

# **BOOLEAN VALUES**

• In Python the values True and False are special types called bool – short for boolean named after mathematician George Boole

```
1 a = True
2 b = False
3 print(type(a))
```

## Output:

# **BOOLEAN OPERATORS**

- Not changes True to False and vice-versa
- And evaluates to True if both operands are True
- Or evaluates to True if either operands are True

```
1 a = True
2 b = False
3 print(not a)
4 print(not b)
5 print(a and b)
6 print(a or b)
```

## Output:

False True False True

## RELATIONAL EXPRESSIONS

Relational Expressions evaluate to bool values True and False

```
1 x = 5
2 y = 8
3 z = 5
4 print(x < y) # x less than y
5 print(x > y) # x greater than y
6 print(x == y) # x equal to y
7 print(x <= z) # x less than or equal to z
8 print(y >= z) # y greater than or equal to z
9 print(x != z) # x not equal to z
```

### Output:

True False False True True False

# RELATIONAL EXPRESSIONS

We can combine relational operators with boolean operators

```
1  x = 5
2  y = 8
3  z = 5
4  print(x < y and x == z)
5  print(x > y or y > z)
6  print(not x == z)
7  print(not x == y and y < 20) # not before and</pre>
```

## Output:

True True False True

# IF STATEMENTS

### **SCRATCH**



Code to run if vel < 0 is inside the orange block.

### **PYTHON**

```
if vel < 0:
    set_costume('parrot_a')</pre>
```

Code to run is indented 4 spaces.

## IF STATEMENTS SYNTAX

```
1  x = 5
2  y = 8
3  z = 5
4
5  if x < y and x == z:
6    print('I am in the if block')
7    print('as am I!')
8  print('I am not in the if block')
9
10  if x > y or x != z:
    print('inside')
12  print('outside')
```

Thonny will automatically indent after the :

When done putting code in the if block, use shift-tab to dedent back

## Output:

I am in the if block as am I! I am not in the if block outside

# IF - ELSE STATEMENTS

### **SCRATCH**



### **PYTHON**

# IF-ELSE SYNTAX

```
1  x = 4
2  y = 10
3
4  if x < y:
5     x += y
6  else:
7     x -= y
8
9  print(x)</pre>
```

## Output:

14

# IF - ELIF - ELSE STATEMENTS

#### **SCRATCH**

(These statements are not easily done in Scratch)



#### **PYTHON**

```
if key == UP:
    cat.y -= 5
elif key == DOWN:
    cat.y += 5
else:
    cat.y = 0
```

elif means "else if"

# **IF-ELIF-ELSE SYNTAX**

```
score = 75
                                            score is less than 80 so
                                            print C
 3
    if score < 70:
 4
          print('F')
    elif score < 80: 4
          print('C')
                                            Because a previous "branch" was
    elif score < 90: ◀
                                            executed, even though score is less
          print('B')
                                            than 90, this block will not run!
 9
     else:
                                      Output:
          print('A')
10
```