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```
sum_squared(4, 6, pre="Root sum square =")
which prints
    Root sum square = 7.211102550927978
```

1.10 Branching

There are special statements in all programming languages that allow the programmer to control which portions are to be executed next (or at all); that is, the **control flow**. The primary forms of control flow statements are **branching** and **looping**, and we introduce branching in this section and looping in section 1.11.

1.10.1 Branching with if/elif/else Statements

Branching control flow statements are based on logical conditions that are tested by the statement. The primary branching statements in Python are the if/elif/else statements. For instance, consider the following statements:

```
if x < 0:
    print("negative")
elif x == 0:
    print("zero")
else:
    print("positive")</pre>
```

If x is less than 0, it will print negative; if x is equal to 0, it will print zero, and otherwise (when x is positive) it will print positive. Note that the blocks of code that follow the branching statements must be indented. The elif (i.e., else if) and else statements are optional, and there can be multiple elif statements. Once a condition is met and the corresponding block executed, the rest of the control statements in the block are skipped.

The conditional expression is evaluated to a bool type (class). A boolean object can have one of two possible values, **True** and **False**. If the conditional expression of a branching statement evaluates to **True**, its corresponding block of code is executed. Note that Python will evaluate non-boolean conditional expression value with the built-in bool() function. For instance, if the conditional expression evaluates to a string "foo", it will be evaluated as bool("foo"), which, like all nonempty strings, evaluates to **True**. However, an empty string "" evaluates to **False**.

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Example 1.5

Write and test a Python program that prints a string variable if it is nonempty, and prints Empty string otherwise.

We will want to test our program on a nonempty and an empty string, so we will want to reuse our code; this indicates the use of a function definition. Consider the following program:

```
def print_nonempty(s):
    if s:
        print(s)
    else:
        print("Empty string")

print_nonempty("This should print")
print_nonempty("")  # This should print "Empty string"
```

The **if** statement has conditional expression **s**, which should be a string. Therefore, if it is nonempty, print(**s**) will evaluate. Otherwise (i.e., if **s** is an empty string), the statement print("Empty string") will evaluate. As we expect, the program prints the following to the console:

```
This should print Empty string
```

1.10.2 Branching with match/case Statements

In Python 3.10, a new kind of branching statement was introduced: **match**/ **case**. Its use is never strictly necessary, but it can make a program more readable. For example,

```
if s == "red":
    print("red")
elif s == "blue":
    print("blue")
else:
    print("other")
```

can be written alternatively as

```
match s:
    case "red":
        print("red")
    case "blue":
        print("blue")
    case _:
        print("other")
```

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In the third case _ matches when there is no other match. Once there is a match, no other cases are tested. If there is no match (and _ is not given as a case), none of the code blocks are evaluated.

There are more advanced uses of **match**/**case** statements in which patterns can be matched. See Python Community (2024a; § 4.6) for more details.

1.10.3 Branching with try/except/finally Statements

Sometimes a statement can yield an **exception**, which is not a syntax error, but has a similar effect in that it can stop the execution of the program. Common exceptions include **ZeroDivisionError**, **NameError** and **TypeError**.

In general, an exception stops the execution of a program; however, certain exceptions can be anticipated and dealt with accordingly, which is called exception handling. One of the primary ways to handle exceptions is to use the <code>try/except/finally</code> statements. We can think of these statements as branching statements that branch based on exceptions. For instance consider the following function definition:

```
def plus_7(x):
    try:
        y = x + 7
    except:
        y = x
    return y
```

If we can add 7 to x, which is the case when x is a number, the **try** statement will execute, the **except** statement will be skipped, and the sum will be returned. If, however, we cannot add 7 to x, which is the case when x is nonnumeric, the **try** statement will raise an exception, so the **except** statement will be executed; this returns the input without change.

We will later return to exception handling to consider more advanced usage, including the **finally** statement.

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1.11 Looping



Repeating blocks of code by calling a function more than once, as in example 1.5, can get cumbersome when it needs to be repeated many times. A **loop** repeats a block until some stopping condition is met. One type of loop in Python is a **while** loop, which repeats a block of code while its conditional expression evaluates to **True**. For instance,

The loop evaluates the conditional expression n < 5 and, if in fact n < 5, executes the block of code. After the block finishes, the test is repeated and potentially the block of code. This will repeat indefinitely, until the conditional expression evaluates to **False**, in which case the loop exits and execution resumes after the code block. The block will be executed 5 times, printing 0 through 4 to the console.

Another type of Python loop is a **for** loop, which has no explicit conditional expression, instead iterating through an iterable object like a list, , until it reaches the end. For example,

```
1 = ["foo", "bar", "baz"]
for s in 1:
    print(f"Say {s}")
```

This prints

Say foo Say bar Say baz

It is common to loop through a range with a **for** loop, as in the following:

```
for k in range(2, 8):
    print(k, end=" ") # Prints on the same line
```

This prints the following to the console:

```
2 3 4 5 6 7
```

Often, a loop index is required inside a **for** loop. The syntax for this requires an identifier for the index and an enumerate type object to be iterated through. The constructor function enumerate() assigns an index to each element of its iterable argument (e.g., a list). For instance,