IT SCHOOL
from zero to hero

# Python Session 7

# Today

- Go through last presentation homework
- Truthy and Falsy Values
- Exercises

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# Truthy and Falsy Values

- In python nu doar expressile sunt evaluate ca si True or False

```
if 5 < 3:
print("True")
else:
print("False")
```

- Putem sa evaluam variabilele fiind true sau false

```
a = 5
if a: print(a)
```

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# Falsy Values

- Sequences and Collections:
  - Empty lists []
  - Empty tuples ()
  - Empty dictionaries {}
  - Empty sets set()
  - Empty strings ""
  - Empty ranges range(0)

- Numbers
  - Zero of any numeric type.
  - Integer: 0
  - Float: 0.0
  - Complex: 0j

- Constants
  - None
  - False

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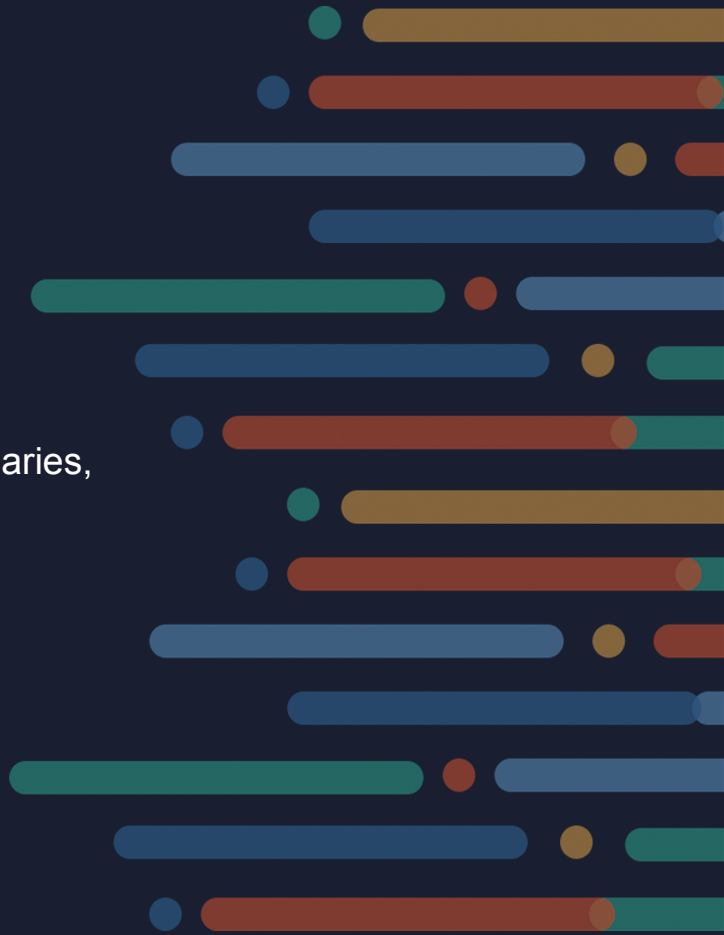
# Truthy Values

- Non-empty sequences or collections (lists, tuples, strings, dictionaries, sets).
- Numeric values that are not zero.
- True



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# Exercitii

- Pop all elements from a list using a while loop and using truthy, falsy values
- Write a program that tells the user if a dictionary is empty using truthy,falsy values
- Write a program that tells the user if a list is not empty
- Given two lists, l1 and l2, write a program to create a third list l3 by picking an odd-index element from the list l1 and even index elements from the list l2.
    - Do it with slicing and for loops
    - Input:
        - l1 = [3, 6, 9, 12, 15, 18, 21]
        - l2 = [4, 8, 12, 16, 20, 24, 28]
    - Output
        - Element at odd-index positions from list one
        - [6, 12, 18]
        - Element at even-index positions from list two
        - [4, 12, 20, 28]
        - Printing Final third list
        - [6, 12, 18, 4, 12, 20, 28]

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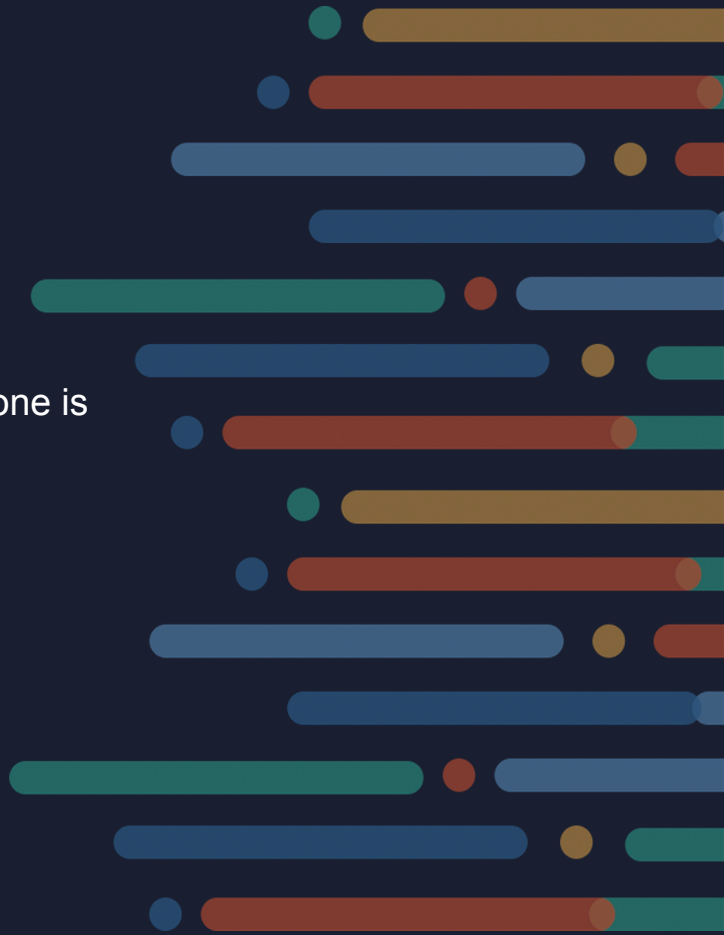
# Exercitii

- Write a quiz game application.
    - Questions
        - Each question has 3 answers from which only one is correct
    - Minimum 5 questions
    - Each correct answer values 1 point
    - Show final score
    - Bonus: Make the quiz ‘multi-player’



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# Exercitii

- Write a hangman game:
  - The words are in a list and one of them is chosen randomly
  - User selects a letter , if present in word , the letter reveals itself
  - The user has 5 lives, game ends if the user finds all letters of the word or runs out of lives

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