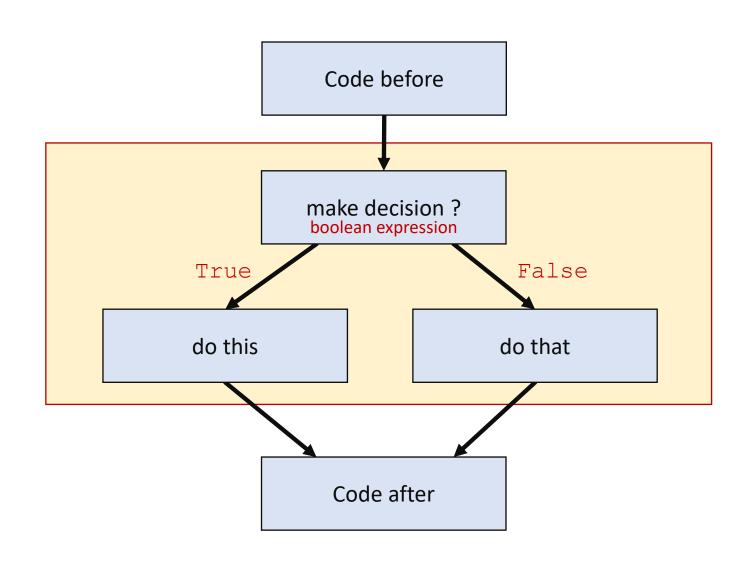
Control structures

- input()
- if-elif-else
- while-break-continue

input

- The builtin function input (message) prints message, and waits for the user provides a line of input and presses return. The line of input is returned as a str
- If you e.g. expect input to be an int, then remember to convert the input using int()

Branching – do either this or that ?



Basic if-else

if boolean expression:

```
identical indentation code code code code identical indentation code code code code
```

```
if-else.py

if x % 2 == 0:
    print('even')
else:
    print('odd')
```

Identical indentation for a sequence of lines = the same spaces/tabs should precede code

pass

pass is a Python statement doing nothing. Can be used where a statement is required but you want to skip (e.g. code will be writen later)

Example (bad example, since else could just be omitted):

```
if-else.py

if x % 2 == 0:
    print('even')
else:
    pass
```

if-elif-else

```
if condition:
    code
elif condition: # zero or more "elfi" ≡ "else if"
    code
else: # optional
    code
```

```
if (condition) {
   code
} else if (condition) {
   code
} else {
   code
} Java, C, C++ syntax
```

Other languages using indentation for blocking: ABC (1976), occam (1983), Miranda (1985)

```
if.py
if x == 0:
    print('zero')
```

```
if-else.py

if x % 2 == 0:
    print('even')
else:
    print('odd')
```

```
elif.py
if x < 0:
    print('negative')
elif x == 0:
    print('zero')
elif x == 1:
    print('one')
else:
    print('>= 2')
```

Questions – What value is printed?

```
a) 1
x = 1
                           b) 2
if x == 2:
   x = x + 1
else:
                       c d) 4
    x = x + 1
    x = x + 1
x = x + 1
                          f) Don't know
print(x)
```

Nested if-statements

```
nested-if.py
if x < 0:
    print('negative')
elif x % 2 == 0:
    if x == 0:
        print('zero')
    elif x == 2:
        print('even prime number')
    else:
        print('even composite number')
else:
    if x == 1:
        print('one')
    else:
        print('some odd number')
```

Common mistake

```
if-if.py

x = int(input())

if x == 0:
    print('zero')

if x % 2 == 0:
    print('even')

Python shell

> 0
    | zero
    | even
```





```
if-elif.py
x = int(input())
if x == 0:
    print('zero')
elif x % 2 == 0:
    print('even')

Python shell
> 0
    | zero
```

if-else expressions

A very common computation is

```
if test:

x = true-expression

else:

x = false-expression

think of this as the "common case" and the "exceptional case"
```

In Python there is a shorthand for this:

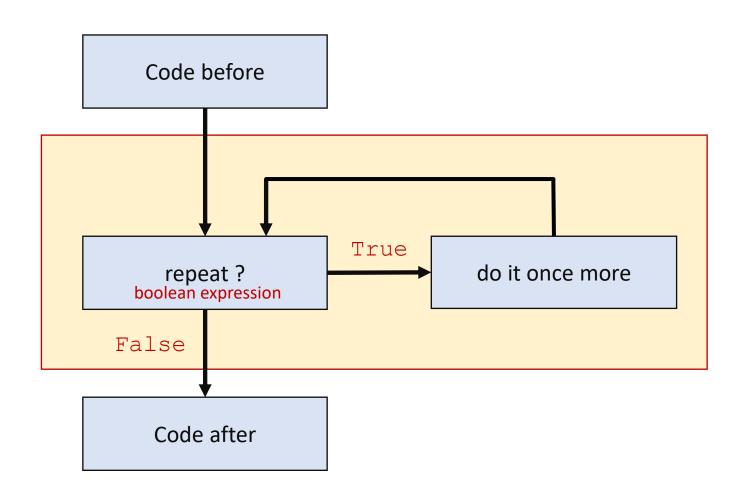
```
x = true-expression if test else false-expression
```

(see What's New in Python 2.5 - PEP 308: Conditional Expressions)

In C, C++, Java, Javascript the equivalent notation is (note the different order)

```
x = test? true-expression : false-expression
```

Repeat until done



while-statement

```
while condition:
    code
    break # jump to code after while loop
    ...
    continue # jump to condition at the
                # beginning of while loop
```

```
x = 1
                                while x \le 5:
                                    print(x, end=' ')
                                    x = x + 1
                                print('and', x)
                                Python shell
code
       Java, C, C++ syntax
                                  1 2 3 4 5 and 6
```

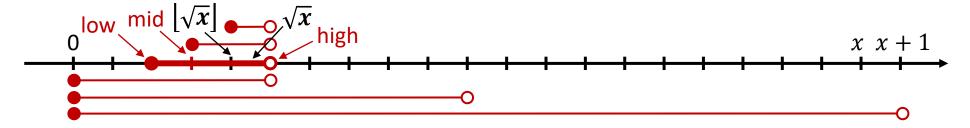
count.py

```
The function randint (a, b) from
 module random returns a random
  integer from \{a, a + 1, ..., b - 1, b\}
random-pair.py
from random import randint
while True:
     x = randint(1, 10)
     y = randint(1, 10)
     if abs(x - y) >= 2:
         break
     print('too close', x, y)
print(x, y)
Python shell
   too close 4 4
   too close 10 9
```

```
while (condition) {
```

Computing $|\sqrt{x}|$ using binary search

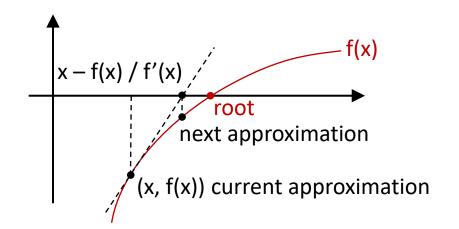
```
int-sqrt.py
x = 20
low = 0
high = x + 1
                                                    Integer division
while True: # low <= sqrt(x) < high</pre>
                                                     |high+low|
    if low + 1 == high:
         break
    mid = (high + low) // 2
    if mid * mid <= x: ←
                                                    \mathrm{mid} \leq \sqrt{x}
         low = mid
         continue
                                                    mid^2 \leq x
    high = mid
print(low) # low = floor(sqrt(x))
```



Division using the Newton-Raphson method

- Goal: Compute 1 / n only using +, -, and *
- $x = 1 / n \iff f(x) = n 1 / x = 0$
- Problem reduces to finding root of f
- Newton-Raphson:

```
x := x-f(x)/f'(x) = x-(n-1/x)/(1/x^2) = (2-n\cdot x)\cdot x
since f'(x) = 1 / x^2 for f(x) = n - 1 / x
```



```
division.py
n = 0.75 # n in [0.5, 1.0]
x = 1.0
last = 0.0
while last < x:
    print(x)
    last = x
    x = (2 - n * x) * x

print('Apx of 1.0 /', n, '=', x)
print('Python 1.0 /', n, '=', 1.0 / n)</pre>
Python shell
```