BF	Ï 00CF	ß 00DF	ï 00EF	ÿ 00FF

eC Learning Channel

String

LECTURE 3



Strings

- Strings are amongst the most popular types in Python. We can create them simply by enclosing characters in quotes. Python treats single quotes the same as double quotes.
- Creating strings is as simple as assigning a value to a variable. For example:

```
var1 = 'Hello World!'

var2 = "Python Programming"
```

String Data Type

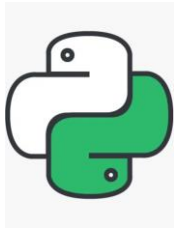
- A string is a sequence of characters
- A string literal uses quotes 'Hello' or "Hello"
- For strings, + means “concatenate”
- When a string contains numbers, it is still a string
- We can convert numbers in a string into a number using int()

```
>>> str1 = "Hello"
>>> str2 = 'there'
>>> bob = str1 + str2
>>> print(bob)
Hellothere
>>> str3 = '123'
>>> str3 = str3 + 1
Traceback (most recent call
last):  File "<stdin>", line 1,
in <module>
TypeError: cannot concatenate
'str' and 'int' objects
>>> x = int(str3) + 1
>>> print(x)
124
>>>
```

Reading and Converting

- We prefer to read data in using strings and then parse and convert the data as we need
- This gives us more control over error situations and/or bad user input
- Input numbers must be converted from strings

```
>>> name = input('Enter:')
Enter:Chuck
>>> print(name)
Chuck
>>> apple = input('Enter:')
Enter:100
>>> x = apple - 10
Traceback (most recent call
last):  File "<stdin>", line 1,
in <module>
TypeError: unsupported operand
type(s) for -: 'str' and 'int'
>>> x = int(apple) - 10
>>> print(x)
90
```

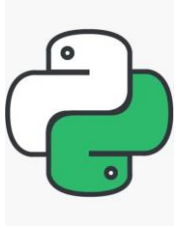


Accessing Values in Strings

- Python does not support a character type; these are treated as strings of length one, thus also considered a substring.
- To access substrings, use the square brackets for slicing along with the index or indices to obtain your substring:

Example:

```
var      1 = 'Hello World!'
var2 = "Python Programming"
print ("var1[0]: ", var1[0])
print ("var2[1:5]: ", var2[1:5])
```



Accessing Values in Strings

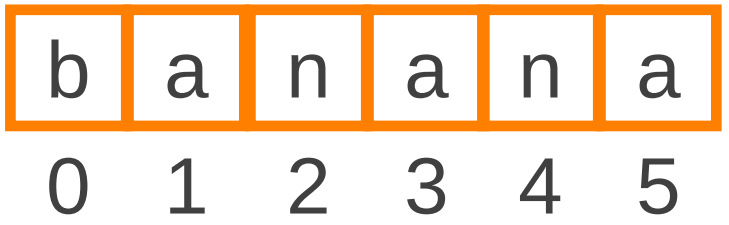
- This will produce following result:

  var1[0]: H

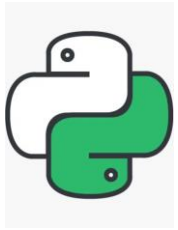
  var2[1:5]: ytho

Looking Inside Strings

- We can get at any single character in a string using an index specified in square brackets
- The index value must be an integer and starts at zero
- The index value can be an expression that is computed




```
>>> fruit = 'banana'
>>> letter = fruit[1]
>>> print(letter)
a
>>> x = 3
>>> w = fruit[x - 1]
>>> print(w)
n
```



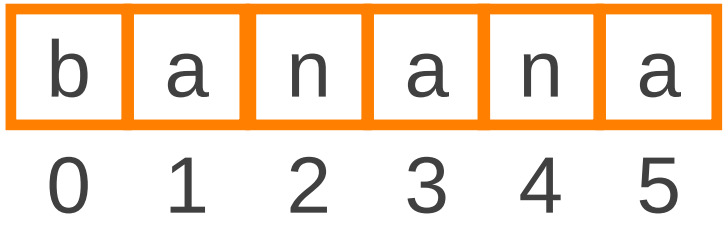
A Character Too Far

- You will get a python error if you attempt to index beyond the end of a string
- So be careful when constructing index values and slices

```
>>> zot = 'abc'
>>> print(zot[5])
Traceback (most recent call
last):  File "<stdin>", line
1, in <module>
IndexError: string index out
of range
>>>
```

Strings Have Length

- The built-in function len gives us the length of a string

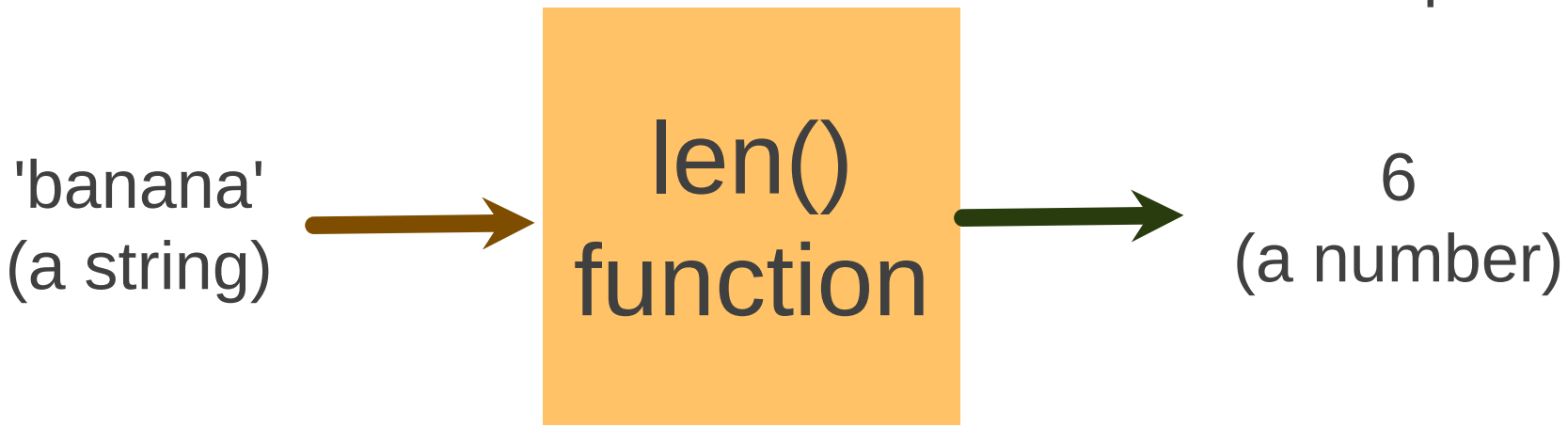



```
>>> fruit = 'banana'
>>> print(len(fruit))
6
```

len Function

```
>>> fruit = 'banana'
>>> x = len(fruit)
>>> print(x)
6
```

A function is some stored code that we use. A function takes some input and produces an output.



len Function

```
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>>> print(x)
6
```

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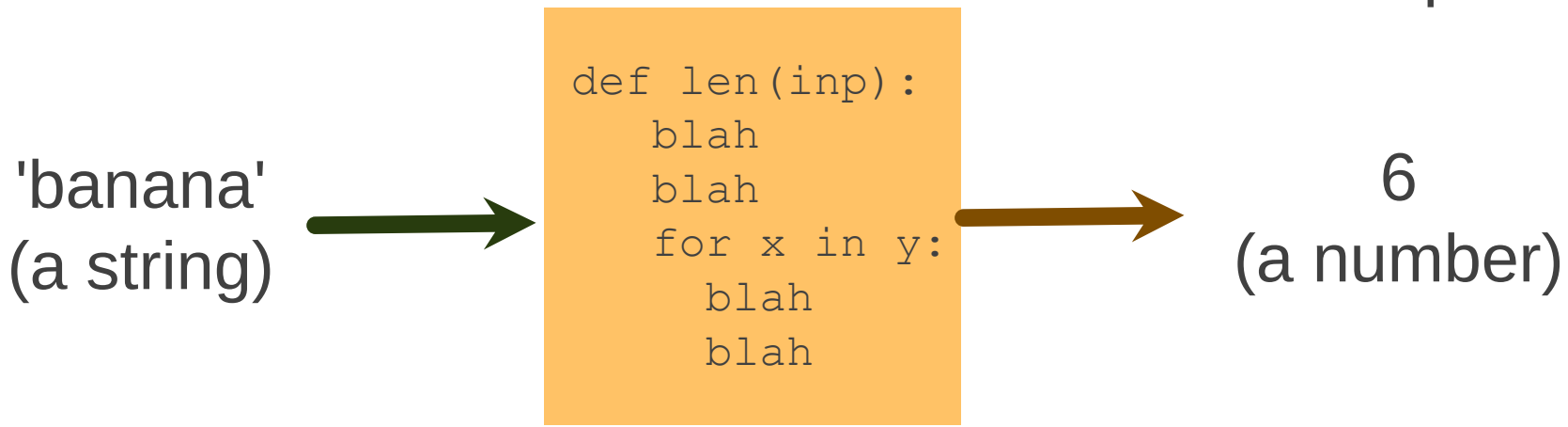
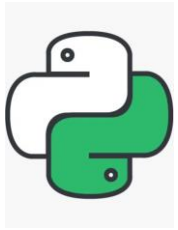




Updating Strings

- You can "update" an existing string by (re)assigning a variable to another string. The new value can be related to its previous value or to a completely different string altogether.

Example:

```
var1 = 'Hello World!'
print "Updated String :- ", var1[:6] + 'Python'
```

- This will produce following result:

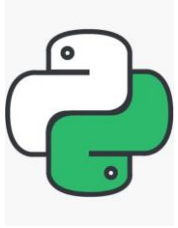
```
Updated String :- Hello Python
```

Escape Characters

Backslash notation	Hexadecimal character	Description
\a	0x07	Bell or alert
\b	0x08	Backspace
\cx		Control-x
\C-x		Control-x
\e	0x1b	Escape
\f	0x0c	Formfeed
\M-\C-x		Meta-Control-x
\n	0x0a	Newline
\nnn		Octal notation, where n is in the range 0.7
\r	0x0d	Carriage return
\s	0x20	Space
\t	0x09	Tab
\v	0x0b	Vertical tab
\x		Character x
\xnn		Hexadecimal notation, where n is in the range 0.9, a.f, or A.F

String Special Operators: Assume string variable a holds 'Hello' and variable b holds 'Python' then:

Operator	Description	Example
+	Concatenation - Adds values on either side of the operator	a + b will give HelloPython
*	Repetition - Creates new strings, concatenating multiple copies of the same string	a*2 will give -HelloHello
[]	Slice - Gives the character from the given index	a[1] will give **e**
[:]	Range Slice - Gives the characters from the given range	a[1:4] will give **ell**
in	Membership - Returns true if a character exists in the given string	**H in a** will give 1
not in	Membership - Returns true if a character does not exist in the given string	**M not in a** will give 1
r/R	Raw String - Suppress actual meaning of Escape characters.	**print r'\n'** prints \n and **print R'\n'** prints \n
%	Format - Performs String formatting	See at next section

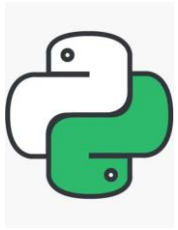


Looping Through Strings

- Using a while statement, an iteration variable, and the len function, we can construct a loop to look at each of the letters in a string individually

```
fruit = 'banana'
index = 0
while index < len(fruit):
    letter = fruit[index]
    print(index, letter)
    index = index + 1
```

```
0 b
1 a
2 n
3 a
4 n
5 a
```



Looping Through Strings

- A definite loop using a for statement is much more elegant
- The iteration variable is completely taken care of by the for loop

```
fruit = 'banana'
for letter in fruit:
    print(letter)
```

```
b
a
n
a
n
a
```

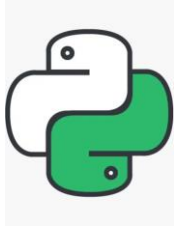
Looping Through Strings

- A definite loop using a for statement is much more elegant
- The iteration variable is completely taken care of by the for loop

```
fruit = 'banana'
for letter in fruit :
    print(letter)
```

```
b
a
n
a
n
a
```

```
index = 0
while index < len(fruit) :
    letter = fruit[index]
    print(letter)
    index = index + 1
```



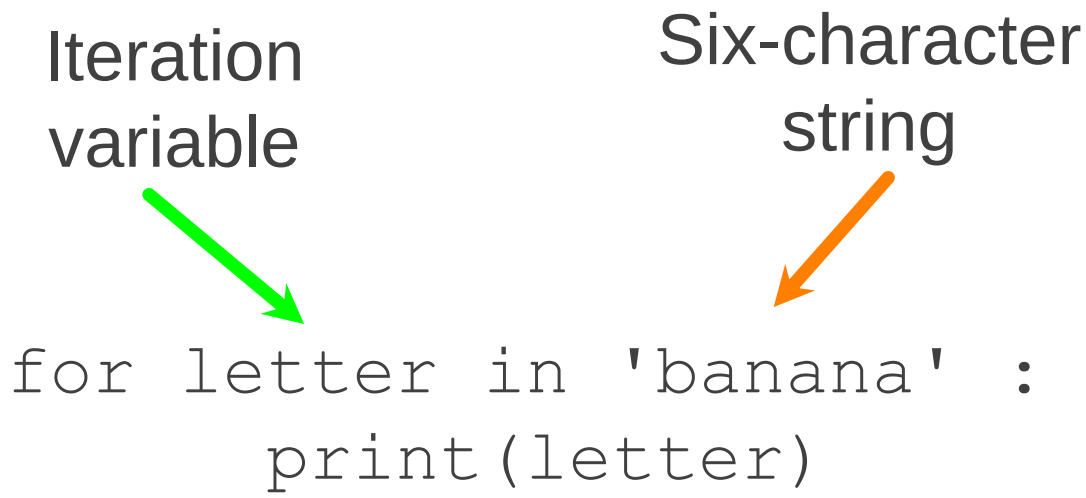
Looping and Counting

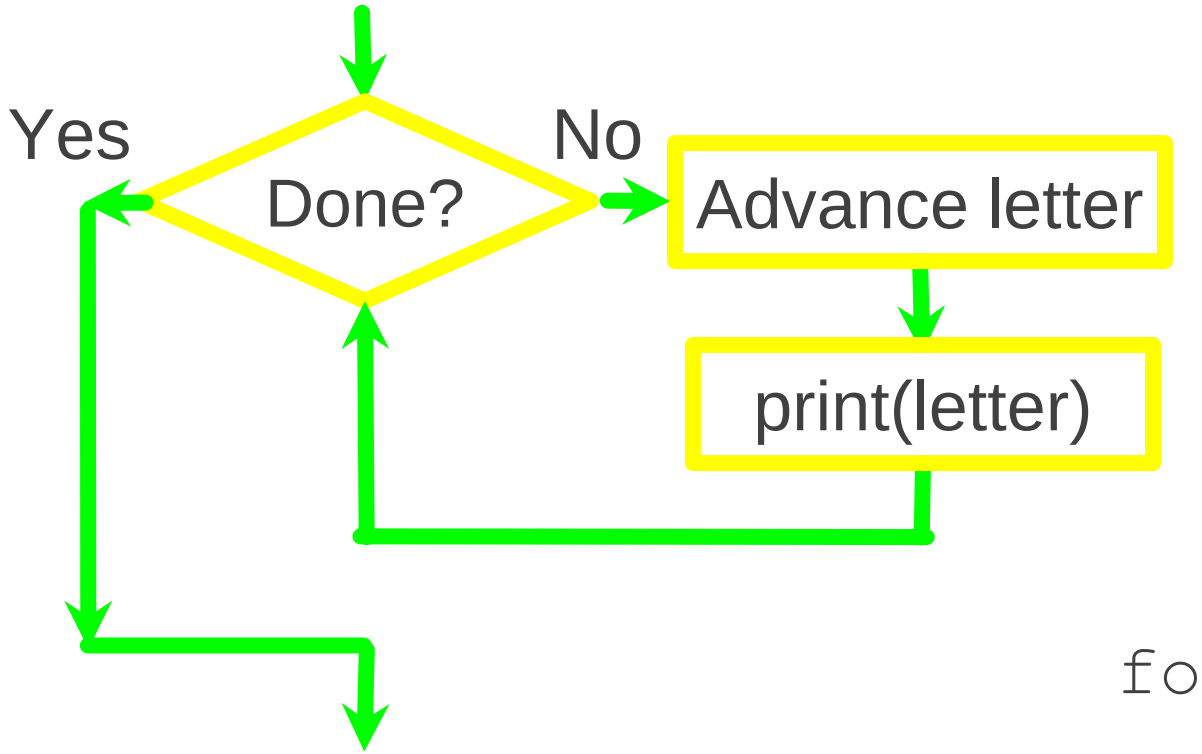
- This is a simple loop that loops through each letter in a string and counts the number of times the loop encounters the 'a' character

```
word = 'banana'
count = 0
for letter in word :
    if letter == 'a' :
        count = count + 1
print(count)
```

Looking Deeper into in

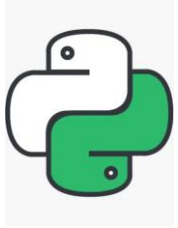
- The iteration variable “iterates” through the sequence (ordered set)
- The block (body) of code is executed once for each value in the sequence
- The iteration variable moves through all of the values in the sequence






```
for letter in 'banana' :
    print(letter)
```

The iteration variable “iterates” through the string and the block (body) of code is executed once for each value in the sequence



Formatted Print

```
>> print(“%.4f” % 3.1415926)
3.1415
>> print(“%d, %d” % (3, 4))
3, 4
```

String Formatting Operator:

Format Symbol	Conversion
%c	character
%s	string conversion via str() prior to formatting
%i	signed decimal integer
%d	signed decimal integer
%u	unsigned decimal integer
%o	octal integer
%x	hexadecimal integer (lowercase letters)
%X	hexadecimal integer (UPPERcase letters)
%e	exponential notation (with lowercase 'e')
%E	exponential notation (with UPPERcase 'E')
%f	floating point real number
%g	the shorter of %f and %e
%G	the shorter of %f and %E

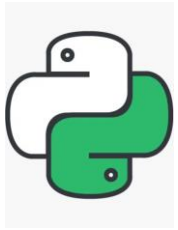
Other supported symbols and functionality are listed in the following table:

Symbol	Functionality
*	argument specifies width or precision
-	left justification
+	display the sign
<sp>	leave a blank space before a positive number
#	add the octal leading zero ('0') or hexadecimal leading '0x' or '0X', depending on whether 'x' or 'X' were used.
0	pad from left with zeros (instead of spaces)
%	'%%' leaves you with a single literal '%'
(var)	mapping variable (dictionary arguments)
m.n.	m is the minimum total width and n is the number of digits to display after the decimal point (if appl.)

Triple Quotes:

- Python's triple quotes comes to the rescue by allowing strings to span multiple lines, including verbatim NEWLINEs, TABs, and any other special characters.
- The syntax for triple quotes consists of three consecutive **single or double** quotes.

```
para_str = """this is a long string that is made up of several
lines and non-printable characters such as TAB ( \t ) and they
will show up that way when displayed. NEWLINEs within the
string, whether explicitly given like this within the brackets
[ \n ], or just a NEWLINE within the variable assignment will
also show up. """
print(para_str)
```



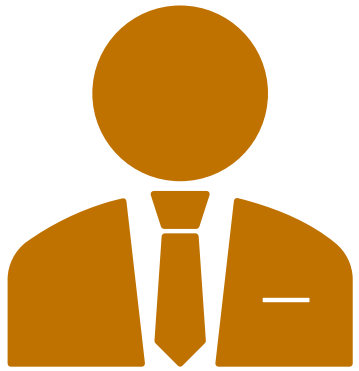
Unicode String

- Normal strings in Python are stored internally as 8-bit ASCII, while Unicode strings are stored as 16-bit Unicode. This allows for a more varied set of characters, including special characters from most languages in the world. I'll restrict my treatment of Unicode strings to the following:

```
print(u'Hello, world!’)
```

This would print following result:

```
Hello, world!
```



Advanced String Operations

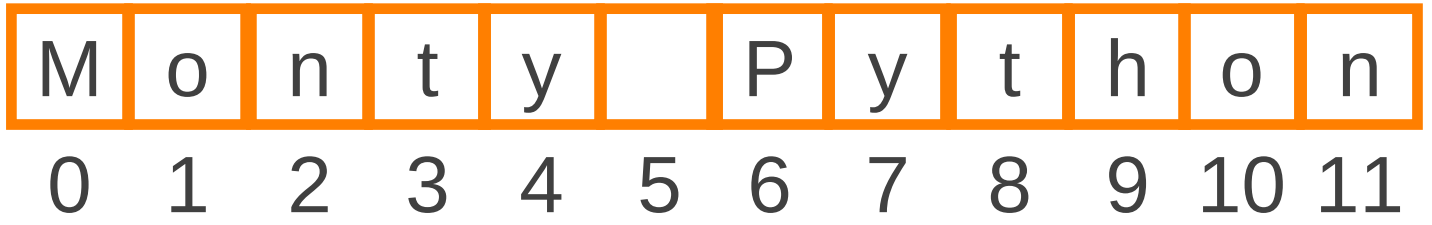
ACTIVITY

Useful string functions & methods

Name	Purpose
`len(s)`	Calculate the length of the string `s`
`+`	Add two strings together
`*`	Repeat a string
`s.find(x)`	Find the first position of `x` in the string `s`
`s.count(x)`	Count the number of times `x` is in the string `s`
`s.upper()` `s.lower()`	Return a new string that is all uppercase or lowercase
`s.replace(x, y)`	Return a new string that has replaced the substring `x` with the new substring `y`
`s.strip()`	Return a new string with whitespace stripped from the ends
`s.format()`	Format a string's contents

Wikitechy

Slicing Strings



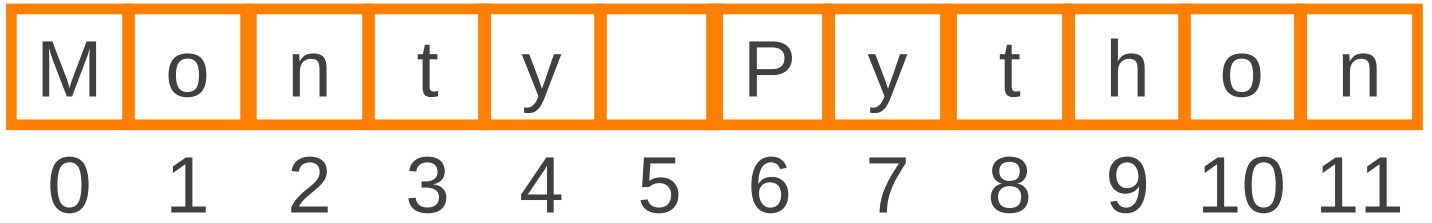
- We can also look at any continuous section of a string using a colon operator

  The second number is one beyond the end of the slice - “up to but not including”

- If the second number is beyond the end of the string, it stops at the end

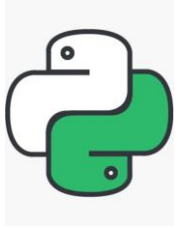
```
>>> s = 'Monty Python'
>>> print(s[0:4])
Mont
>>> print(s[6:7])
P
>>> print(s[6:20])
Python
```

Slicing Strings



- If we leave off the first number or the last number of the slice, it is assumed to be the beginning or end of the string respectively

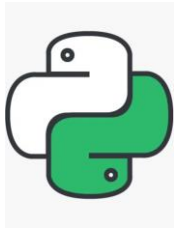
```
>>> s = 'Monty Python'
>>> print(s[:2])
Mo
>>> print(s[8:])
thon
>>> print(s[:])
Monty Python
```



String Concatenation

- When the + operator is applied to strings, it means "concatenation"

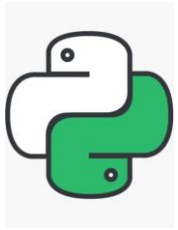
```
>>> a = 'Hello'
>>> b = a + 'There'
>>> print(b)
HelloThere
>>> c = a + ' ' + 'There'
>>> print(c)
Hello There
>>>
```



Using in as a Logical Operator

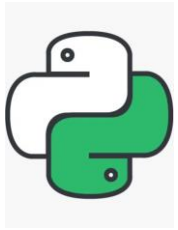
- The in keyword can also be used to check to see if one string is “in” another string
- The in expression is a logical expression that returns True or False and can be used in an if statement

```
>>> fruit = 'banana'
>>> 'n' in fruit
True
>>> 'm' in fruit
False
>>> 'nan' in fruit
True
>>> if 'a' in fruit :
...     print('Found it!')
...
Found it!
>>>
```



String Comparison

```
if word == 'banana':
    print('All right, bananas.')

if word < 'banana':
    print('Your word,' + word + ', comes before banana.')
elif word > 'banana':
    print('Your word,' + word + ', comes after banana.')
else:
    print('All right, bananas.')
```



String Library

- Python has a number of string functions which are in the string library
- These functions are already built into every string - we invoke them by appending the function to the string variable
- These functions do not modify the original string, instead they return a new string that has been altered

```
>>> greet = 'Hello Bob'
>>> zap = greet.lower()
>>> print(zap)
hello bob
>>> print(greet)
Hello Bob
>>> print('Hi There'.lower())
hi there
>>>
```

```
>>> stuff = 'Hello world'
>>> type(stuff)
<class 'str'>
>>> dir(stuff)
['capitalize', 'casefold', 'center', 'count', 'encode', 'endswith',
'expandtabs', 'find', 'format', 'format_map', 'index', 'isalnum',
'isalpha', 'isdecimal', 'isdigit', 'isidentifier', 'islower',
'isnumeric', 'isprintable', 'isspace', 'istitle', 'isupper', 'join',
'ljust', 'lower', 'lstrip', 'maketrans', 'partition', 'replace', 'rfind',
'rindex', 'rjust', 'rpartition', 'rsplit', 'rstrip', 'split',
'splitlines', 'startswith', 'strip', 'swapcase', 'title', 'translate',
'upper', 'zfill']
```

https://docs.python.org/3/library/stdtypes.html#string-methods

`str.`**`replace`**(*old*, *new*[, *count*])

Return a copy of the string with all occurrences of substring *old* replaced by *new*. If the optional argument *count* is given, only the first *count* occurrences are replaced.

`str.`**`rfind`**(*sub*[, *start*[, *end*]])

Return the highest index in the string where substring *sub* is found, such that *sub* is contained within `s[start:end]`. Optional arguments *start* and *end* are interpreted as in slice notation. Return `-1` on failure.

`str.`**`rindex`**(*sub*[, *start*[, *end*]])

Like `rfind()` but raises `ValueError` when the substring *sub* is not found.

`str.`**`rjust`**(*width*[, *fillchar*])

Return the string right justified in a string of length *width*. Padding is done using the specified *fillchar* (default is an ASCII space). The original string is returned if *width* is less than or equal to `len(s)`.

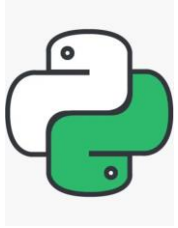
`str.`**`rpartition`**(*sep*)

Split the string at the last occurrence of *sep*, and return a 3-tuple containing the part before the separator, the separator itself, and the part after the separator. If the separator is not found, return a 3-tuple containing two empty strings, followed by the string itself.

`str.`**`rsplit`**(*sep=None*, *maxsplit=-1*)

Return a list of the words in the string, using *sep* as the delimiter string. If *maxsplit* is given, at most *maxsplit* splits are done, the *rightmost* ones. If *sep* is not specified or `None`, any whitespace string is a separator. Except for splitting from the right, `rsplit()` behaves like `split()` which is described in detail below.

eC Learning Channel



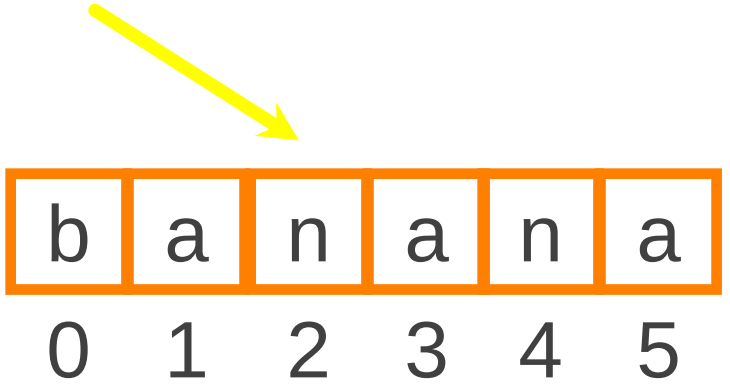
String Library

```
str.capitalize()
str.center(width[, fillchar])
str.endswith(suffix[, start[, end]])
str.find(sub[, start[, end]])
str.lstrip([chars])
```

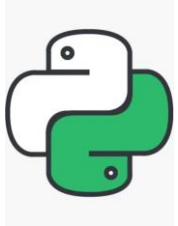
```
str.replace(old, new[, count])
str.lower()
str.rstrip([chars])
str.strip([chars])
str.upper()
```

Searching a String

- We use the find() function to search for a substring within another string
- find() finds the first occurrence of the substring
- If the substring is not found, find() returns -1
- Remember that string position starts at zero



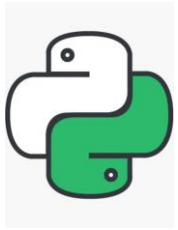

```
>>> fruit = 'banana'
>>> pos = fruit.find('na')
>>> print(pos)
2
>>> aa = fruit.find('z')
>>> print(aa)
-1
```



Making everything UPPER CASE

- You can make a copy of a string in lower case or upper case
- Often when we are searching for a string using find() we first convert the string to lower case so we can search a string regardless of case

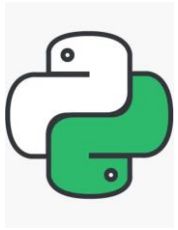
```
>>> greet = 'Hello Bob'
>>> nnn = greet.upper()
>>> print(nnn)
HELLO BOB
>>> www = greet.lower()
>>> print(www)
hello bob
>>>
```



Search and Replace

- The replace() function is like a “search and replace” operation in a word processor
- It replaces all occurrences of the search string with the replacement string

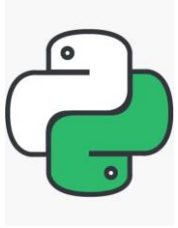
```
>>> greet = 'Hello Bob'
>>> nstr = greet.replace('Bob','Jane')
>>> print(nstr)
Hello Jane
>>> nstr = greet.replace('o','X')
>>> print(nstr)
HellX BXb
>>>
```



Stripping Whitespace

- Sometimes we want to take a string and remove whitespace at the beginning and/or end
- lstrip() and rstrip() remove whitespace at the left or right
- strip() removes both beginning and ending whitespace

```
>>> greet = '   Hello Bob  '
>>> greet.lstrip()
'Hello Bob  '
>>> greet.rstrip()
'   Hello Bob'
>>> greet.strip()
'Hello Bob'
>>>
```



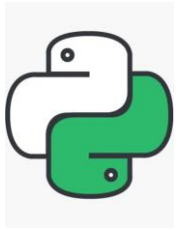
Prefixes

```
>>> line = 'Please have a nice day'
>>> line.startswith('Please')
True
>>> line.startswith('p')
False
```

Parsing and Extracting


```
From stephen.marquard@uct.ac.za Sat Jan  5 09:14:16 2008
```

```
>>> data = 'From stephen.marquard@uct.ac.za Sat Jan  5 09:14:16 2008'
>>> atpos = data.find('@')
>>> print(atpos)
21
>>> sppos = data.find(' ',atpos)
>>> print(sppos)
31
>>> host = data[atpos+1 : sppos]
>>> print(host)
uct.ac.za
```



Two Kinds of Strings

```
Python 2.7.10
>>> x = '이광춘'
>>> type(x)
<type 'str'>
>>> x = u'이광춘'
>>> type(x)
<type 'unicode'>
>>>
```

```
Python 3.5.1
>>> x = '이광춘'
>>> type(x)
<class 'str'>
>>> x = u'이광춘'
>>> type(x)
<class 'str'>
>>>
```

In Python 3, all strings are Unicode

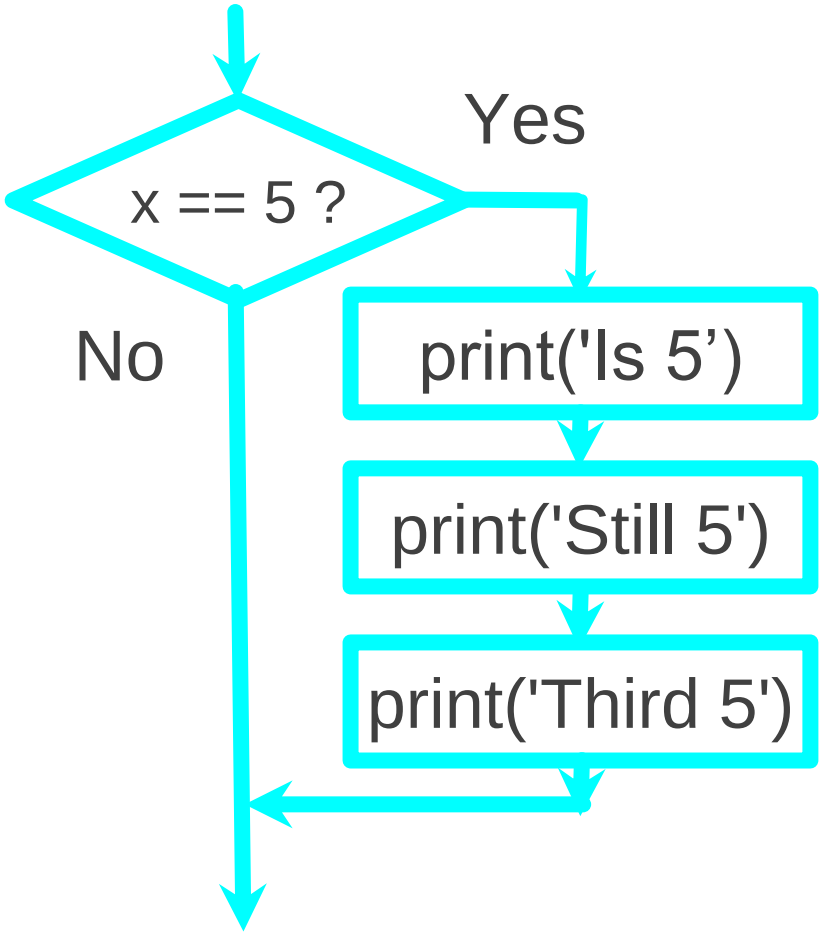
One-way Selection

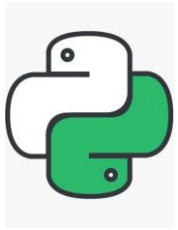
LECTURE 4

One-Way Decisions

```
x = 5
print('Before 5')
if  x == 5 :
    print('Is 5')
    print('Is Still 5')
    print('Third 5')
print('Afterwards 5')
print('Before 6')
if x == 6 :
    print('Is 6')
    print('Is Still 6')
    print('Third 6')
print('Afterwards 6')
```

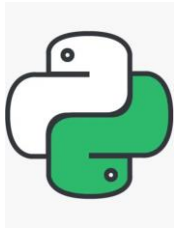
```
Before 5

Is 5
Is Still 5
Third 5
Afterwards 5
Before 6

Afterwards 6
```





Indentation

- Increase indent indent after an if statement or for statement (after :)
- Maintain indent to indicate the scope of the block (which lines are affected by the if/for)
- Reduce indent back to the level of the if statement or for statement to indicate the end of the block
- Blank lines are ignored - they do not affect indentation
- Comments on a line by themselves are ignored with regard to indentation

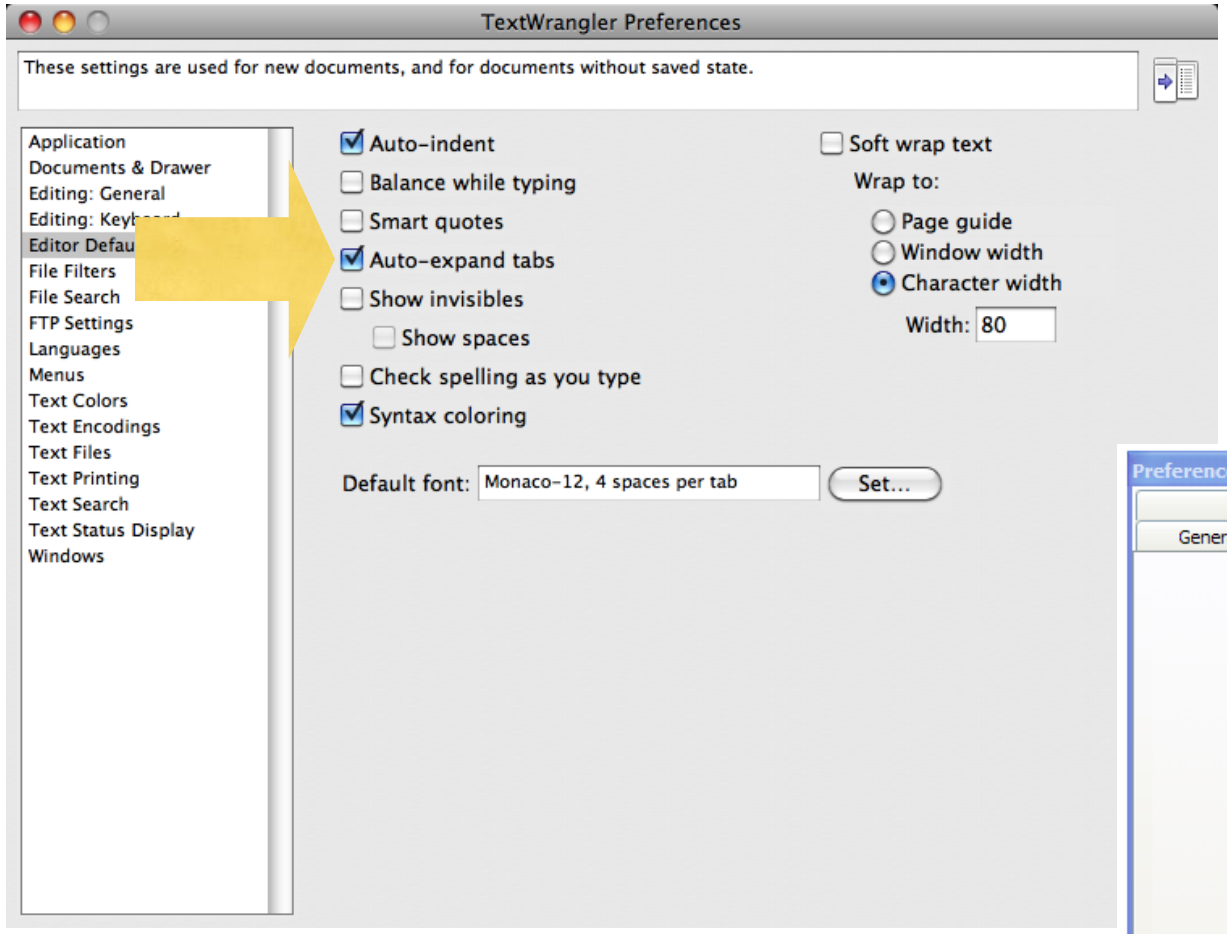


Warning: Turn Off Tabs!!

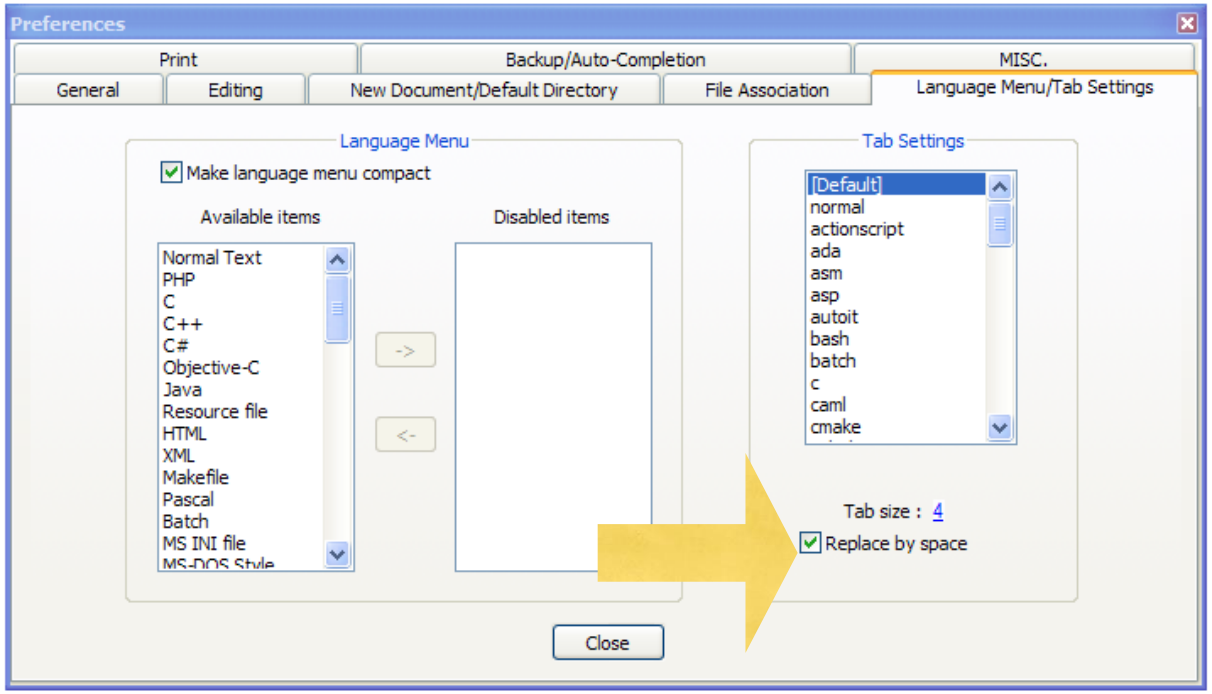
- Atom automatically uses spaces for files with ".py" extension (nice!)

- Most text editors can turn tabs into spaces - make sure to enable this feature
  - - NotePad++: Settings -> Preferences -> Language Menu/Tab Settings
  - - TextWrangler: TextWrangler -> Preferences -> Editor Defaults

- Python cares a *lot* about how far a line is indented. If you mix tabs and spaces, you may get “indentation errors” even if everything looks fine

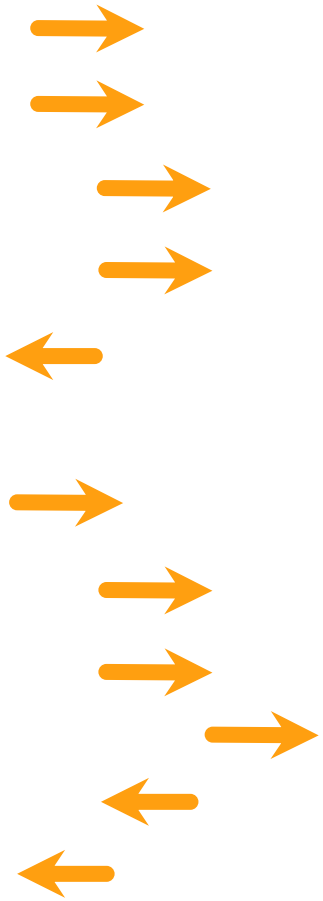


This will save you much unnecessary pain.



increase / maintain after if or for

decrease to indicate end of block



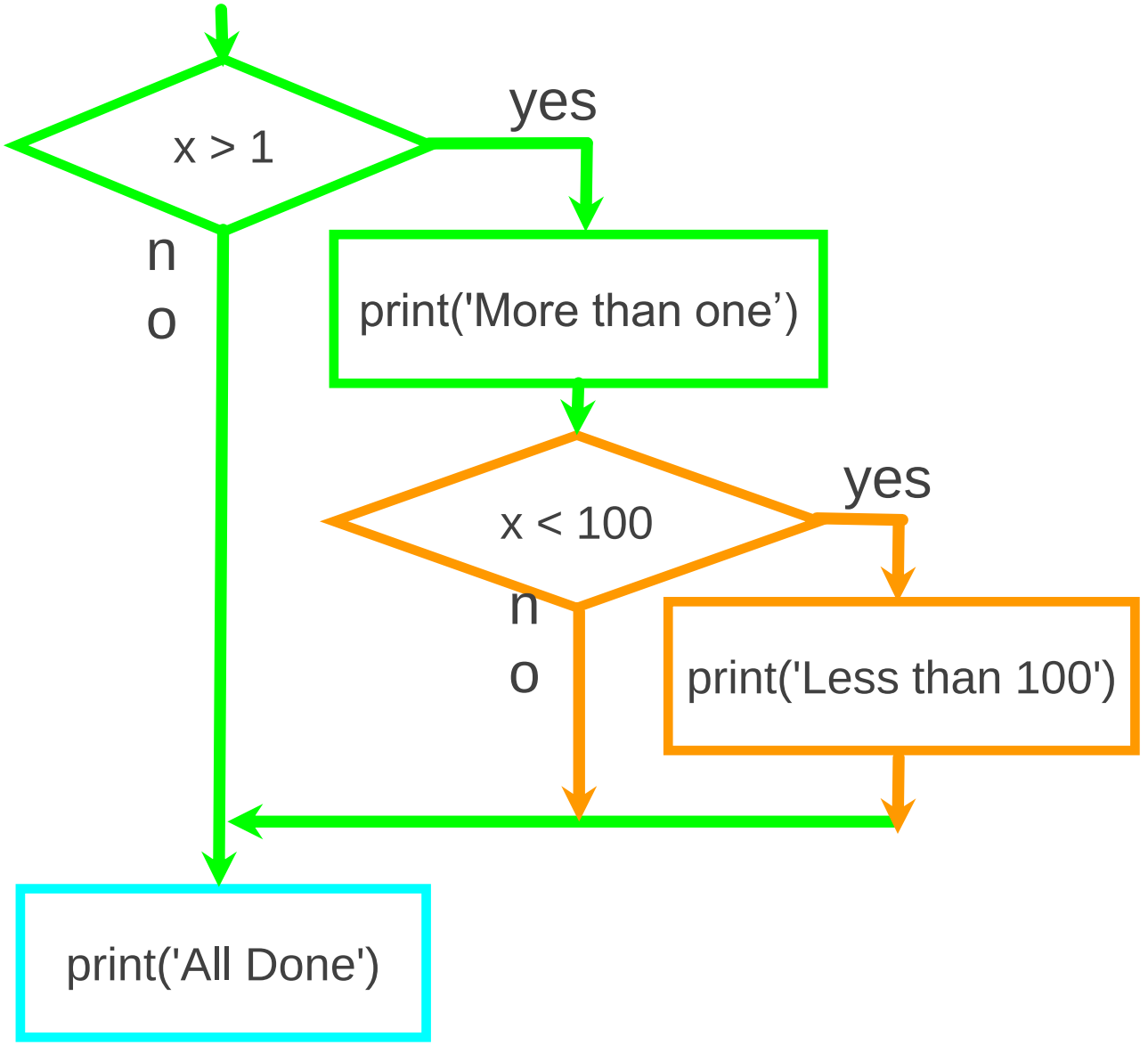
```
x = 5
if x > 2 :
    print('Bigger than 2')
    print('Still bigger')
print('Done with 2')

for i in range(5) :
    print(i)
    if i > 2 :
        print('Bigger than 2')
    print('Done with i', i)
print('All Done')
```

Think About begin/end Blocks

```
x = 5
if x > 2 :
    print('Bigger than 2')
    print('Still bigger')
print('Done with 2')

for i in range(5) :
    print(i)
    if i > 2 :
        print('Bigger than 2')
    print('Done with i', i)
print('All Done')
```

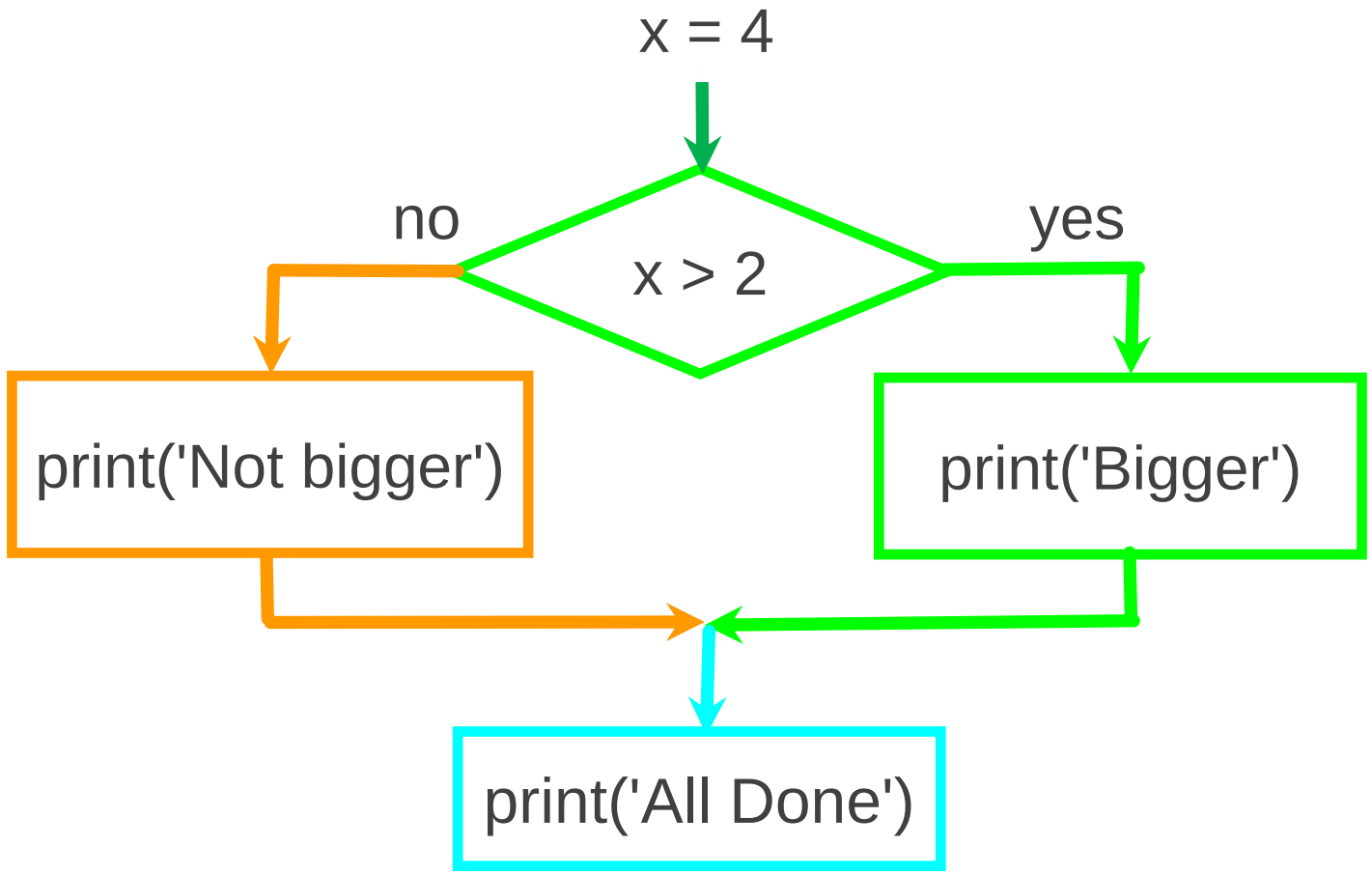
Nested Decisions

```
x = 42
if x > 1 :
    print('More than one')
    if x < 100 :
        print('Less than 100')
print('All done')
```



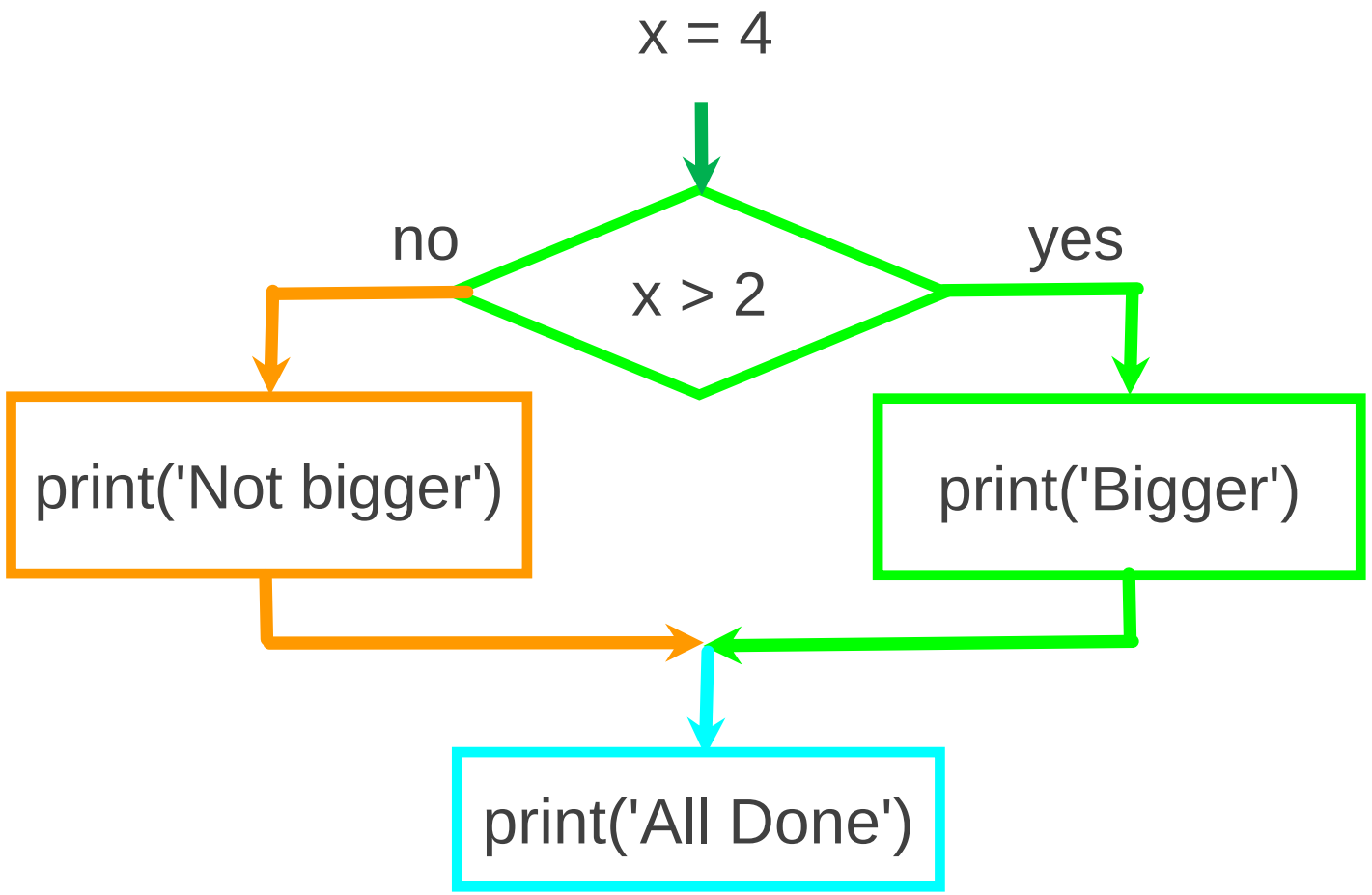
Two-way Decisions

- Sometimes we want to do one thing if a logical expression is true and something else if the expression is false
- It is like a fork in the road - we must choose one or the other path but not both



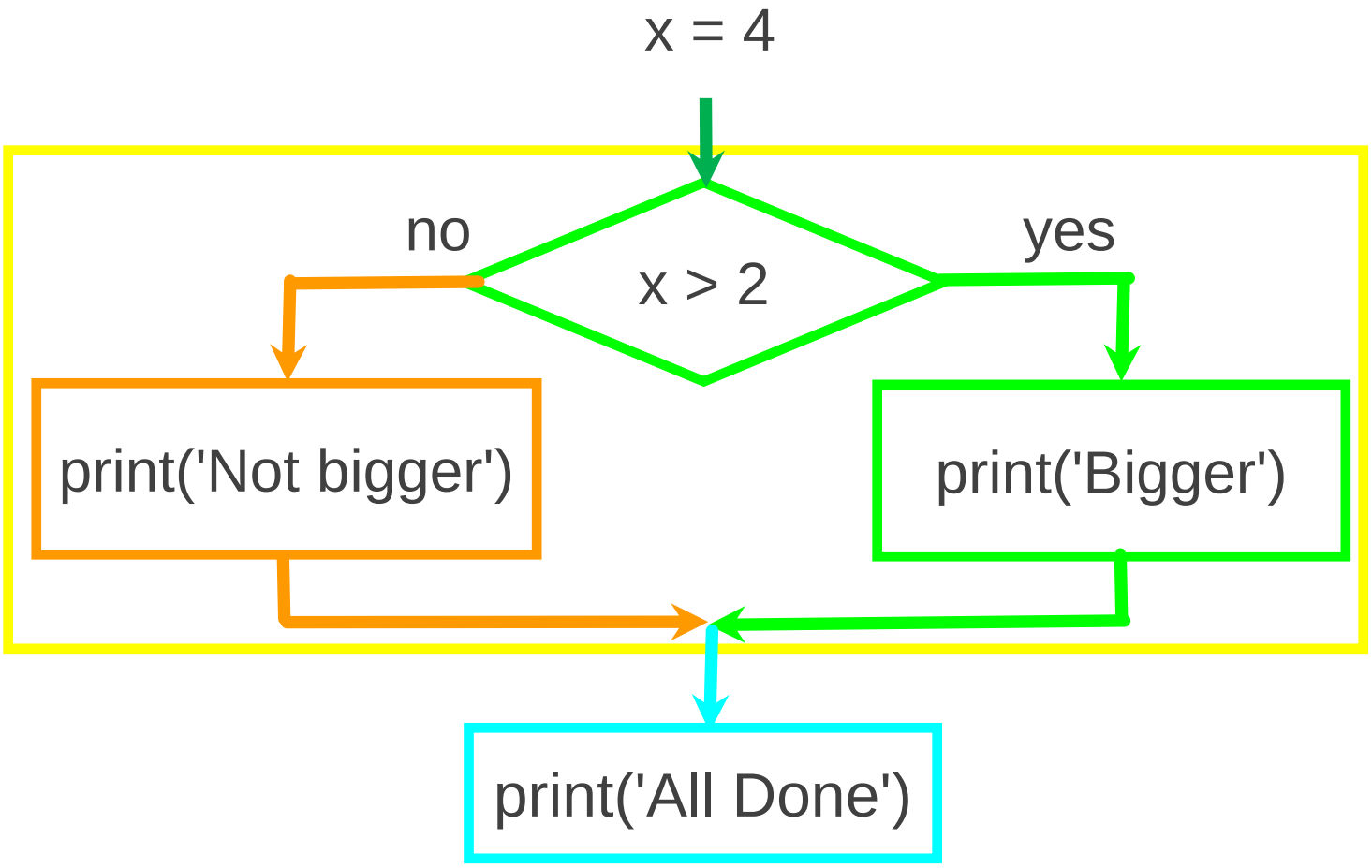
Two-way Decisions with else:

```
x = 4

if x > 2 :
    print('Bigger')
else :
    print('Smaller')

print('All done')
```



Visualize Blocks

```
x = 4

if x > 2 :
    print('Bigger')
else :
    print('Smaller')

print('All done')
```

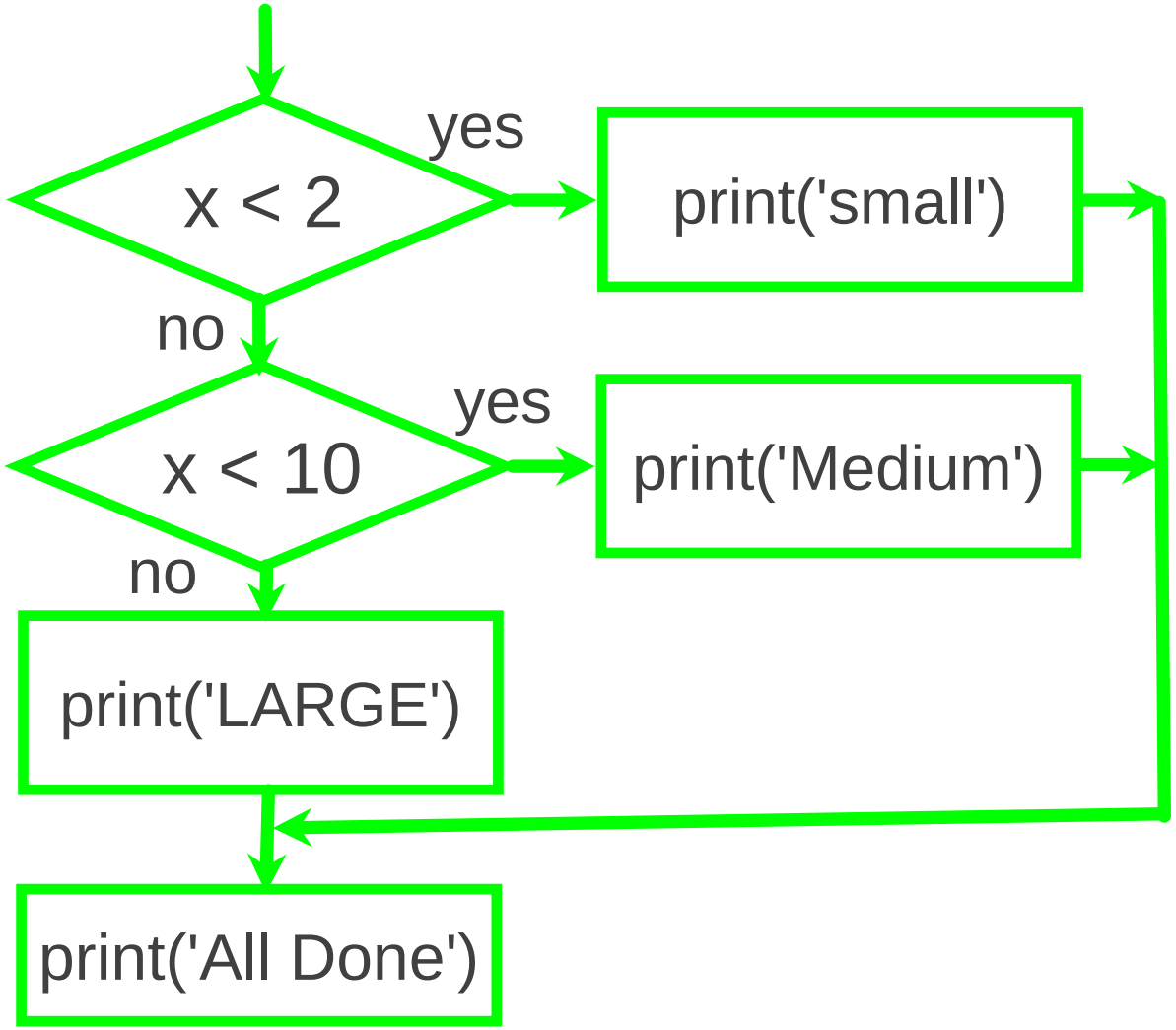


Multiple-Way Selection

LECTURE 4

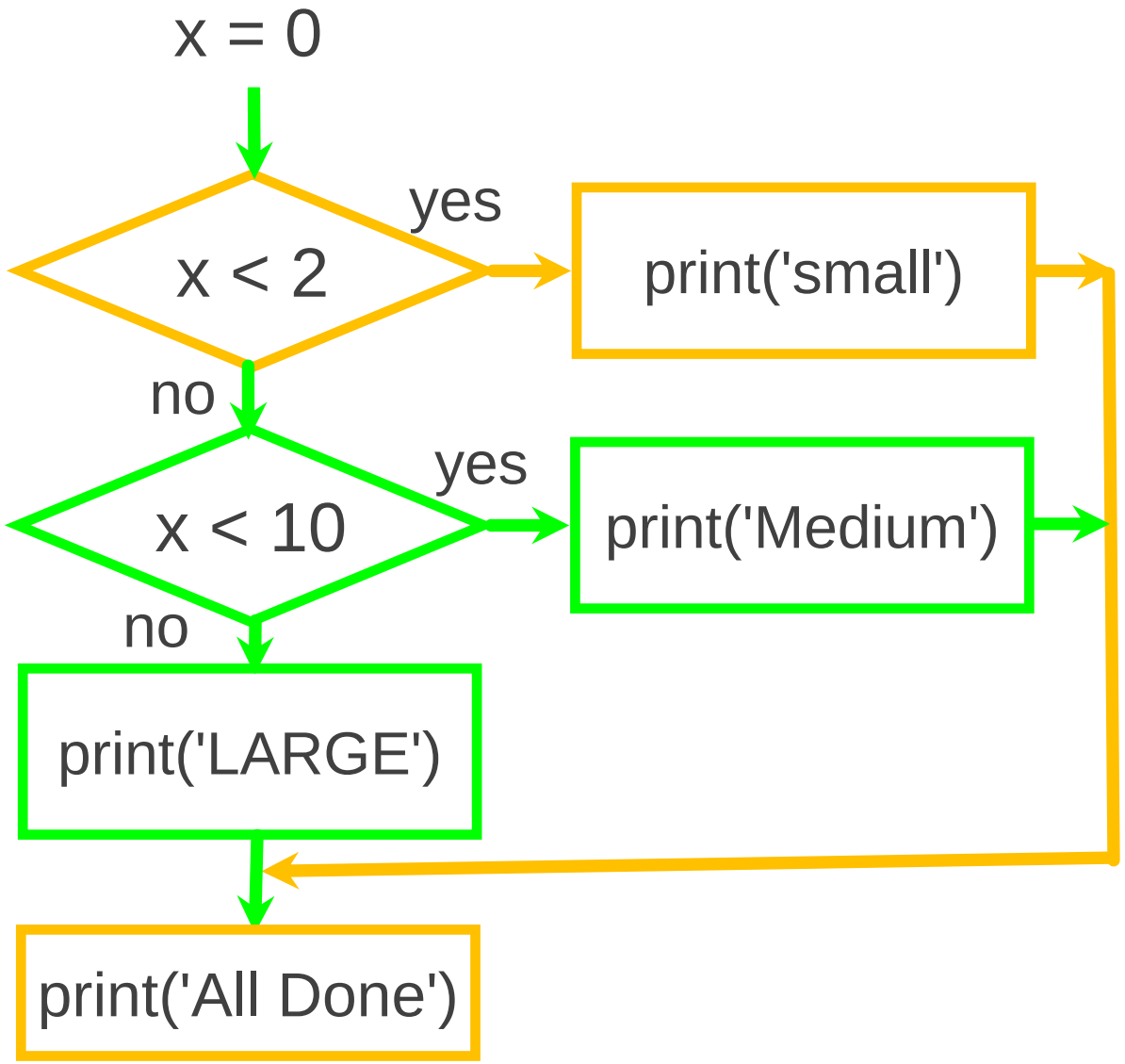
Multi-way

```
if x < 2 :
    print('small')
elif x < 10 :
    print('Medium')
else :
    print('LARGE')
print('All done')
```



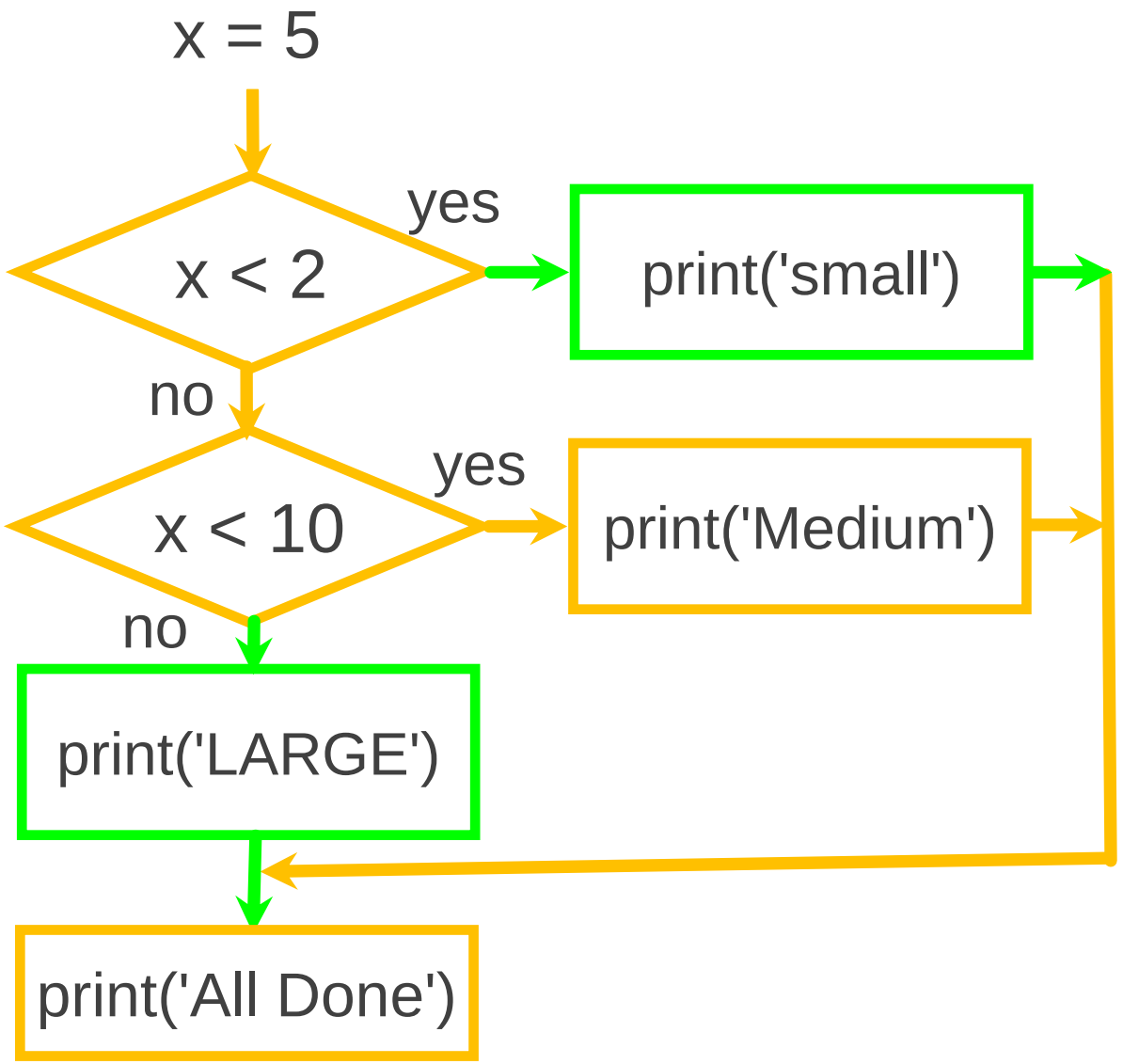
Multi-way

```
x = 0
if x < 2 :
    print('small')
elif x < 10 :
    print('Medium')
else :
    print('LARGE')
print('All done')
```



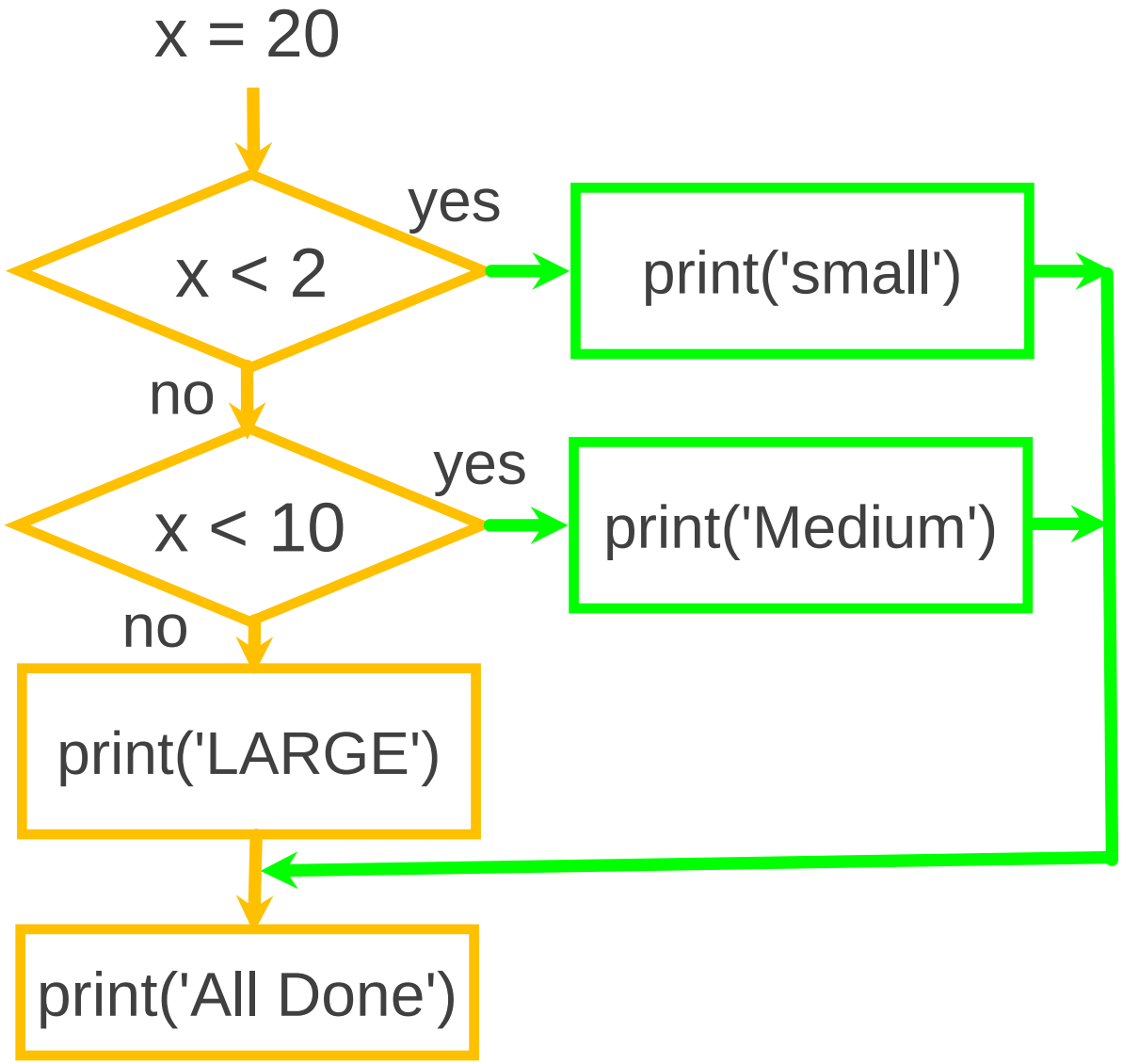
Multi-way

```
x = 5
if x < 2 :
    print('small')
elif x < 10 :
    print('Medium')
else :
    print('LARGE')
print('All done')
```



Multi-way

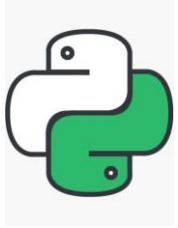
```
x = 20
if x < 2 :
    print('small')
elif x < 10 :
    print('Medium')
else :
    print('LARGE')
print('All done')
```



Multi-way

```
# No Else
x = 5
if x < 2 :
    print('Small')
elif x < 10 :
    print('Medium')

print('All done')
```

```
if x < 2 :
    print('Small')
elif x < 10 :
    print('Medium')
elif x < 20 :
    print('Big')
elif x < 40 :
    print('Large')
elif x < 100:
    print('Huge')
else :
    print('Ginormous')
```



Multi-way Puzzles

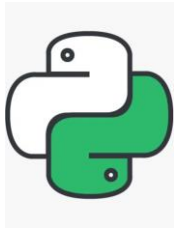
Which will never print regardless of the value for x?

```
if x < 2 :
    print('Below 2')
elif x >= 2 :
    print('Two or more')
else :
    print('Something else')
```

```
if x < 2 :
    print('Below 2')
elif x < 20 :
    print('Below 20')
elif x < 10 :
    print('Below 10')
else :
    print('Something else')
```

Conditional Statement

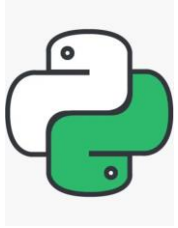
LECTURE 5



Conditional Statement

value_for_true **if** boolean_expression **else** value_for_false

```
a = 3 if x > 4 else 4      # a will get a value of 3 if x > 4,
                           # otherwise, it will get 4
```

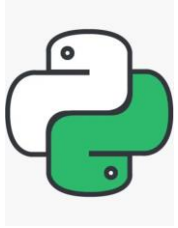


Conditional Statement

- Conditional Statement is often used for the pre-processing of data
- Conditional Statement will make a program shorter.

Lab

SALARY CALCULATION



Exercise

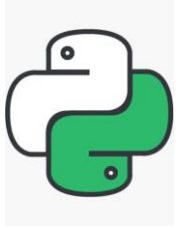
Rewrite your pay computation to give the employee 1.5 times the hourly rate for hours worked above 40 hours.

Enter Hours: 45

Enter Rate: 10

Pay: 475.0

475 = 40 * 10 + 5 * 15



Exercise

Rewrite your pay program using try and except so that your program handles non-numeric input gracefully.

Enter Hours: 20
Enter Rate: nine
Error, please enter numeric input

Enter Hours: forty
Error, please enter numeric input