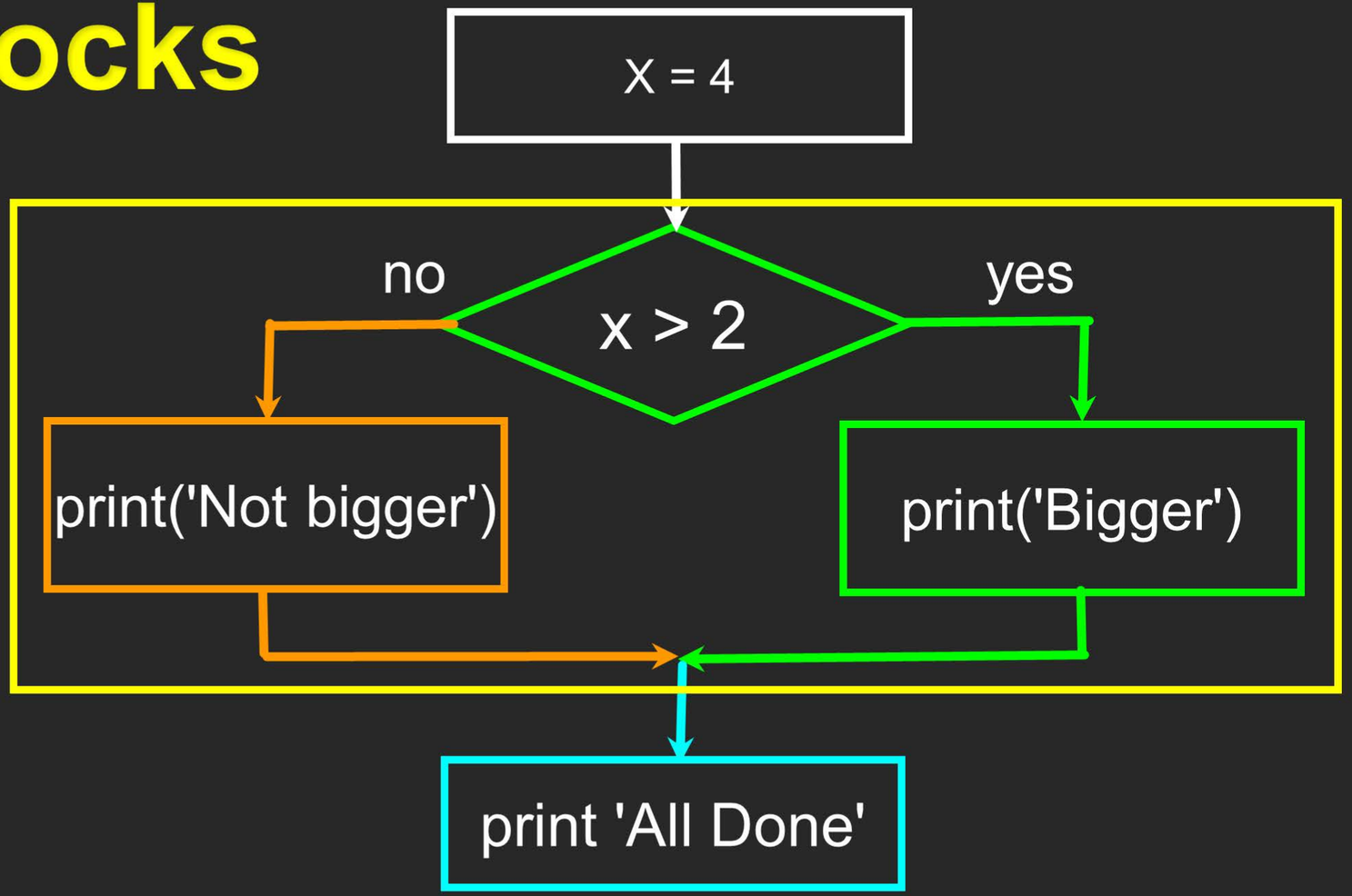
More Conditional Execution Patterns

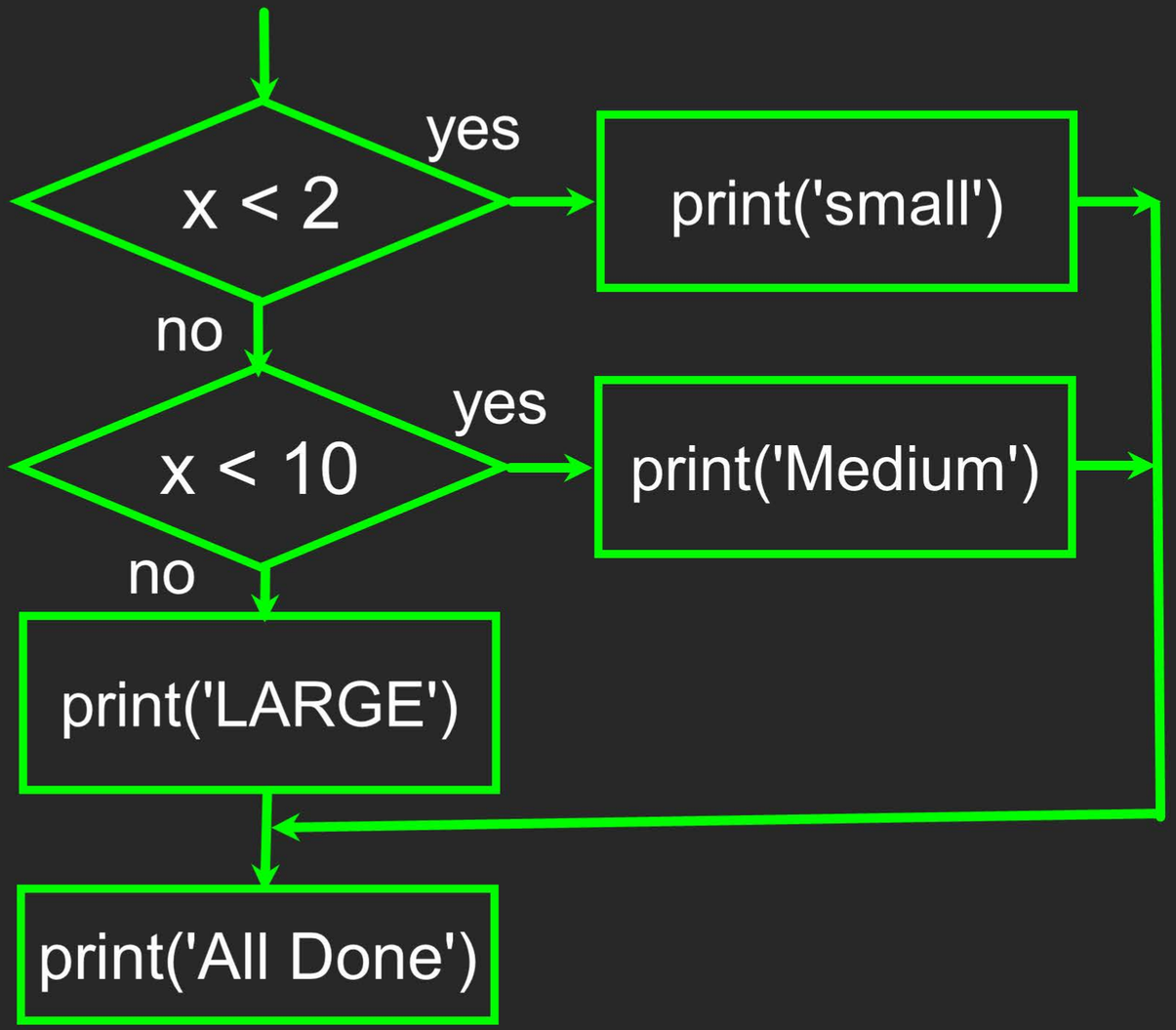
Visualize Blocks

```
x = 4

if x > 2 :
    print('Bigger')
else :
    print('Smaller')

print 'All done'
```



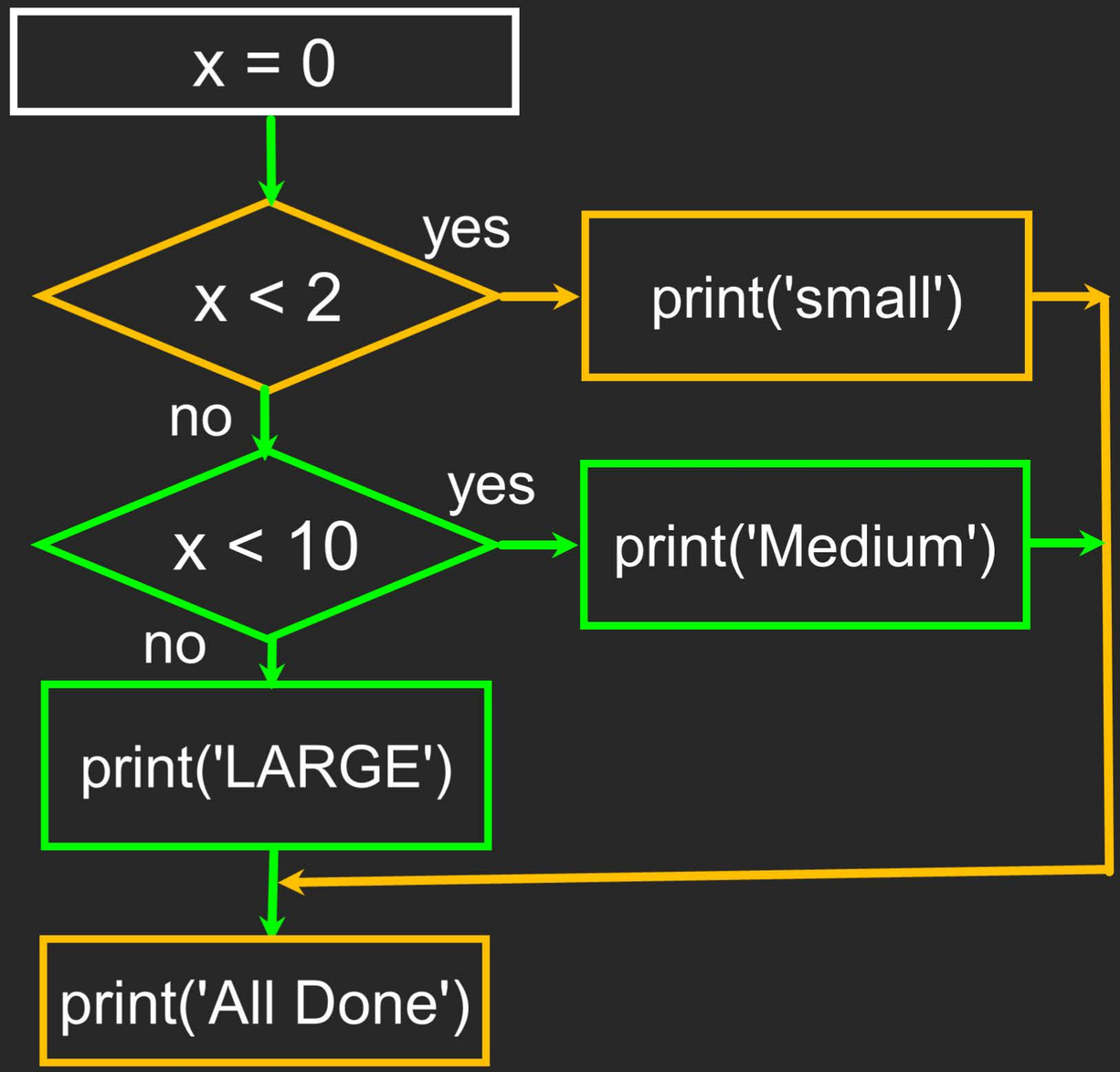
Multi-way

```
if x < 2 :
    print('small')
elif x < 10 :
    print('Medium')
else :
    print('LARGE')
print('All done')
```



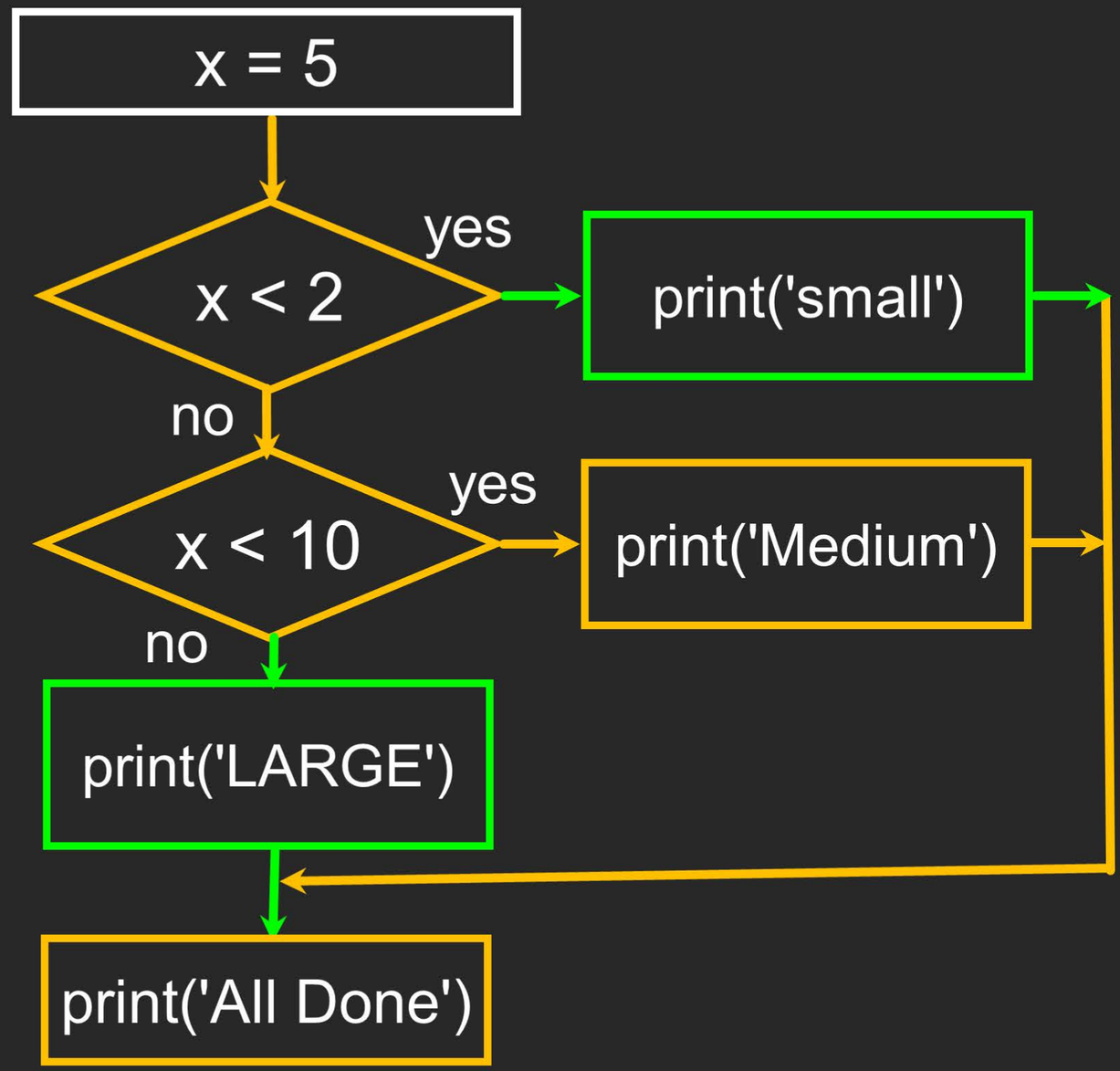
Multi-way

```
x = 0
if x < 2 :
    print('small')
elif x < 10 :
    print('Medium')
else :
    print('LARGE')
print('All done')
```



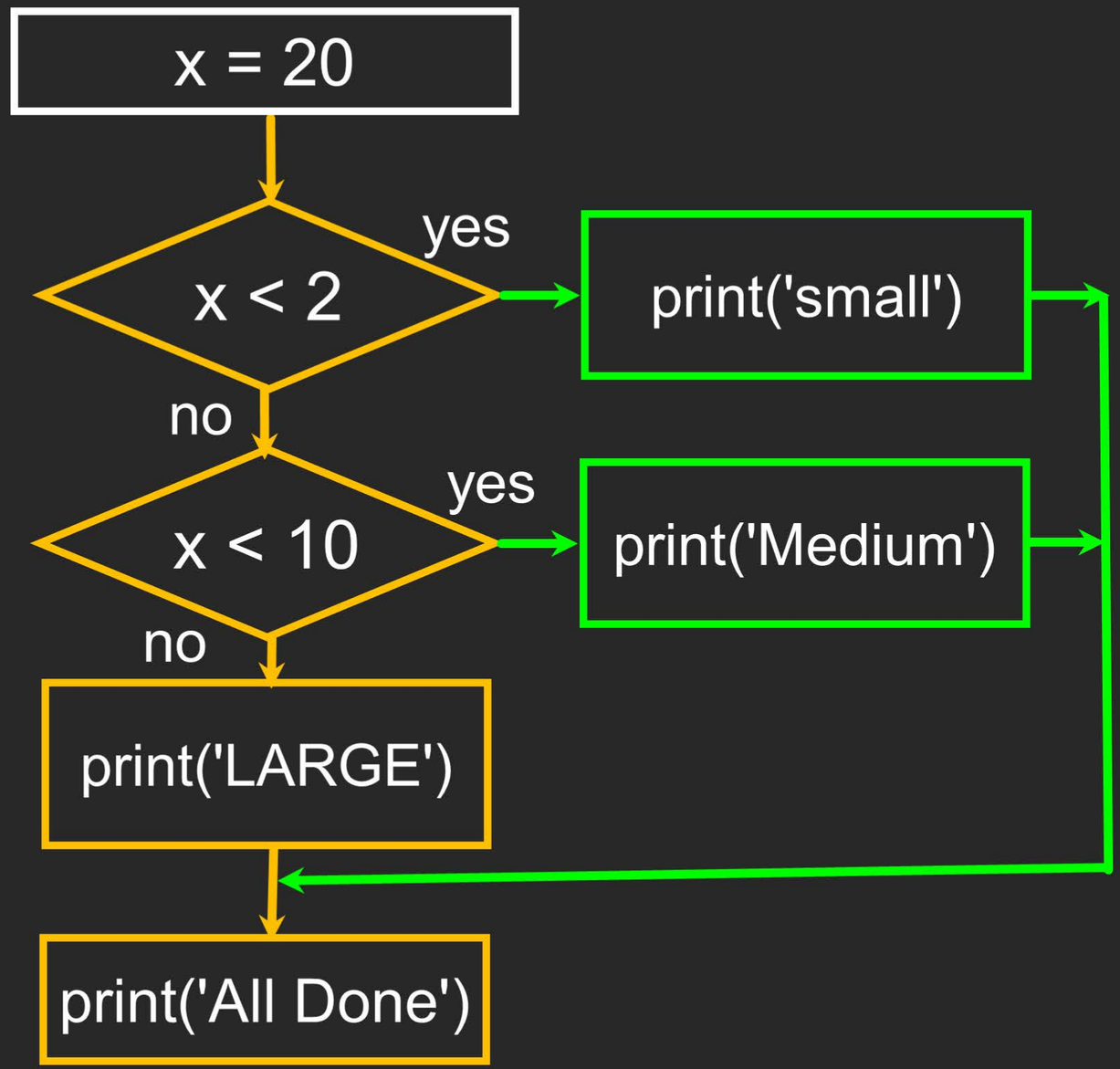
Multi-way

```
x = 5
if x < 2 :
    print('small')
elif x < 10 :
    print('Medium')
else :
    print('LARGE')
print('All done')
```



Multi-way

```
x = 20
if x < 2 :
    print('small')
elif x < 10 :
    print('Medium')
else :
    print('LARGE')
print('All done')
```



Multi-way

```
# No Else
x = 5
if x < 2 :
    print('Small')
elif x < 10 :
    print('Medium')

print 'All done'
```

```
if x < 2 :
    print('Small')
elif x < 10 :
    print('Medium')
elif x < 20 :
    print('Big')
elif x < 40 :
    print('Large')
elif x < 100:
    print('Huge')
else :
    print('Ginormous')
```

Multi-way Puzzles

Which will never print regardless of the value for x?

```
if x < 2 :
    print('Below 2')
elif x >= 2 :
    print('Two or more')
else :
    print('Something else')
```

```
if x < 2 :
    print('Below 2')
elif x < 20 :
    print('Below 20')
elif x < 10 :
    print('Below 10')
else :
    print('Something else')
```

The try / except Structure

- You surround a dangerous section of code with try and except
- If the code in the try works - the except is skipped
- If the code in the try fails - it jumps to the except section5

```
$ cat notry.py
astr = 'Hello Bob'
istr = int(astr)
print('First', istr)
astr = '123'
istr = int(astr)
print('Second', istr)
```

```
$ python3 notry.py
Traceback (most recent call last):
File "notry.py", line 2, in <module>
istr = int(astr)ValueError: invalid literal
for int() with base 10: 'Hello Bob'
```

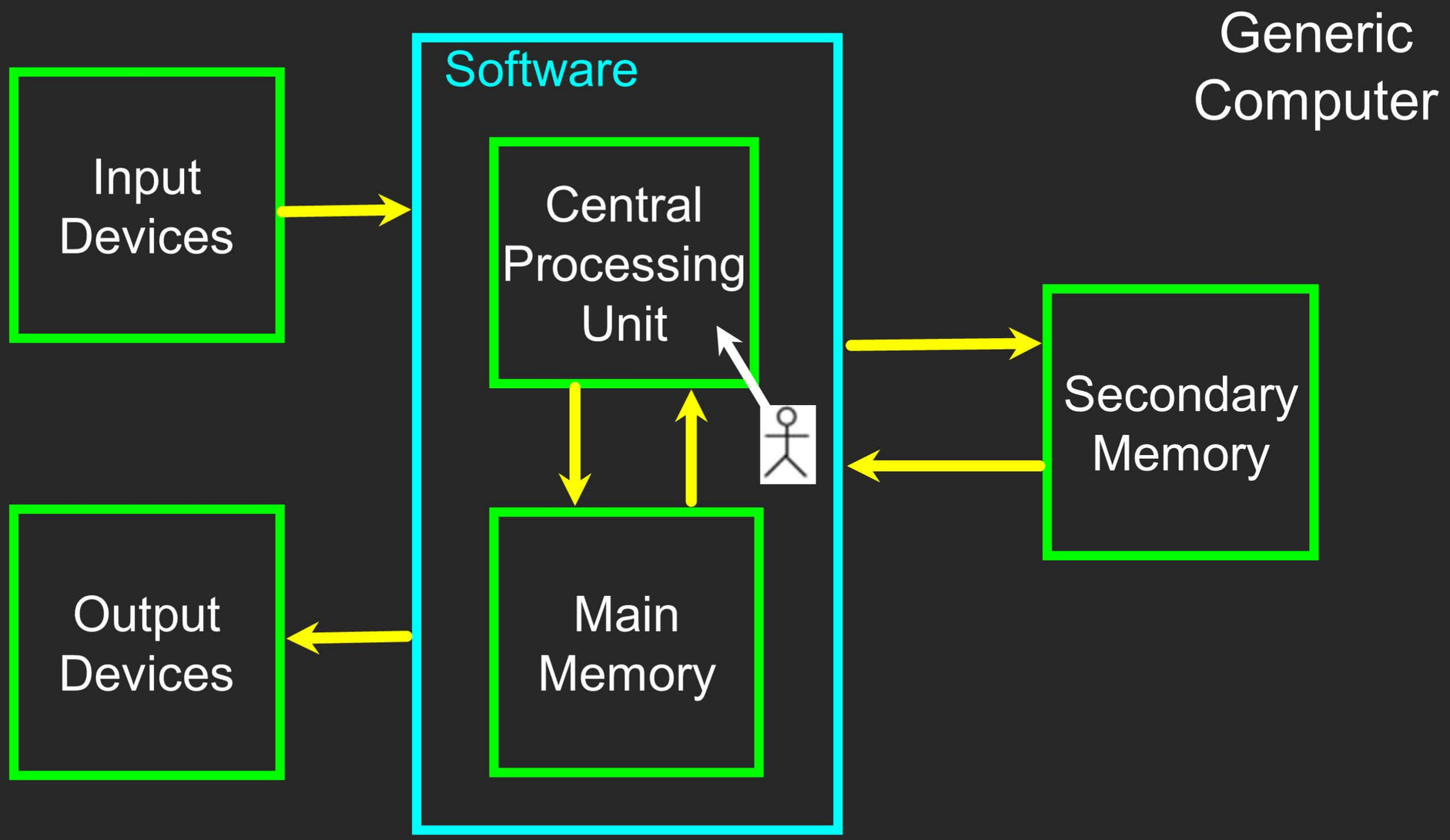
All Done

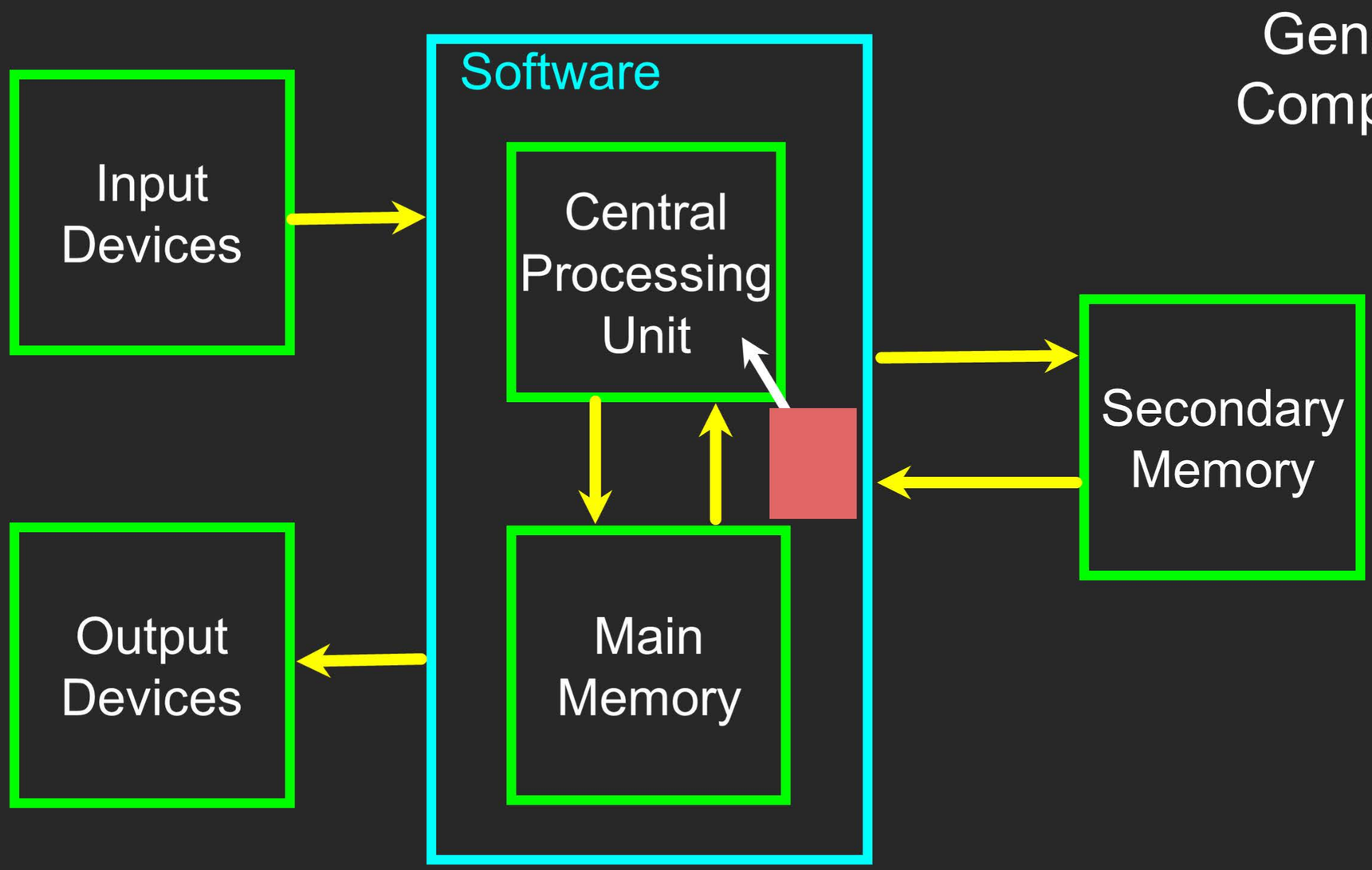
The program stops here

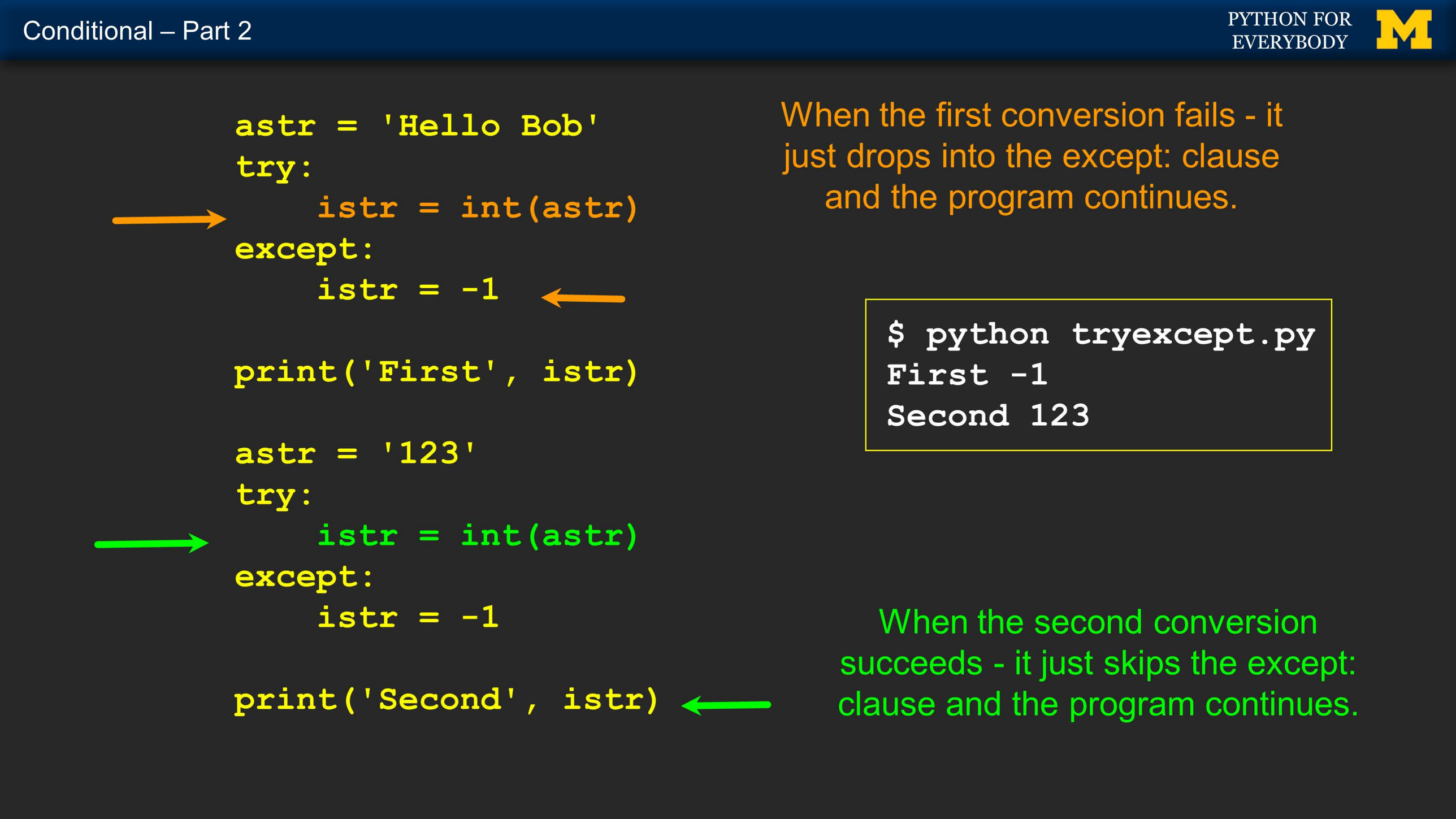
```
$ cat notry.py
astr = 'Hello Bob'
istr = int(astr)
```

```
$ python3 notry.py
Traceback (most recent call last):
File "notry.py", line 2, in <module>
istr = int(astr)ValueError: invalid literal
for int() with base 10: 'Hello Bob'
```

All Done


Generic Computer
Software
Input Devices
Central Processing Unit
Secondary Memory
Output Devices
Main Memory

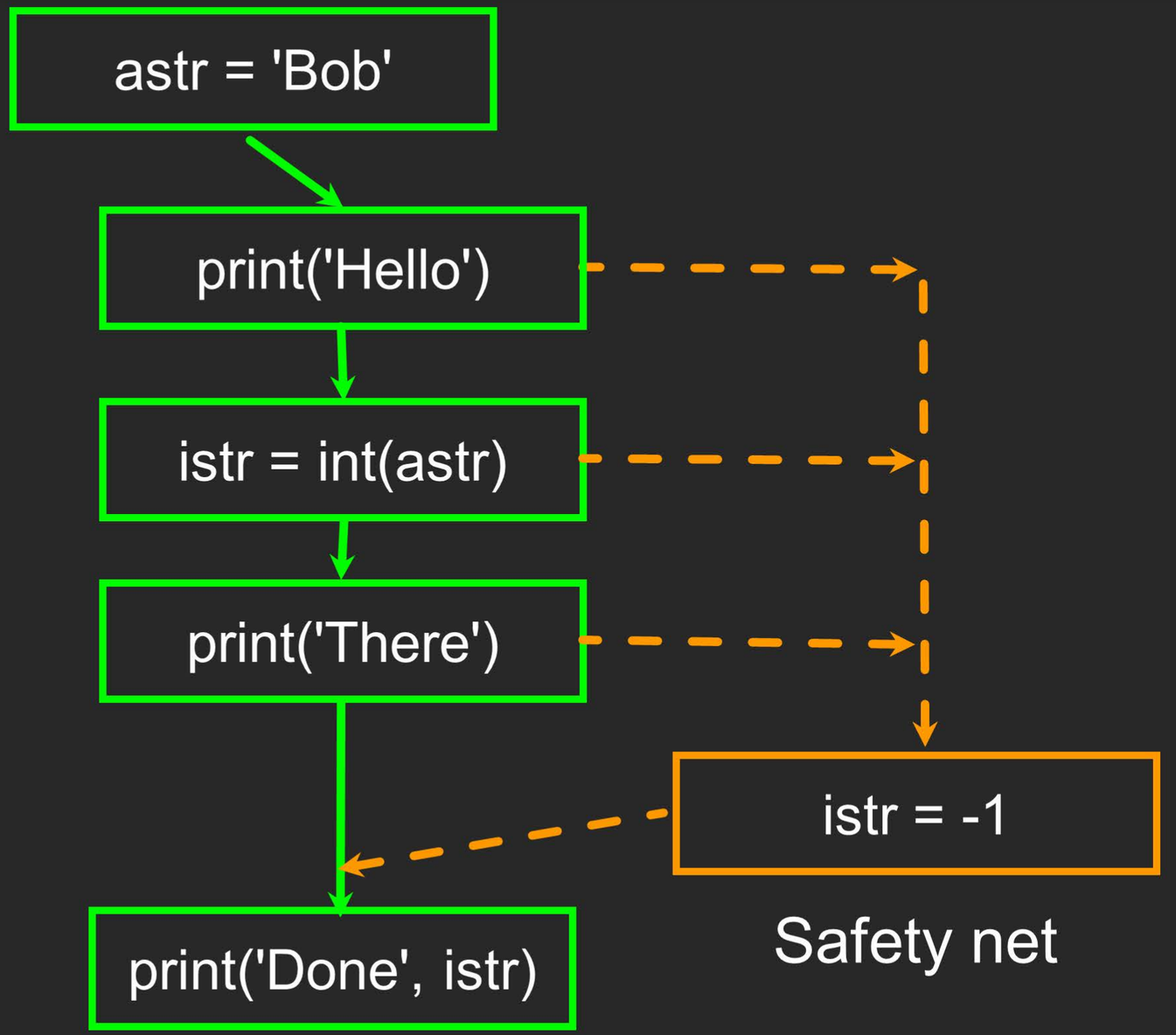

Generic Computer
Software
Input Devices
Central Processing Unit
Secondary Memory
Output Devices
Main Memory



```
astr = 'Hello Bob'
try:
    istr = int(astr)
except:
    istr = -1

print('First', istr)

astr = '123'
try:
    istr = int(astr)
except:
    istr = -1

print('Second', istr)
```

try / except

```
astr = 'Bob'
try:
    print('Hello')
    istr = int(astr)
    print('There')
except:
    istr = -1

print('Done', istr)
```



Sample try / except

```
rawstr = input('Enter a number:')
try:
    ival = int(rawstr)
except:
    ival = -1

if ival > 0 :
    print('Nice work')
else:
    print('Not a number')
```

```
$ python3 trynum.py
Enter a number:42
Nice work
$ python3 trynum.py
Enter a number:forty-two
Not a number
$
```

Exercise

Rewrite your pay computation to give the employee 1.5 times the hourly rate for hours worked above 40 hours.

```
Enter Hours: 45
Enter Rate: 10

Pay: 475.0
```

475 = 40 * 10 + 5 * 15

Exercise

Rewrite your pay program using try and except so that your program handles non-numeric input gracefully.

```
Enter Hours: 20
Enter Rate: nine
Error, please enter numeric input

Enter Hours: forty
Error, please enter numeric input
```

Summary

- Comparison operators
  == <= >= > < ! =
- Indentation
- One-way Decisions
- Two-way decisions:
  if: and else:
- Nested Decisions
- Multi-way decisions using elif
- try / except to compensate for errors

Acknowledgements / Contributions

Initial Development: Charles Severance, University of Michigan School of Information

… Insert new Contributors and Translators here

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