

ENGR 1050

Intro to Scientific

Computation

Lecture 03 – Conditionals and user input

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Review: What does this code output? Sketch it out.

```
import matplotlib.pyplot as plt
```

```
list1 = [0, 1, 1, 0, 0]
```

```
list2 = [0, 0, 1, 1, 0]
```

```
s = list1[1]-list2[1]
```

```
plt.plot(list1, list2, '-r')
```

```
plt.title("s = " + str(s))
```

```
plt.show()
```

It doesn't quite look like a square. Try `plt.axis("equal")`.

Review: What does this code output? Sketch it out.

```
import matplotlib.pyplot as plt
```

```
list1 = [0, 1, 1, 0, 0]
```

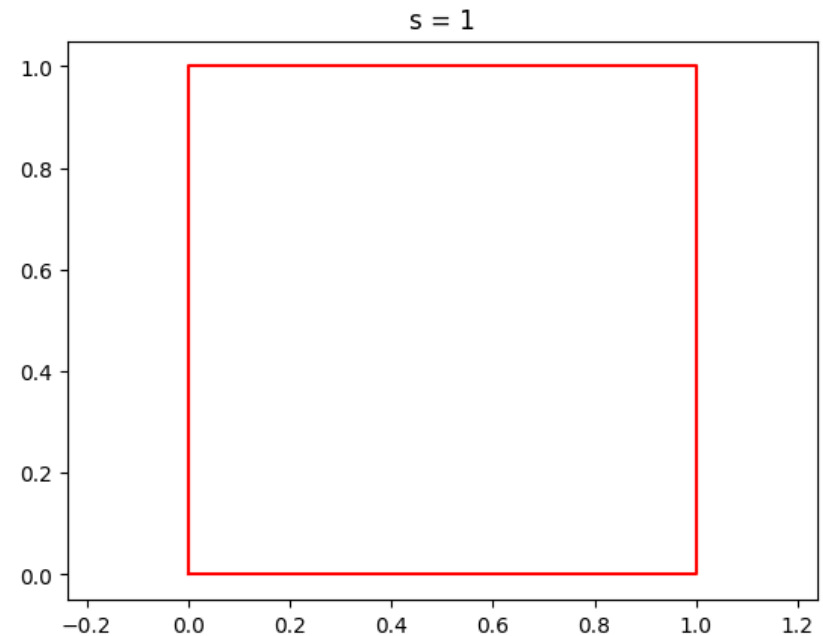
```
list2 = [0, 0, 1, 1, 0]
```

```
s = list1[1]-list2[1]
```

```
plt.plot(list1, list2, '-r')
```

```
plt.title("s = " + str(s))
```

```
plt.show()
```



It doesn't quite look like a square. Try `plt.axis("equal")`.

Final plotting code from last time

```
# Final code from last time:

# Import packages for connecting to Spreadsheets
from google.colab import auth
auth.authenticate_user()

import gspread
from google.auth import default
creds, _ = default()

# Authorize Colab to access Spreadsheets
gc = gspread.authorize(creds)

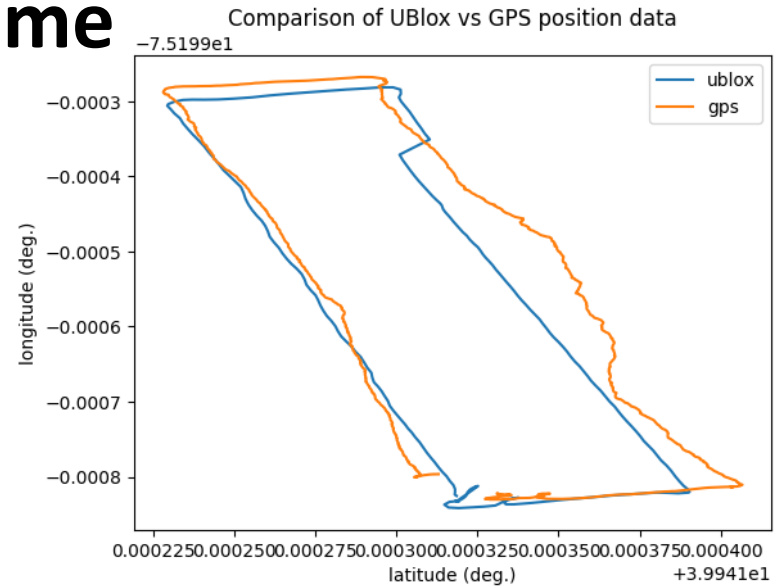
# Import plotting packages
import matplotlib.pyplot as plt

## DATA
# data locations
ublox_filename = "https://docs.google.com/spreadsheets/d/1ahBDaViCaEthfTmLysyGVbri69fKn5mYH8cQGETlotU/edit?usp=sharing"
gps_filename = "https://docs.google.com/spreadsheets/d/1H7acePHIh4ECncSFqkmaHNKdy6gnyFsOGZuK60xMjaY/edit?usp=sharing"

# load ublox data
worksheet = gc.open_by_url(ublox_filename).sheet1
data = worksheet.get_all_values()
latitude_ublox = convert_to_numbers(data[0])
longitude_ublox = convert_to_numbers(data[1])

# load gps data
worksheet = gc.open_by_url(gps_filename).sheet1
data = worksheet.get_all_values()
latitude_gps = convert_to_numbers(data[0])
longitude_gps = convert_to_numbers(data[1])

## PLOTTING
plt.plot(latitude_ublox, longitude_ublox, label="ublox")
plt.plot(latitude_gps, longitude_gps, label="gps")
plt.xlabel("latitude (deg.)")
plt.ylabel("longitude (deg.)")
plt.title("Comparison of UBlox vs GPS position data")
plt.legend()
plt.show()
```



Challenge code from last class:

```
[6] # Display the widget and start collecting data
display(text_input, int_slider, float_slider, button)
```

String input:

Integer input: 4

Scalar valu... 7.3

Data collected. List contains 2 elements.
Text input: This is a third data point
Int slider: 4
Float slider: 7.3

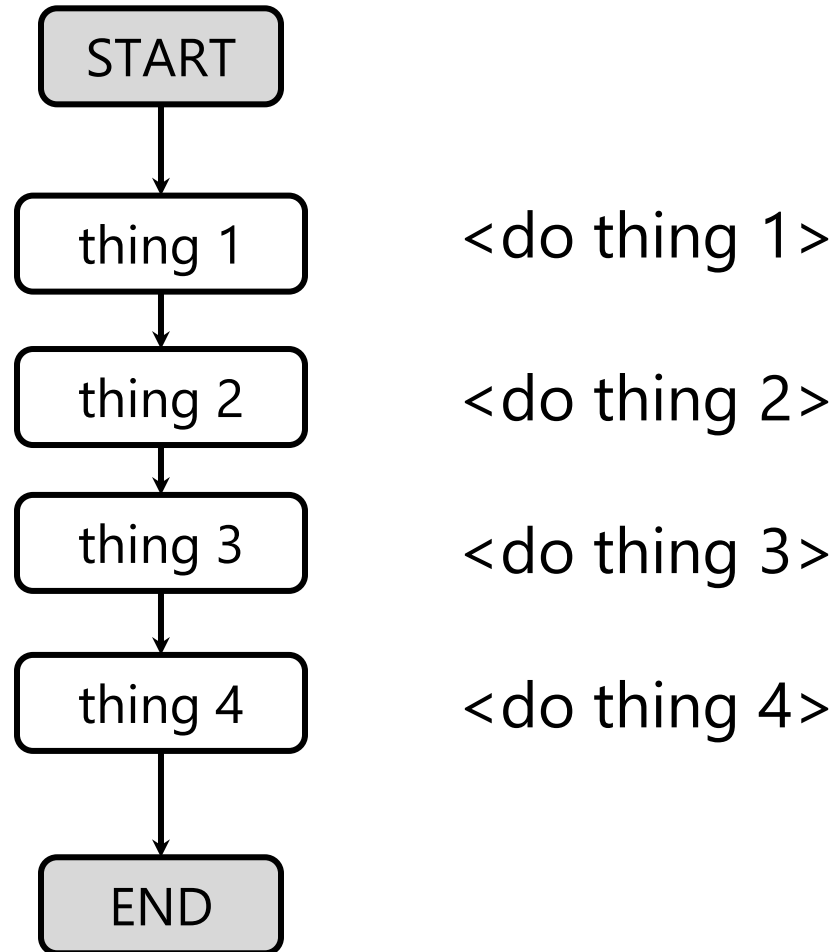
```
[7] # Output your curated list
print(data_collection)
```

```
[[ 'This is a first data point', 3, 4.5], [ 'This is a second data point', 8, 1.5], [ 'This is a third data point', 4, 7.3]]
```

[https://github.com/natrask/ENM1050/blob/main/Code%20examples/Lecture 04_datawidget.ipynb](https://github.com/natrask/ENM1050/blob/main/Code%20examples/Lecture%2004_datawidget.ipynb)

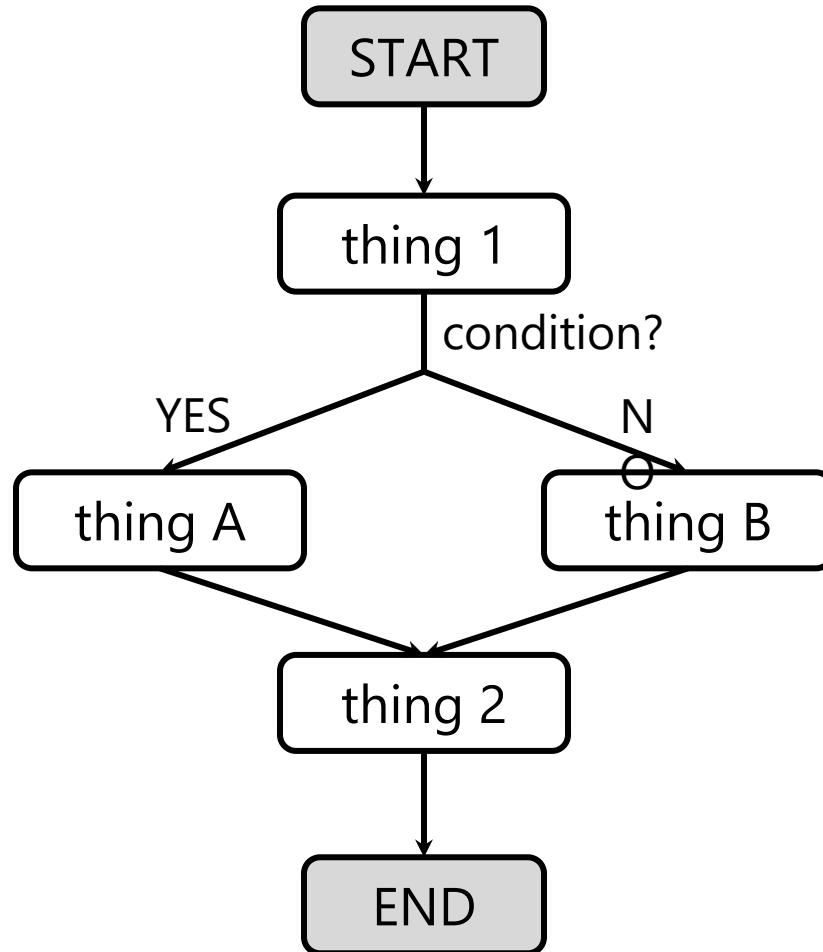
Beyond sequential execution

So far, our programs have looked like this



Beyond sequential execution

But ... often, sequential execution is not enough



Control statements

Affect how other statements are executed

Conditionals: control which set of statements is executed

`if/else` statements **this week**

Iterators: control how many times a set of statements is executed

`while` loops **next week**

`for` loops

Boolean (logical) operators

Applied to Booleans, produces Booleans

x and y true if both x and y are true

x or y true if either x or y are true

not x true if x is false

Review: Boolean types

True **and** False → False

True **and** True → True

False **and** False → True

True **or** False → True

True **or** True → True

False **or** False → False

not False → True

not True → False

Operators in Python

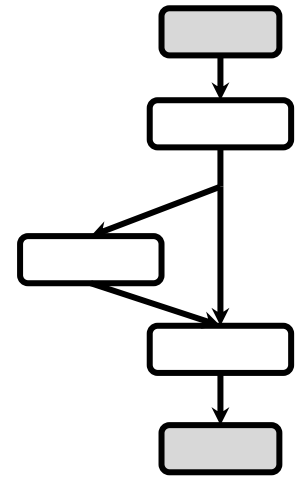
Operators	Type
+, -, *, /, %	Arithmetic operator
<, <=, >, >=, ==, !=	Relational operator
AND, OR, NOT	Logical operator
&, , <<, >>, ~, ^	Bitwise operator
=, +=, -=, *=, %=	Assignment operator

The PEMDAS of Boolean operators:

AND before OR, when in doubt use parantheses

if statement

```
if CONDITION:  
    BODY
```



CONDITION: any Boolean (true/false) statement

BODY: any set of statements

If the **CONDITION** is **true**, **BODY** gets executed

How do we write this part in python?

```
if p1 played rock and p2 played scissors  
    player 1 wins!  
...
```

Two flavors: **Boolean** and **Relational** operators

Relational operators

For comparing two variables

Applied to multiple types, always produces a **Boolean**

$x == y$ true if x equals y

Don't confuse with assignment operator ($x = y$)!

$x != y$ true if x does not equal y

$x > y$ true if x greater than y

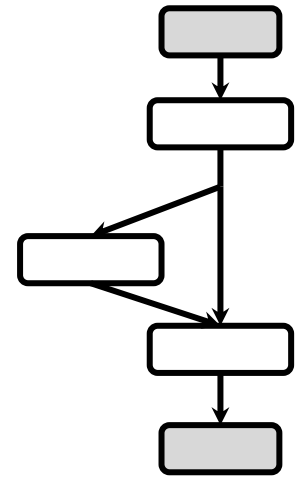
$x < y$ true if x less than y

$x >= y$ true if x greater than or equal to y

$x <= y$ true if x less than or equal to y

if statement

```
if CONDITION:  
    BODY
```



CONDITION: any Boolean (true/false) statement

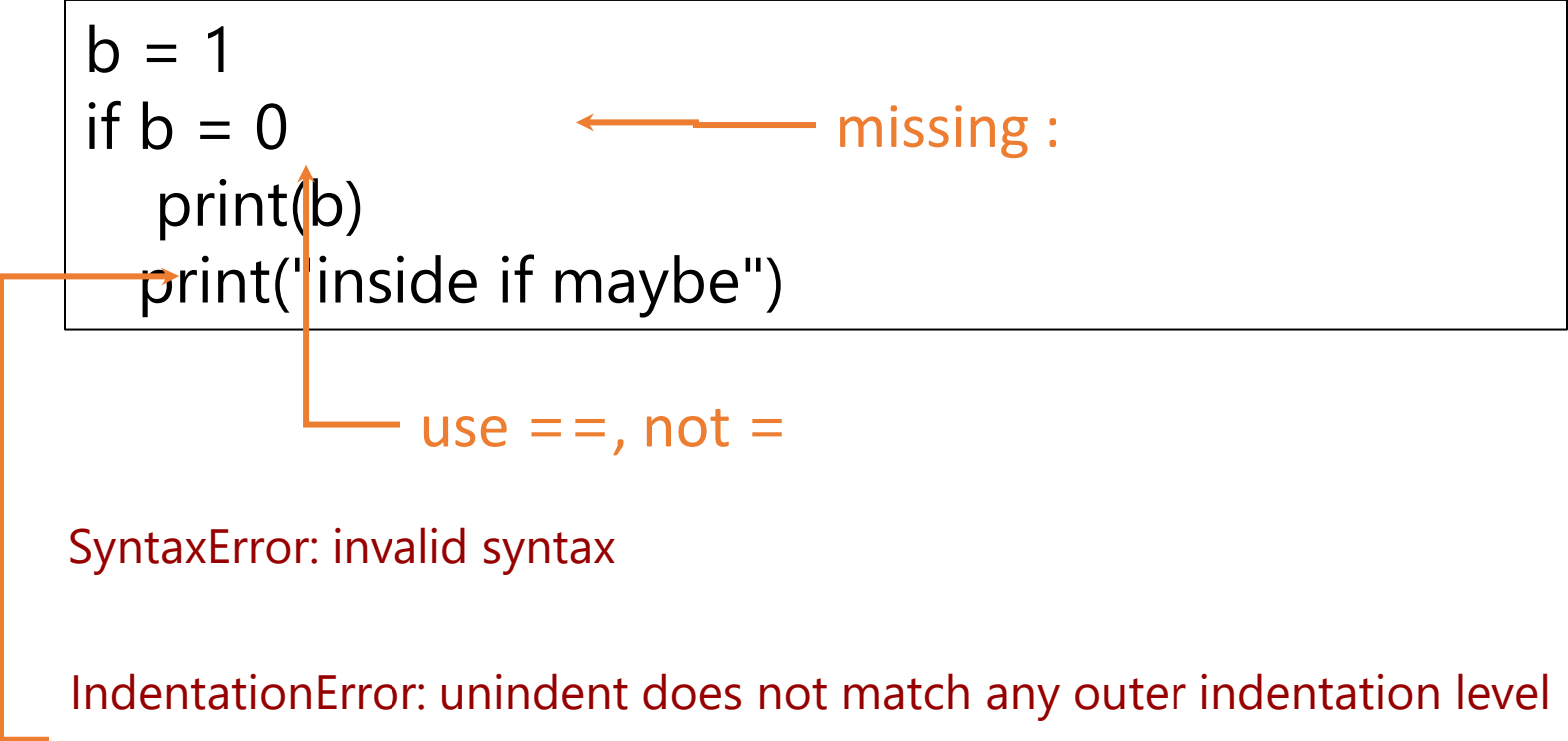
BODY: any set of statements

If the **CONDITION** is **true**, **BODY** gets executed

```
if p1 == "rock" and p2 == "scissors":  
    # player 1 wins!  
...
```

Common errors

```
b = 1
if b = 0
    print(b)
print("inside if maybe")
```



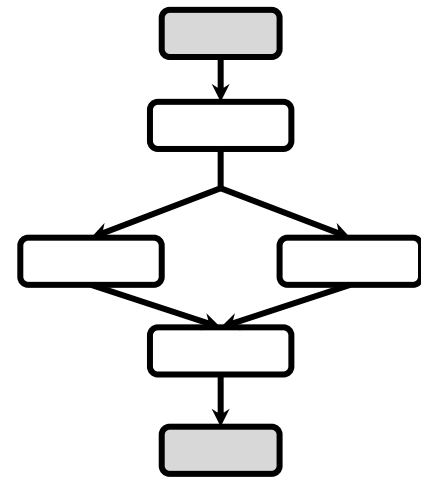
use ==, not =

SyntaxError: invalid syntax

IndentationError: unindent does not match any outer indentation level

if/else statement

```
if CONDITION:  
    BODY1  
else:  
    BODY2
```

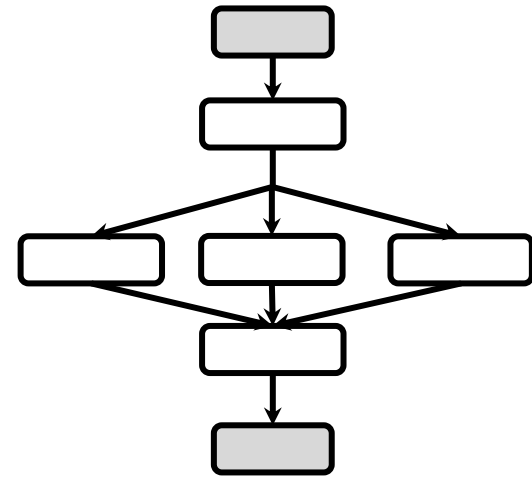


If the **CONDITION** is **true**, **BODY1** gets executed
Otherwise, **BODY2** gets executed

```
if p1 == "rock" and p2 == "scissors" :  
    # player 1 wins!  
else :  
    # check other conditions
```

Chained conditionals

```
if CONDITION1:  
    BODY1  
elif CONDITION2:  
    BODY2  
else:  
    BODY3
```



```
if p1 == "rock" :  
    # do something  
elif p1 == "paper" :  
    # do something else  
elif p1 == "scissors" :  
    # do something ELSE  
else :  
    # player 1 played invalid hand
```


Order of if/elif/else blocks matter!

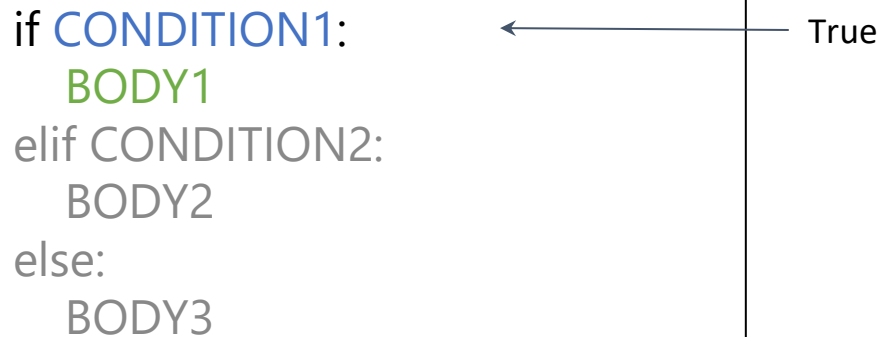
The order of conditional blocks makes a difference. This is because if the `if` or `elif` statement is `True`, the subsequent blocks are not executed.

```
if CONDITION1:  
    BODY1  
elif CONDITION2:  
    BODY2  
else:  
    BODY3
```



Order of if/elif/else blocks matter!

The order of conditional blocks makes a difference. This is because if the `if` or `elif` statement is `True`, the subsequent blocks are not executed.

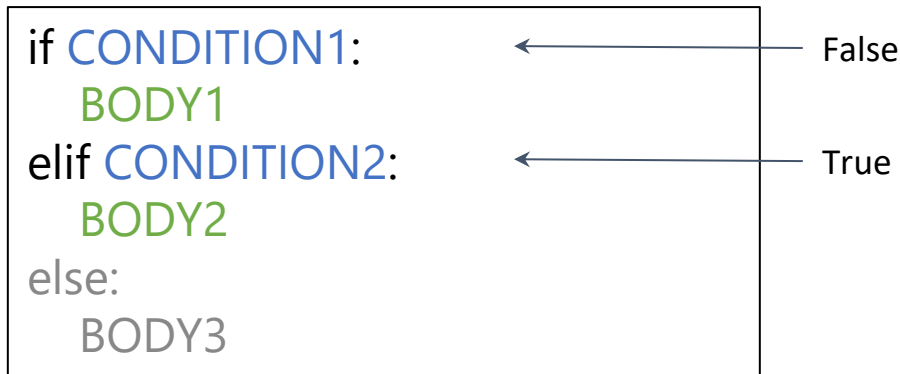


```
if CONDITION1:
    BODY1
elif CONDITION2:
    BODY2
else:
    BODY3
```

The diagram shows a code block with an arrow pointing to the first condition, `CONDITION1`, which is labeled `True`. This indicates that the first condition is met, and the subsequent blocks are not executed.

Order of if/elif/else blocks matter!

The order of conditional blocks makes a difference. This is because if the `if` or `elif` statement is `True`, the subsequent blocks are not executed.

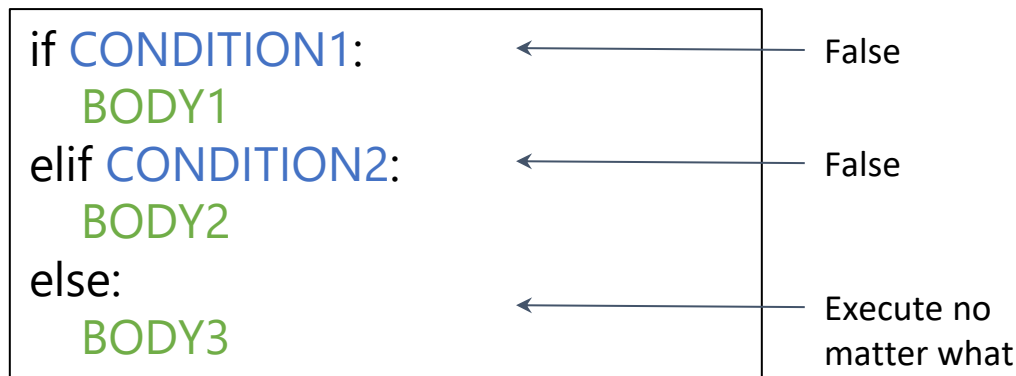


```
if CONDITION1:
    BODY1
elif CONDITION2:
    BODY2
else:
    BODY3
```

The diagram illustrates the execution flow of an if-elif-else block. It shows the code structure with arrows indicating the path taken when a condition is true. The first arrow points to the 'if' statement and is labeled 'False', indicating that the first condition is not met. The second arrow points to the 'elif' statement and is labeled 'True', indicating that the second condition is met, and the corresponding body (BODY2) will be executed. The 'else' block is not reached in this scenario.

Order of if/elif/else blocks matter!

The order of conditional blocks makes a difference. This is because if the `if` or `elif` statement is `True`, the subsequent blocks are not executed.



You'll see an example in the in-class today

Nested conditionals

```
if is_adult :  
    if is_senior_citizen :  
        print("Admission $2 off.")  
    else:  
        print("Full price.")  
else :  
    print("Admission $5 off.")
```

Indentation is keeps the code readable and is
REQUIRED to keep the Python interpreter happy!

User input

An input is any information that is provided to the program. Here, we introduce keyboard inputs. This is one of many input types (keyboard, mouse, file, sensor). It is a neat way to interact with your program.

To require a user to provide an input before a code block continues running, you can write the following:

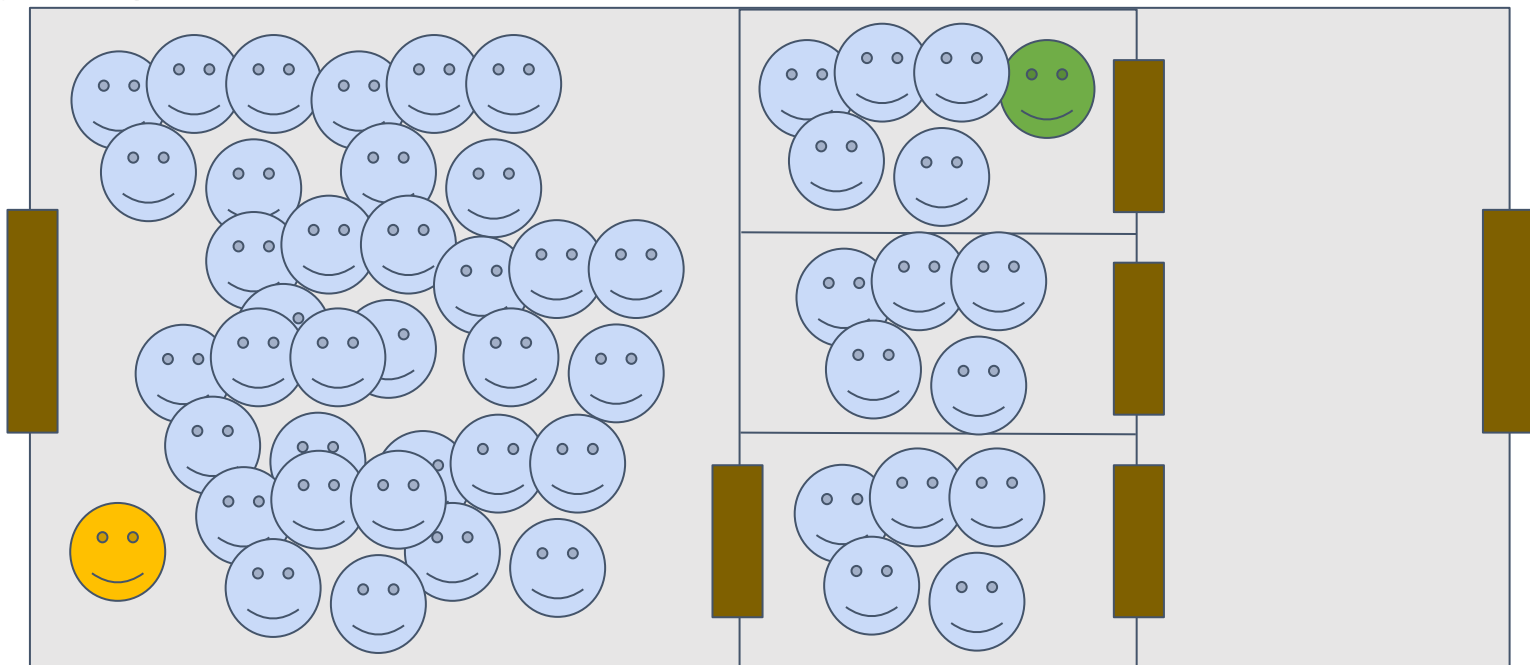
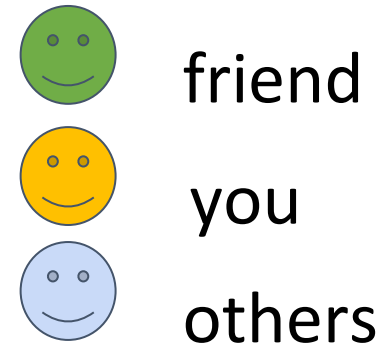
```
input('Current time: ')
```

```
current_time = input('Current time: ')
```

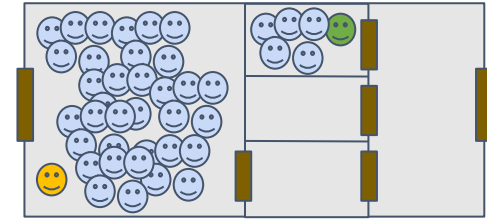
← input is saved as a string

What navigation instructions to give?

You are at an event, and your friend calls trying to locate you. They have been told they are in the 'middle' of the building, what instructions do you give?



What navigation instructions to give?



```
response = input('which door did you enter, left or right?')
```

```
if response == 'right':
```

```
    door = input('there are 3 doors there, are you in the 1st, 2nd, 3rd?')
```

```
    if door == '1st':
```

```
        print('then go through one more door, and walk straight ahead!')
```

```
    elif door == '2nd':
```

```
        print('come out, go into the 1st')
```

```
        print('then go through one more door, and walk straight ahead!')
```

```
    elif door == '3rd':
```

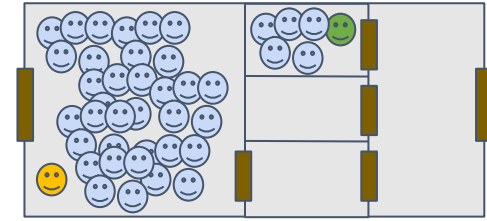
```
        print('come out, go into the 1st')
```

```
        print('then go through one more door, and walk straight ahead!')
```

```
elif response == 'left':
```

```
    print('cool! I'm at the right of the main door once you walk in!')
```


What navigation instructions to give?



```
response = input('which door did you enter, left or right?')
```

```
if response == 'right':
```

```
    door = input('there are 3 doors there, are you in the 1st, 2nd, 3rd?')
```

```
    if door == '1st':
```

```
        print('then go through one more door, and walk straight ahead!')
```

```
    elif door == '2nd':
```

```
        print('come out, go into the 1st')
```

```
        print('then go through one more door, and walk straight ahead!')
```

```
    elif door == '3rd':
```

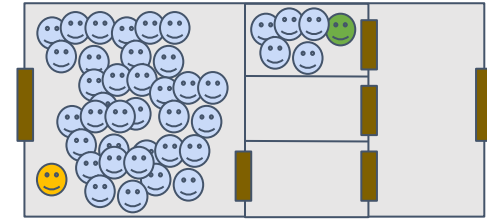
```
        print('come out, go into the 1st')
```

```
        print('then go through one more door, and walk straight ahead!')
```

```
elif response == 'left':
```

```
    print('cool! I'm at the right of the main door once you walk in!')
```

What navigation instructions to give?



```
response = input('which door did you enter, left or right?')
```

```
if response == 'right':
```

```
    door = input('there are 3 doors there, are you in the 1st, 2nd, 3rd?')
```

```
    if door == '1st':
```

```
        print('then go through one more door, and walk straight ahead!')
```

```
    elif door == '2nd':
```

```
        print('come out, go into the 1st')
```

```
        print('then go through one more door, and walk straight ahead!')
```

```
    elif door == '3rd':
```

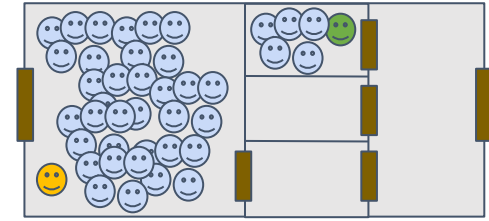
```
        print('come out, go into the 1st')
```

```
        print('then go through one more door, and walk straight ahead!')
```

```
elif response == 'left':
```

```
    print('cool! I'm at the right of the main door once you walk in!')
```

What navigation instructions to give?



```
response = input('which door did you enter, left or right?')
if response == 'right':
    door = input('there are 3 doors there, are you in the 1st, 2nd, 3rd?')
    if door == '2nd' or door == '3rd':
        print('come out, go into the 1st')
        # note that 1st door does not need additional instructions
        print('then go through one more door, and walk straight ahead!')
    else:
        print('cool! I'm at the right of the main door once you walk in')
```

inputs
nested conditionals
readability

In-Class: 03_Conditionals

Do this with a **different partner than last time**.

Turn in as a pair on Canvas.

Tips for pair programming:

- Switch off who is typing.
- The person who is not typing should:
 - Make comments or suggest potential solutions
 - Be “devil’s advocate”: what are potential issues with what is being typed
 - Suggest other things to explore

At-Home: HW 1 due Monday 11:59pm