

COMP1021
Introduction to Computer Science

Making Decisions

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Outcomes

- After completing this presentation, you are expected to be able to:
 1. Use the if statements (if, elif and else) to make decisions in a Python program
 2. Write code using nested if statements

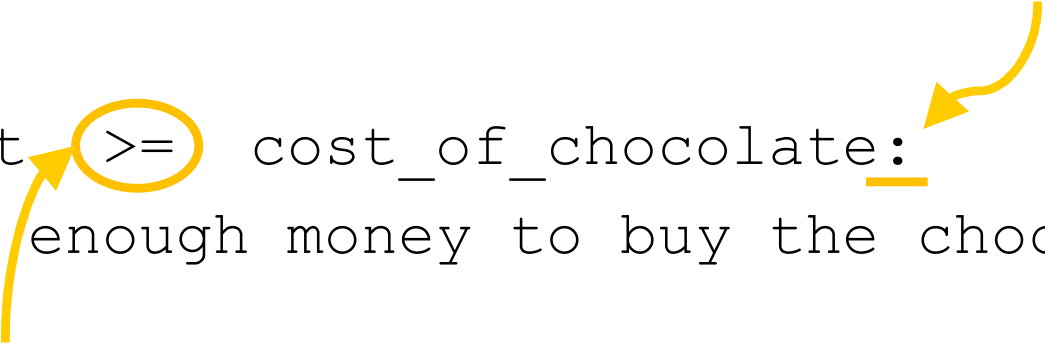
The if Statement

- The if statement is used to decide whether some code will be executed
- Here is a simple example:

```
cost_of_chocolate = 10  
money_in_pocket = 10
```

You need the : (colon) here

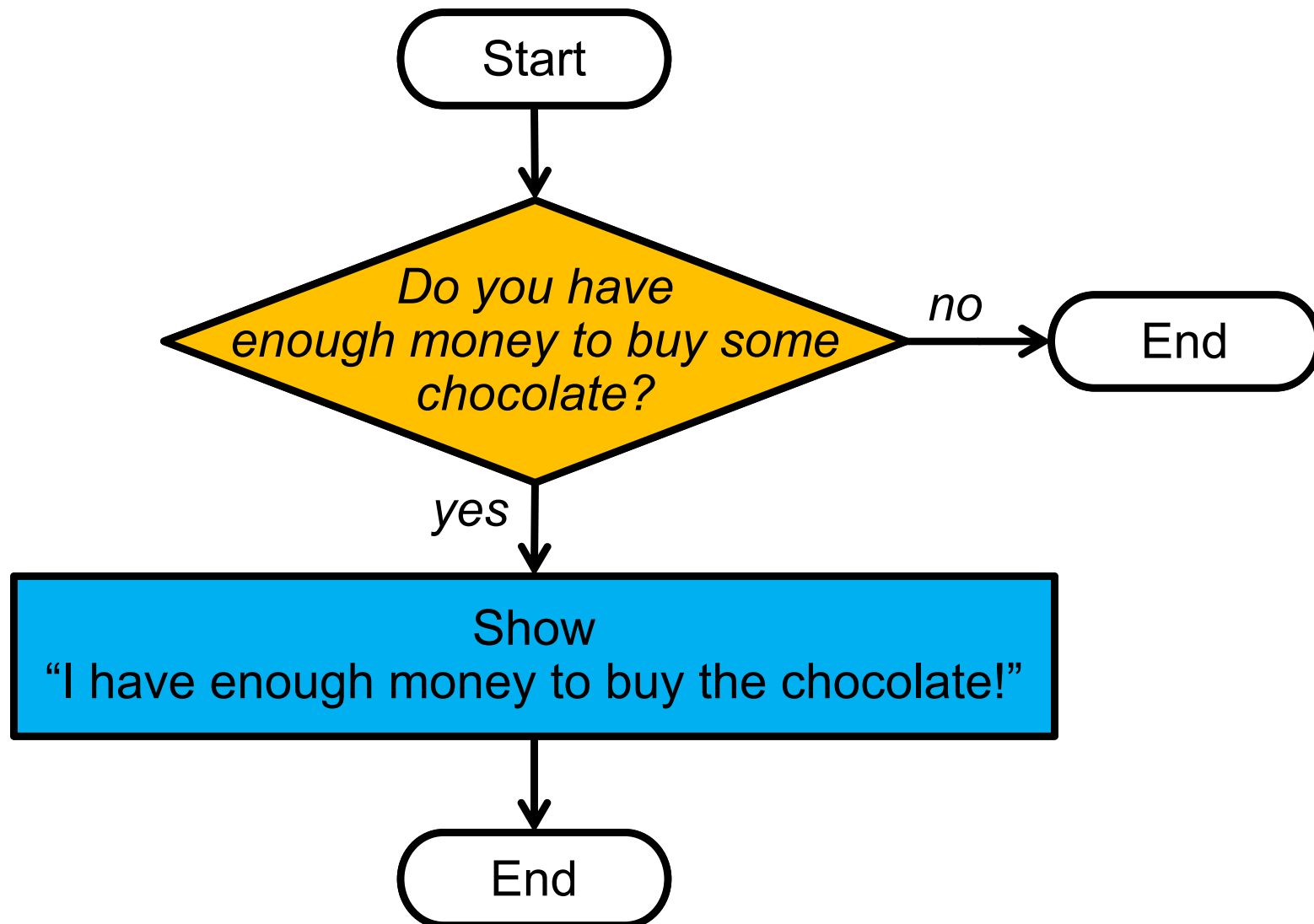
```
if money_in_pocket >= cost_of_chocolate:  
    print("I have enough money to buy the chocolate!")
```



This means greater than or equal to

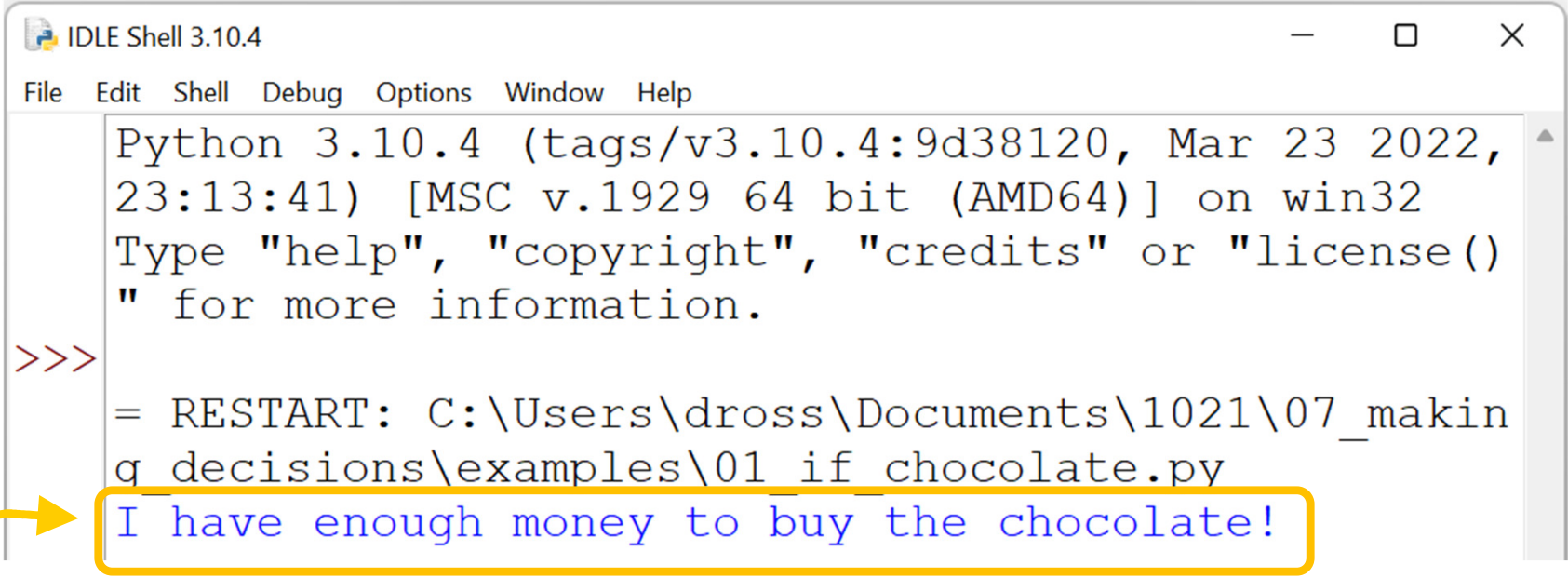
The Flow of the if Statement Example

- We can show the idea using a flowchart, like this:



Running the if Example

- This is what we see when we run the program:



```
IDLE Shell 3.10.4
File Edit Shell Debug Options Window Help
Python 3.10.4 (tags/v3.10.4:9d38120, Mar 23 2022,
23:13:41) [MSC v.1929 64 bit (AMD64)] on win32
Type "help", "copyright", "credits" or "license()"
for more information.
>>>
= RESTART: C:\Users\dross\Documents\1021\07_making_decisions\examples\01_if_chocolate.py
I have enough money to buy the chocolate!
```

- However, what happens if the result of the ‘if’ is different?

Running the if Example Again


- Let's edit the file and change this line of code:

```
cost_of_chocolate = 10
```

to this:

```
cost_of_chocolate = 12
```

- When we load and run the code, it looks like this:

```
= RESTART: C:\Users\dross\Documents\1021\07_making  
g_decisions\examples\01_if_chocolate.py  
>>>   
↑
```

- As you can see, nothing is produced by the program!

The if Condition

- Python decides whether to run the code inside the if statement by evaluating the *condition*
- In our example, the condition is the one shown below (enough money to buy chocolate?):

```
. . .  
if money_in_pocket >= cost_of_chocolate:  
    . . .
```

- If the condition is true, Python will run the code inside the if statement; otherwise, Python will ignore the code

Using Comparison Operators

- You can do the following comparisons:
 - < less than
 - <= less than or equal to
 - > greater than
 - >= greater than or equal to
 - == equal to
 - != not equal to
- You can also use *and* *or* and *not*, discussed in another presentation

You Must Use Indentation

- In programming, ‘indentation’ means ‘moving the lines of code to the right, to the appropriate place’
- For Python code, indentation is **very important!**
- For example, there **MUST** be indentation here

```
cost_of_chocolate = 10  
money_in_pocket = 10
```

```
if money_in_pocket >= cost_of_chocolate:
```

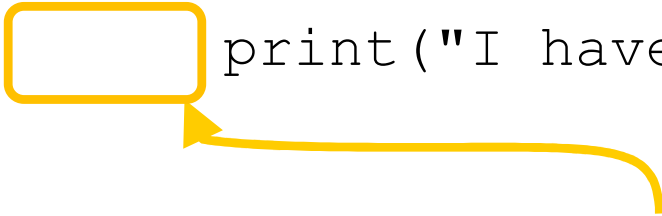
```
    print("I have enough money to buy the chocolate!")
```



You Must Use Indentation

```
cost_of_chocolate = 10  
money_in_pocket = 10
```

```
if money_in_pocket >= cost_of_chocolate:  
    print("I have enough money to buy the chocolate!")
```



- Without this indentation, the program won't work!
- Although this sounds like trouble, it means that when you look at any Python code, it is easier to understand

How to Do the Indentation?

```
if money_in_pocket >= cost_of_chocolate:  
    print("I have enough money to buy the chocolate!")
```

- How far should you move a line of code for each 'unit' of indentation?
- Usually, people simply press the Tab key
- When you press the Tab key the IDLE editor adds 4 spaces



Indentation in IDLE

- The IDLE editor which we use is helpful – for example, if you type

```
if x > 4:
```

and then press enter, IDLE will understand that you need to have some indentation on the next line and will automatically add it for you!

Extending the if Statement

- In English you might say:
 *“if something **otherwise** something else”*
- For example:
 *“if I have a million dollars I am rich **otherwise** I am poor”*
- We can do the same thing in Python by using the word ‘else’
- An example is shown on the next slide

The if ... else Example

```
cost_of_chocolate = 10  
money_in_pocket = 10
```

You need the : (colon) here

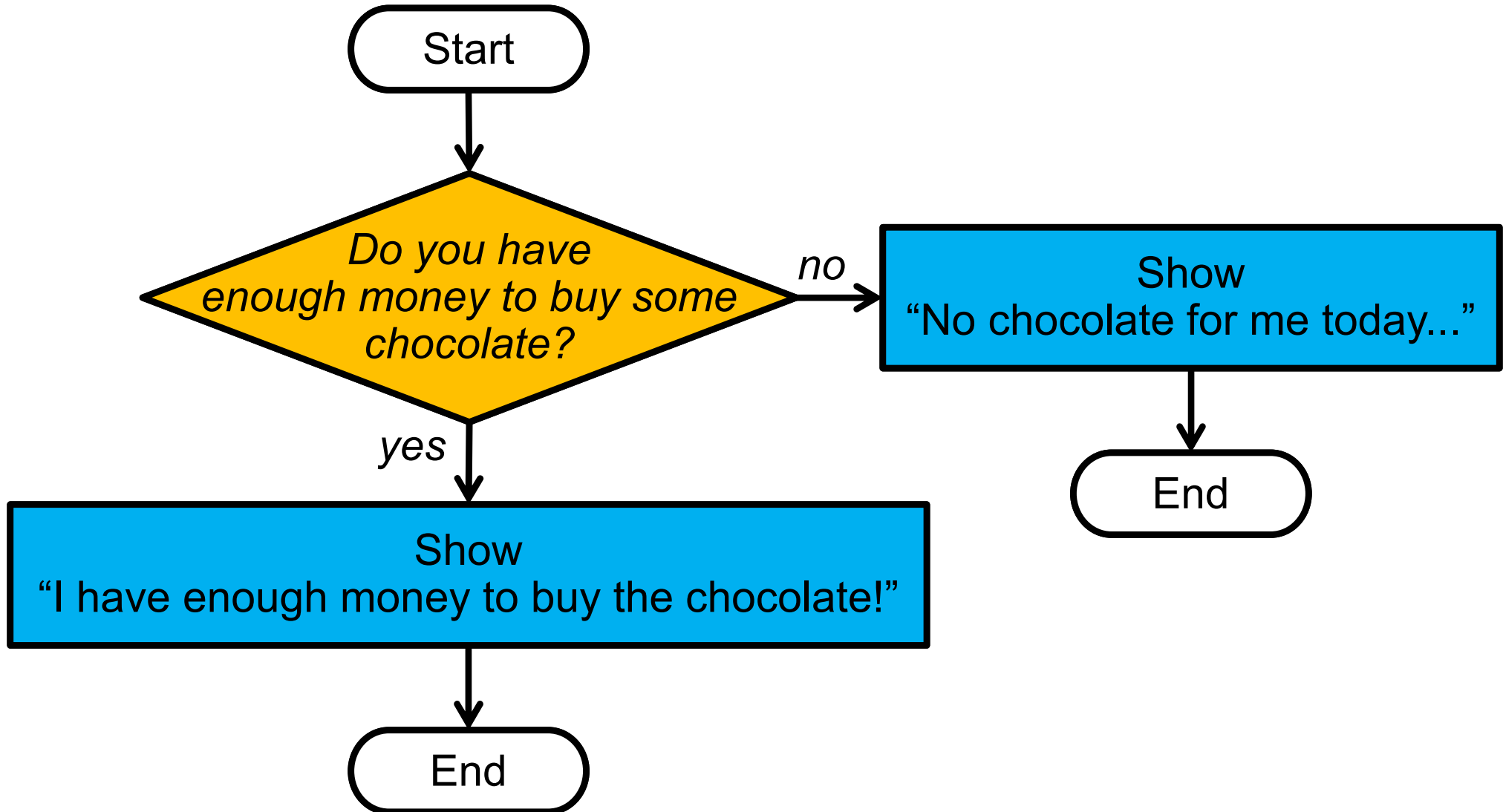
```
if money_in_pocket >= cost_of_chocolate:  
    print("I have enough money to buy the chocolate!")  
else:
```

```
    print("No chocolate for me today...")
```

*Run this part of the code
when the condition is false*

*Run this part of the code
when the condition is true*

The Flow of the if ... else Example



Running the if ... else Example

- This is what we see when we run the program:

```
= RESTART: C:\Users\dross\Documents\1021\07_making_decisions\examples\03_if_else_chocolate.py  
I have enough money to buy the chocolate!
```

- However, what happens if the result of the ‘if’ is different?

Running the if ... else Example Again

- Let's edit the file and change this line of code:

```
cost_of_chocolate = 10
```

to this:

```
cost_of_chocolate = 12
```

- When we run the code, it looks like this:

```
= RESTART: C:\Users\dross\Documents\1021\07_making_decisions\examples\03_if_else_chocolate.py  
No chocolate for me today...
```

- This is much nicer than showing nothing!

Multiple if Statements

- Sometimes it is useful to do a second test if the first test fails. Here is an example:

```
cost_of_large_chocolate_bar = 12
cost_of_small_chocolate_bar = 8
money_in_pocket = 10
```

```
if money_in_pocket >= cost_of_large_chocolate_bar:
    print("I have enough money to buy
          the large chocolate!")
```

```
else:
```

```
    if money_in_pocket >= cost_of_small_chocolate_bar:
        print("I can't afford the large bar...
              but I can afford the small bar!")
```

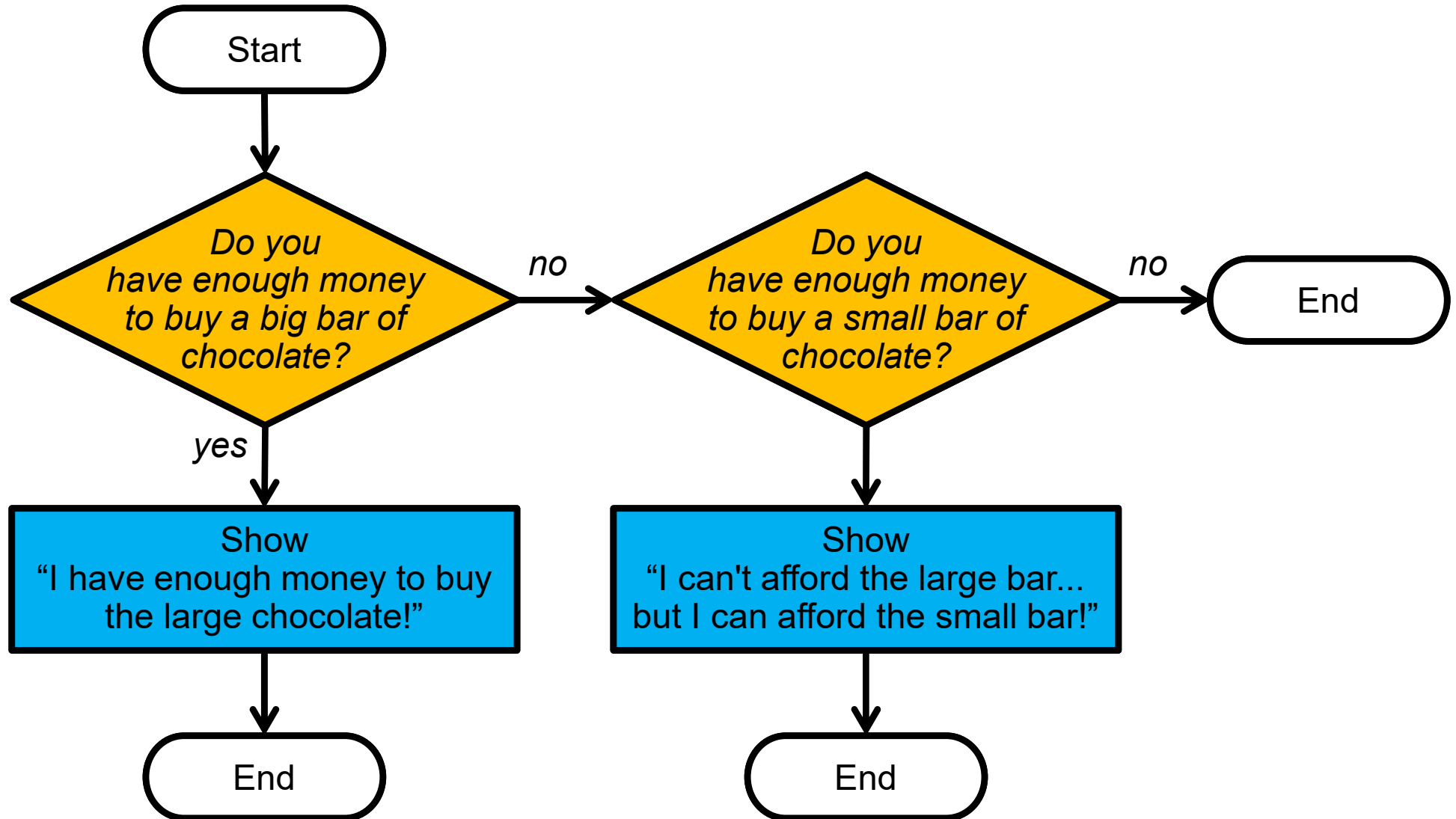
The if ... elif Statement

- Instead of using many if statements we can use the elif statement, for example:

```
cost_of_large_chocolate_bar = 12
cost_of_small_chocolate_bar = 8
money_in_pocket = 10
```

```
if money_in_pocket >= cost_of_large_chocolate_bar:
    print("I have enough money to buy
          the large chocolate!")
elif money_in_pocket >= cost_of_small_chocolate_bar:
    print("I can't afford the large bar...
          but I can afford the small bar!")
```

The Flow of the if ... elif Example



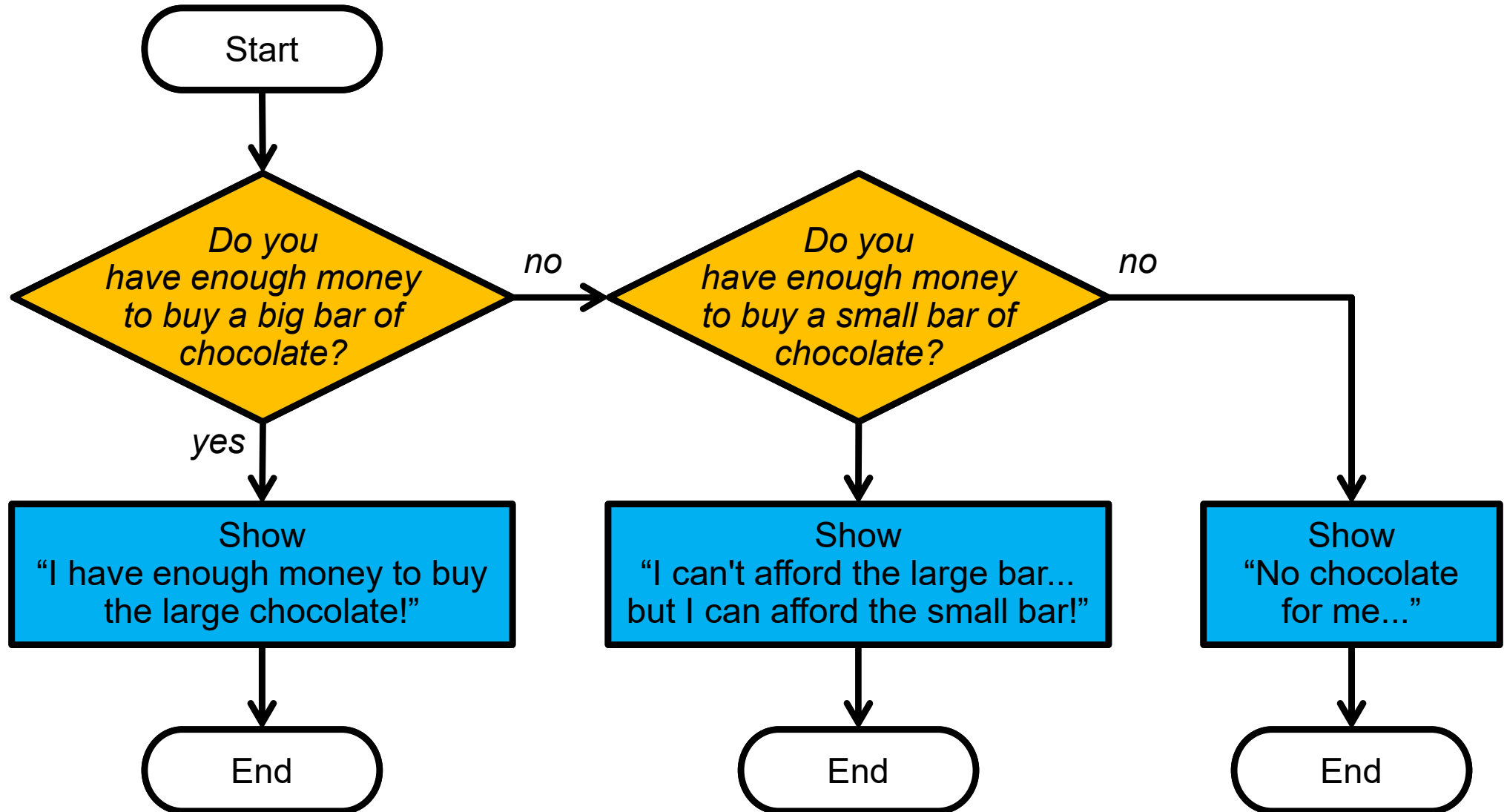
Using if ... elif ... else

- If both tests fail, our previous example doesn't display anything
- Let's fix that by adding an else:

```
cost_of_large_chocolate_bar = 12
cost_of_small_chocolate_bar = 8
money_in_pocket = 10
```

```
if money_in_pocket >= cost_of_large_chocolate_bar:
    print("I have enough money to buy
          the large chocolate!")
elif money_in_pocket >= cost_of_small_chocolate_bar:
    print("I can't afford the large bar...
          but I can afford the small bar!")
else:
    print("No chocolate for me...")
```

The Flow of the if...elif...else Example



An Example with Many elif 1/2

- You can have as many elif parts as you like
- Here's an example which 'converts' a number into English:

```
value = input("Enter a number from 0 to 9: ")
```

```
value = int(value)
```

```
if value == 0:
```



This means 'equal to'

```
    number_in_english = "Zero"
```

```
elif value == 1:
```

```
    number_in_english = "One"
```

```
elif value == 2:
```

```
    number_in_english = "Two"
```

```
elif value == 3:
```

```
    number_in_english = "Three"
```



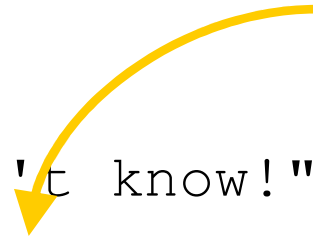
*A space has been added
at the end of the question
so that a space is shown
after the text Enter a
number from 0 to 9:
– the space makes the
result look nicer*



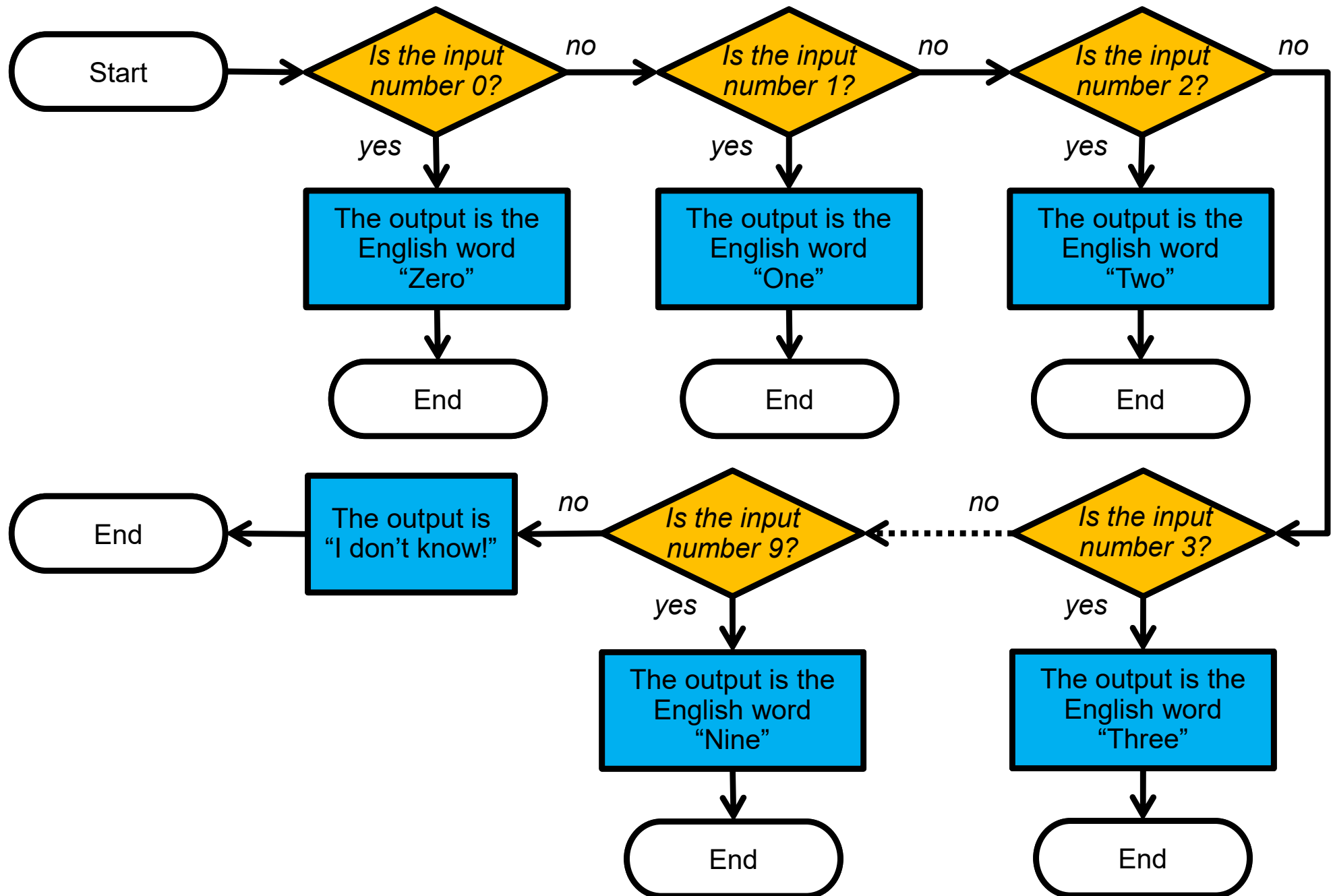
An Example with Many elif 2/2

```
elif value == 4:
    number_in_english = "Four"
elif value == 5:
    number_in_english = "Five"
elif value == 6:
    number_in_english = "Six"
elif value == 7:
    number_in_english = "Seven"
elif value == 8:
    number_in_english = "Eight"
elif value == 9:
    number_in_english = "Nine"
else:
    number_in_english = "I don't know!"
print("The number in English is", number_in_english)
```

- `print()` always adds a space after each thing it prints
- So in this case a space will be automatically added after the text The number in English is



The Flow of Using Many elif



Running the Program

- Here's some examples of running the program

```
IDLE Shell 3.10.4
File Edit Shell Debug Options Window Help

= RESTART: C:\Users\dross\Documents\1021\O
g_decisions\examples\07_many_elif.py
Enter a number from 0 to 9: 0
The number in English is Zero
>>>

= RESTART: C:\Users\dross\Documents\1021\O
g_decisions\examples\07_many_elif.py
Enter a number from 0 to 9: 3
The number in English is Three
>>>

= RESTART: C:\Users\dross\Documents\1021\O
g_decisions\examples\07_many_elif.py
Enter a number from 0 to 9: 6
The number in English is Six
>>>

= RESTART: C:\Users\dross\Documents\1021\O
g_decisions\examples\07_many_elif.py
Enter a number from 0 to 9: 10
The number in English is I don't know!
>>>|
```

The Basic Pattern of `if`

- | | | |
|--|---|---|
| <code>if</code> <i>...condition...</i> : | } | • The <i>if</i> gets things started |
| <i>...some code...</i> | | |
| <code>elif</code> <i>...condition...</i> : | } | • There's ≥ 0 <i>elif</i> |
| <i>...some code...</i> | | • You can have as many <i>elif</i> as you want |
| <code>else</code> : | } | • There's zero or 1 <i>else</i> |
| <i>...some code...</i> | | • If <i>else</i> is used then it is always at the end |

There is Only 1 Result

- There is only 1 result
- E.g., in the example below only **one** of the messages will be printed

```
age = input("How old are you? ")
```

```
age = int(age)
```

```
if age >= 80:
```

```
    print("You are old")
```

```
elif age >= 20:
```

```
    print("You are an adult")
```

```
elif age >= 12:
```

```
    print("You are a teenager")
```

```
else:
```

```
    print("You are a child")
```

- Here are 3 examples of running the program:

```
= RESTART: C:\Users\c  
g_decisions\examples\  
How old are you? 20  
You are an adult  
>>>  
= RESTART: C:\Users\c  
g_decisions\examples\  
How old are you? 14  
You are a teenager  
>>>  
= RESTART: C:\Users\c  
g_decisions\examples\  
How old are you? 99  
You are old  
>>>|
```

Nested if Statements

- If you want to you can put an if statement inside another if statement
- When you do that it is called a *nested if*
- The next slide shows the ‘flow structure’ of an example using turtle graphics and nested if statements

```
if ...condition... :  
    ...some code...  
    if ...condition... :  
        ...some code...  
    ...some code...
```

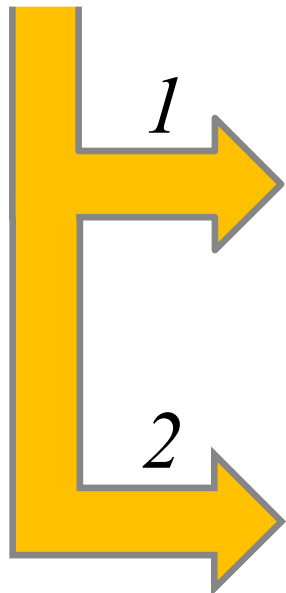
Beautiful Modern Art!

This program will display some beautiful modern art, according to your choices.

Please choose one of the following.

- 1 - using squares/rectangles
- 2 - using turtle.circle

Which one do you want?



Please choose one of the following.

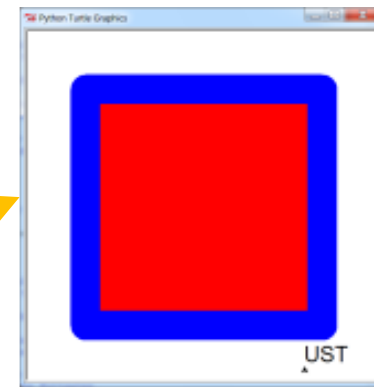
- a - simple art using squares/rectangles
- b - advanced art using squares/rectangles

Which one do you want?

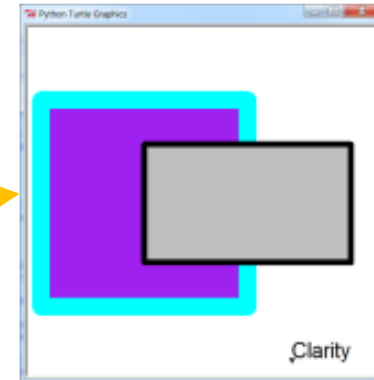
Please choose one of the following.

- a - simple art using turtle.circle
- b - advanced art using turtle.circle

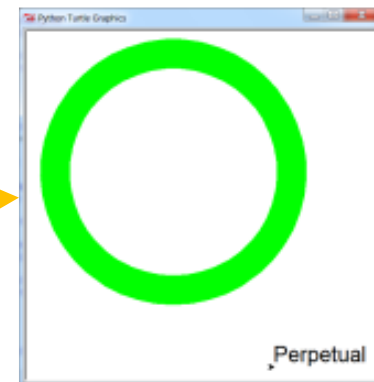
Which one do you want?



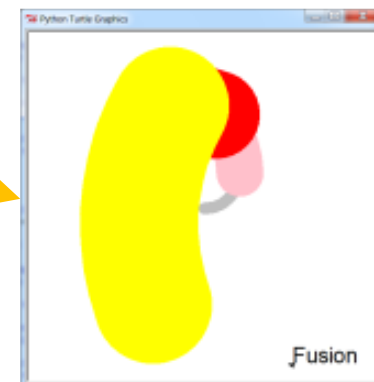
a



b



a



b

The Code 1/4

```
import turtle
```

```
print("Beautiful Modern Art!")
```

```
print()
```

```
print("This program will display some beautiful")
```

```
print("modern art, according to your choices.")
```

```
print()
```

```
print("Please choose one of the following.")
```

```
print()
```

```
print("1 - using squares/rectangles")
```

```
print("2 - using turtle.circle")
```

```
print()
```



This code prints an empty line, i.e.

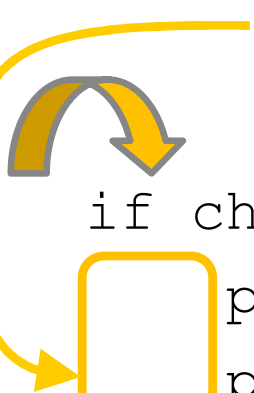
2 - using t
Which one d

```
choice = input("Which one do you want? ")
```



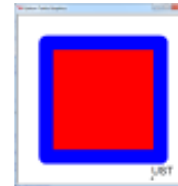
*Single indentation
(4 spaces) for these areas*

The Code 2/4



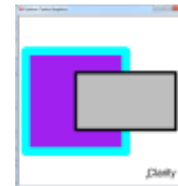
```
if choice == "1":  
    print("Please choose one of the following.")  
    print()  
    print("a - simple art using squares/rectangles")  
    print("b - advanced art using squares/rectangles")  
    print()  
    second_choice = input("Which one do you want? ")
```

```
        if second_choice == "a":
```



```
            ... draw a square ...
```

```
        elif second_choice == "b":
```



```
            ... draw a square and rectangle ...
```

```
        else:
```

```
            print("You need to enter a or b!")
```

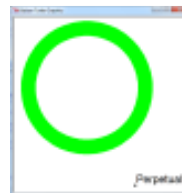
Double indentation (i.e. 8 spaces) for these areas





The Code 3/4

```
elif choice == "2":  
    print("Please choose one of the following.")  
    print()  
    print("a - simple art using turtle.circle")  
    print("b - advanced art using turtle.circle")  
    print()  
    second_choice = input("Which one do you want? ")  
  
    if second_choice == "a":  
        ... draw a circle ...  
    elif second_choice == "b":  
        ... draw sections of circles ...  
    else:  
        print("You need to enter a or b!")
```





The Code 4/4

else:

```
print("You need to enter 1 or 2!")
```

- If the user doesn't enter a '1' or a '2' when replying to the first question, this part will be executed

```
= RESTART: C:\Users\dross\Documents\1021\07_
g_decisions\examples\08_nested_if.py
Beautiful Modern Art!

This program will display some beautiful
modern art, according to your choices.

Please choose one of the following.

1 - using squares/rectangles
2 - using turtle.circle

Which one do you want? 3
You need to enter 1 or 2!
>>>|
```