

CS-121

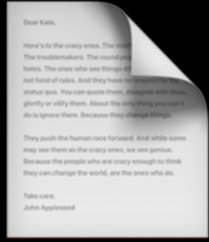
W3 L2

The Click

- Things just make sense (aha moment)
- Can't schedule it
- Can't force it
- Just have to keep trying

Reduce the fog, encourage the click

- Do not suffer in silence! Ask questions.
- Come to office hours. We are here to help.
 - Me: Tues/Thurs 4:30-5:30pm, online by appointment
 - Pratik: Fri. 7-10pm
 - Eleanor: Wed. 7-10pm
- Request a code review if you are unsure about your code.



H

omework

- Optional additional resources and practice
- Only skip if you are confident in the material already
- Will be in your course path

100 Grades / Feedback

- Projects (50%): Levels 1-3
- Labs (25%): completion based practice projects
- Professionalism (25%): participation, communication, etc.



Project 1 grade/ feedback

- Landing today in your email
- /feedback folder in your project repo
- Grades will be recorded in your path



New Tools



Tool Review and Practice



Game On



Conditional Statements

- If this, then that
- If this, then that, else something else, etc.
- A fundamental building block of programming (and life!)
- Logic-based thinking



Think like a robot

- If I am hungry, then I will eat.
- If I have a test tomorrow, then I will study.
- If I am tired, then I will sleep.
- If I am tired *and* I have a test tomorrow, then I will study.

Syntax

```
if condition:
    # code block
elif condition:
    # code block
else:
    # code block
```

- if is the first condition
- elif is an additional condition
- else is the default condition
- : is required
- Indentation is required

```
hungry = True  
tired = False
```

```
if hungry:  
    print("😋 drool face")
```

```
if tired and hungry:  
    print("😡 mad face")
```

```
if not tired and not hungry:  
    print("😎 cool face")
```

```
hunger = 5 # 1-5
```

```
if hunger <= 2:  
    print("satisfied")  
elif hunger = 3:  
    print("peckish")  
elif hunger > 3:  
    print("hungry")  
elif hunger > 4:  
    print("hangry")
```

```
# global variables
hunger = 5 # 1-5

def get_status():
    if hunger <= 2:
        return "satisfied"
    elif hunger = 3:
        return "peckish"
    elif hunger > 3:
        return "hungry"
    elif hunger > 4:
        return "hangry"

feed():
    global hunger # use the global variable
    hunger = hunger - 1 # or hunger -= 1

print(status())
feed()
print(status())
feed()
print(status())
```



A simple game (pet simulator)

Practice + Demo

Project 3: Pet.py