

The background is a deep blue gradient with a subtle pattern of white dots. Overlaid on the left side is a large, semi-circular scale with tick marks and numbers ranging from 150 to 260. Several concentric circles and dashed lines with arrows are scattered across the slide, suggesting a technical or scientific theme.

CONDITIONAL EXECUTION

Flow of Control

- Flow of control = order in which statements are executed
- By default, a program's statements are executed sequentially, from top to bottom

Program

```
total = 0  
num1 = 5  
num2 = 10  
total = num1 + num2
```

Flowchart

total = 0



num1 = 5



num2 = 10



total = num1 + num2

Conditional Execution

- To solve many types of problems we need to change the standard flow of control
- Conditional execution allows you to decide whether to do something, based on some condition
- Example

```
if x < 0:
```

```
    x = -1 * x
```

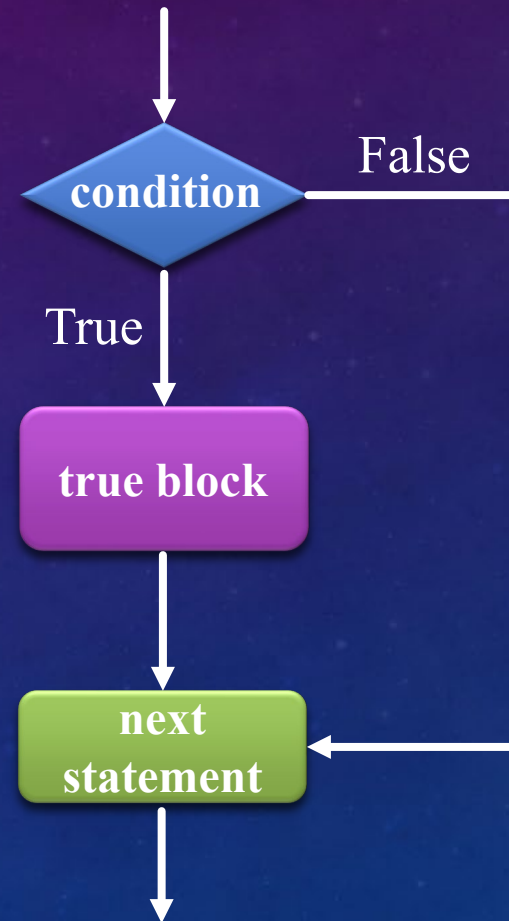
Simple Decisions: *if* Statements

- Syntax:

```
if condition:  
    true block
```

where

- Condition is an expression that is true or false
- True block is one or more **indented** statements



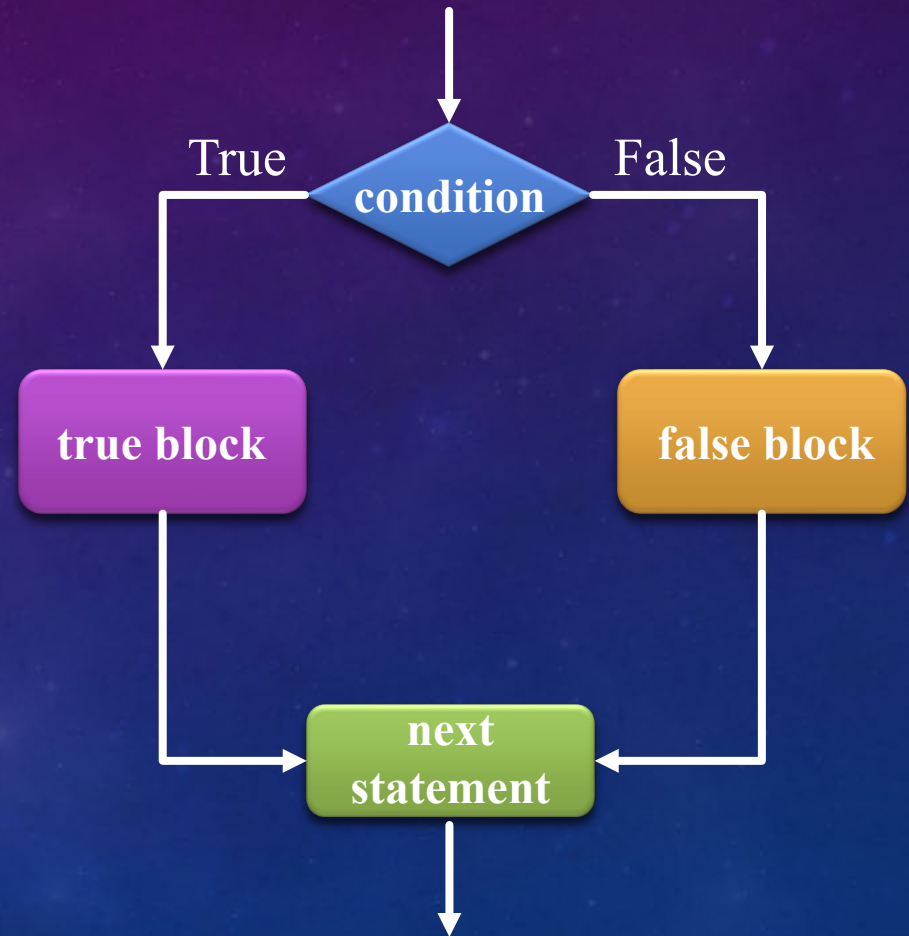
Two-way Decisions: *if-else* Statements

- Syntax:

```
if condition:  
    true block  
else:  
    false block
```

- Example

```
if avg >= 60:  
    grade = 'pass'  
else:  
    grade = 'fail'
```



A Word about Blocks

- A block can contain multiple statements

```
if year == 'frosh':  
    print('Welcome to FCU!')  
    print('Have a great four years!')  
else:  
    print('Welcome back!')  
    print('Have a great semester!')  
    print('Be nice to the frosh students')
```

- A new block *begins* whenever we **increase** the amount of indenting
- A block *ends* when we either:
 - Reach a line with **less** indenting than the start of the block
 - Reach the end of the program

Expressing Simple Conditions

- Python provides a set of *relational operators* for making comparisons

Operators	Name	Examples
<	Less than	<code>val < 10</code> <code>price < 10.99</code>
>	Greater than	<code>num > 60</code> <code>state > 'ohio'</code>
<=	Less than or equal to	<code>average <= 85.8</code>
>=	Greater than or equal to	<code>name >= 'Jones'</code>
==	Equal to Don't confuse '==' with '='	<code>total == 10</code> <code>letter == 'p'</code>
!=	Not equal to	<code>age != my_age</code>

Boolean Expressions

- A condition has one of two values: True or False

```
print(10 < 20)
```

```
True
```

```
print(10 < 20 < 15)
```

```
False
```

```
print('Jones' == 'Baker')
```

```
False
```

- True and False are **NOT** strings
 - They are literals form the bool data type

```
print(type(True))
```

```
<class 'bool'>
```

```
print(type(30 > 6))
```

```
<class 'bool'>
```

- An expression that evaluates to True or False is known as a *Boolean expression*

Forming More Complex Conditions

- Python provides *logical operators* for combining/modifying Boolean expressions

Operators	Example and Meaning
and	<code>age >= 18 and age <= 35</code> True if both conditions are True False otherwise
or	<code>age < 3 or age > 65</code> True if one or both of the conditions are True False if both conditions are False
not	<code>not (grade > 80)</code> True if the condition is False False if it is True

Nesting

- We can “nest” one conditional statement in the true block or false block of another conditional statement

```
if year == 'fresh':  
    print('Welcome to FCU!')  
    print('Have a great four years!')  
else:  
    print('Welcome back!')  
    if year == 'senior':  
        print('Have a great last year!')  
    else:  
        print('Have a great semester!')  
    print('Be nice to the frosh students')
```

What is the Output of the Following Program?

```
x = 5
if x < 15: # true
    if x > 8: # false
        print('one')
    else:
        print('two')
else:
    if x > 2:
        print('three')
```

- A. one
- B. two
- C. three
- D. More than one of the above
- E. Nothing is output

What is the Output of the Following Program?

```
x = 5
if x < 15: # true
    if x > 8: # false
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else:
    if x > 2:
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- A. one
- B. two**
- C. three
- D. More than one of the above
- E. Nothing is output

What Does This Print? (Note the Changes!)

```
x = 5
if x < 15: # true
    if x > 8: # false
        print('one')
    else:
        print('two')
if x > 2: # true
    print('three')
```

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x = 5
if x < 15: # true
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    else:
        print('two')
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```

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What Does This Print? (Note the New Changes!)

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x = 5
if x < 15: # true
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```

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What Does This Print? (Note the New Changes!)

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x = 5
if x < 15: # true
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        print('one')
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    print('two')
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    print('three')
```

- A. one
- B. two
- C. three**
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Multi-way Decisions

- The following code doesn't work

```
avg = 95
if avg >= 90:
    grade = 'A'
if avg >= 80:
    grade = 'B'
if avg >= 70:
    grade = 'C'
if avg >= 60:
    grade = 'D'
else:
    grade = 'F'

print(grade)
```

D

Multi-way Decisions

- Here's a fixed version

```
avg = 95
if avg >= 90:
    grade = 'A'
elif avg >= 80:
    grade = 'B'
elif avg >= 70:
    grade = 'C'
elif avg >= 60:
    grade = 'D'
else:
    grade = 'F'

print(grade)
```

A

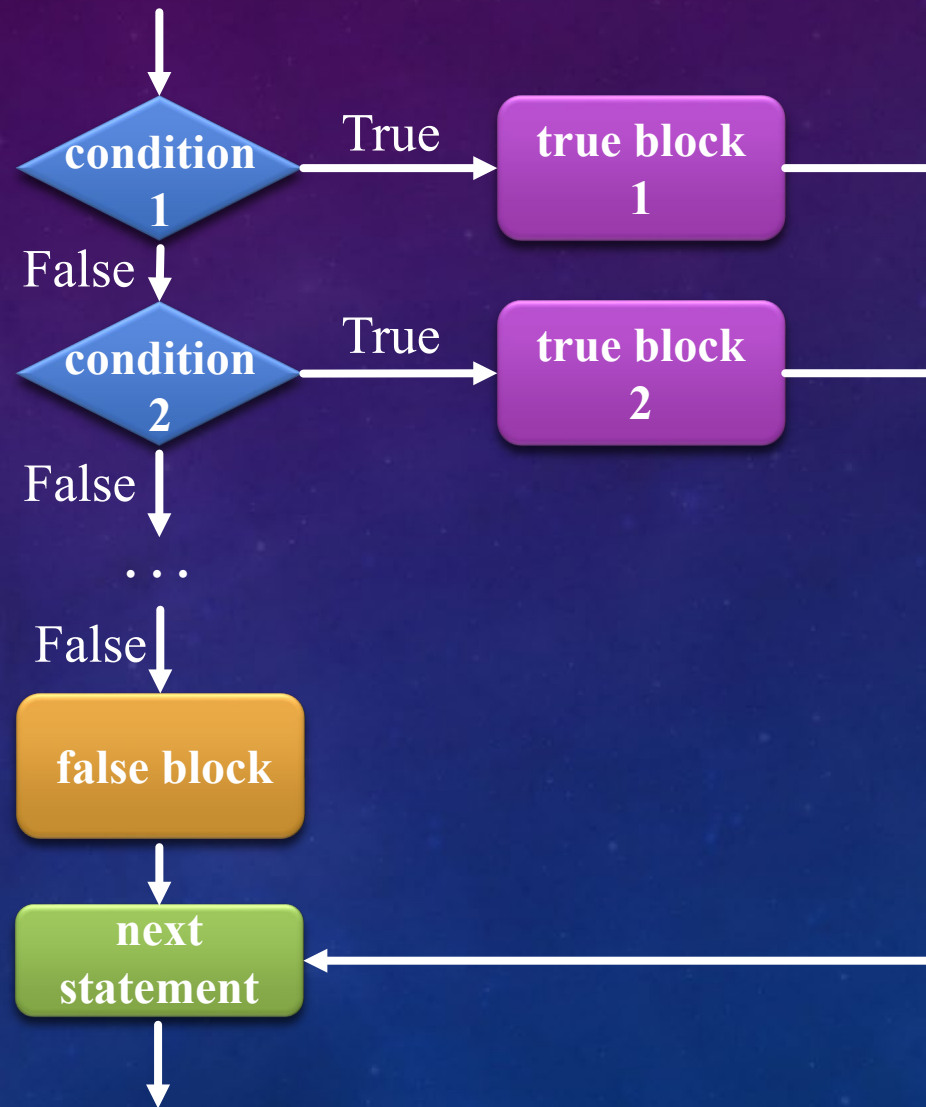
Multi-way Decisions: *if-elif-else* Statements

- Syntax:

```
if condition1:  
    true block for condition1  
elif condition2:  
    true block for condition2  
elif condition3:  
    true block for condition3  
...  
else:  
    false block
```

- The conditions are evaluated in order. The true block of the first true condition is executed
- If none of the conditions are true, the false block is executed

Flowchart for an *if-elif-else* Statement



How Many Lines Does This Print?

```
x = 5
if x == 8:
    print('how')
elif x > 1:
    print('now')
elif x < 20:
    print('brown')
print('cow')
```

- A. 0
- B. 1
- C. 2
- D. 3
- E. 4

How Many Lines Does This Print?

```
x = 5
if x == 8:
    print('how')
elif x > 1:
    print('now')
elif x < 20:
    print('brown')
print('cow')
```

- A. 0
- B. 1
- C. 2
- D. 3
- E. 4

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x = 5
if x == 8:
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```

- A. 0
- B. 1
- C. 2
- D. 3
- E. 4

How Many Lines Does This Print?

```
x = 5
if x == 8:
    print('how')
if x > 1:
    print('now')
if x < 20:
    print('brown')
print('cow')
```

- A. 0
- B. 1
- C. 2
- D. 3**
- E. 4

Common Mistakes When Using and/or

```
if a == 0 or 1: ← This is problematic!  
    y = y + 1  
    print(y)
```

- When using and/or, both sides of the operator should be a Boolean expression that could stand on its own

```
boolean    boolean  
a == 0 or a == 1:
```

DO THIS

```
boolean    integer  
a == 0 or 1:
```

DON'T DO THIS!

- Unfortunately, Python doesn't complain about code like the problematic code above
 - But it won't typically work the way you want it to

Avoid Overly Complicated Code

- The following also involves decisions based on a person's age

```
age = ... # let the user enter his/her age
if age < 13:
    print('You are a child.')
elif age >= 13 and age < 20:
    print('You are a teenager.')
elif age >= 20 and age < 30:
    print('You are in your twenties.')
elif age >= 30 and age < 40:
    print('You are in your thirties.')
else:
    print('You are a survivor.')
```

- How could it be simplified?