

Programming in Python

Branching

Flow of Control

- A program's flow of control is the order that the computer performs the statements in the code.
- Up to now, our programs have been sequential.
 - › We start at the top and go line by line.
- What if we want to run certain lines only if some conditions are met?
- Think about when you enter a username and password.
 - › You only get to proceed if you get them both correct!
- Branching statements let us choose between multiple options.
 - › This is a fundamental part of computer programming.

Conditional Statements

- We want certain code to execute based on whether something is true.
 - › If it is raining, then bring an umbrella.
 - › If the username and password are correct, log in.
If not, display a message.
- In Python, we use:
 - › **if**
 - › **if-else**
 - › **if-elif-else**



Using if

- An **if** statement allows us to determine whether some code will execute or not based on a condition.
- All **if** statements have a condition, which you can think of as a "Yes or No" question.
 - › If the user's age is 18 or older, then they can vote.
- The condition must evaluate to be **True** or **False** (which is a **bool** value).
 - › An expression that evaluates to **True** or **False** is called a **boolean expression**.
 - › Operators that evaluate to **True** or **False** are called **boolean operators**.

Condition

- Syntax

```
if condition:  
    statement1
```

```
if condition:  
    statement1  
else:  
    statement2
```

- Place a colon : after the condition.
- You must indent the lines underneath the **if** statement.
- The **else** is optional.

Example

```
age = int(input("Enter your age: "))
if age >= 18:
    print("You can vote!")
else:
    print("Not yet")
```

Enter your age: 18
You can vote!

Enter your age: 17
Not yet



Indentation
matters!

Comparison Operators

Operator	Meaning	Sample Condition	Evaluates To
<code>==</code>	equal to	<code>5 == 5</code>	<code>True</code>
<code>!=</code>	not equal to	<code>8 != 5</code>	<code>True</code>
<code>></code>	greater than	<code>3 > 10</code>	<code>False</code>
<code><</code>	less than	<code>5 < 8</code>	<code>True</code>
<code>>=</code>	greater than or equal to	<code>5 >= 10</code>	<code>False</code>
<code><=</code>	less than or equal to	<code>5 <= 5</code>	<code>True</code>

Program

- Write a program that asks the user how many pets they have.
 - › If the value is less than 2, tell them to adopt a pet.
 - › Regardless of the value, print out a thank you message.
- Here is an example with user input.

```
How many pets do you have? 1
Please adopt a pet!
Thank you for using my program.
```

```
How many pets do you have? 3
Thank you for using my program.
```

Example

```
pets = int(input("How many pets do you have? "))
if pets < 2:
    print("Please adopt a pet!")
print("Thank you for using my program.")
```

```
How many pets do you have? 1
Please adopt a pet!
Thank you for using my program.
```

```
How many pets do you have? 3
Thank you for using my program.
```

Multiple Conditions

- Sometimes we may want different things to happen based on different conditions.
 - › For example, if the score is greater than or equal to 90, the user gets an A, but if it is greater than or equal to 80, the user gets a B, and so on.
- In Python, we can use **if-elif-else**

```
if condition:  
    statement1  
elif condition2:  
    statement2  
else:  
    default
```

Example

```
score = int(input("Enter score: "))

if score >= 90:
    grade = "A"
elif score >= 80:
    grade = "B"
elif score >= 70:
    grade = "C"
elif score >= 60:
    grade = "D"
else:
    grade = "F"

print("Grade: " + grade)
```

```
Enter score: 85
Grade: B
```

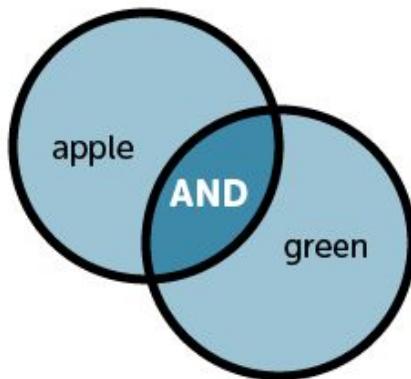
Conditional Statement Rules

- You can have an **if** without **elif** or **else**.
- You can't have **elif** without **if** first.
- You can't have **else** without **if** first.
- You can only have one **if** (in a chain).
- You can only have one **else** (in a chain).
- You can have as many **elif** as you desire (in middle of chain).

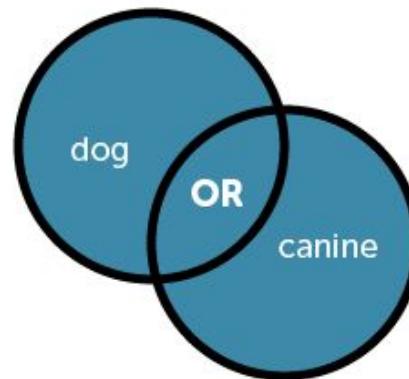


Boolean Logic

- Branching statements let us choose between multiple options.
- Sometimes we want multiple conditions to be true.
- Boolean logic allows us to use **and**, **or**, and **not** operators to make more sophisticated conditions.



You will get results that contain:
both **apple** and **green**



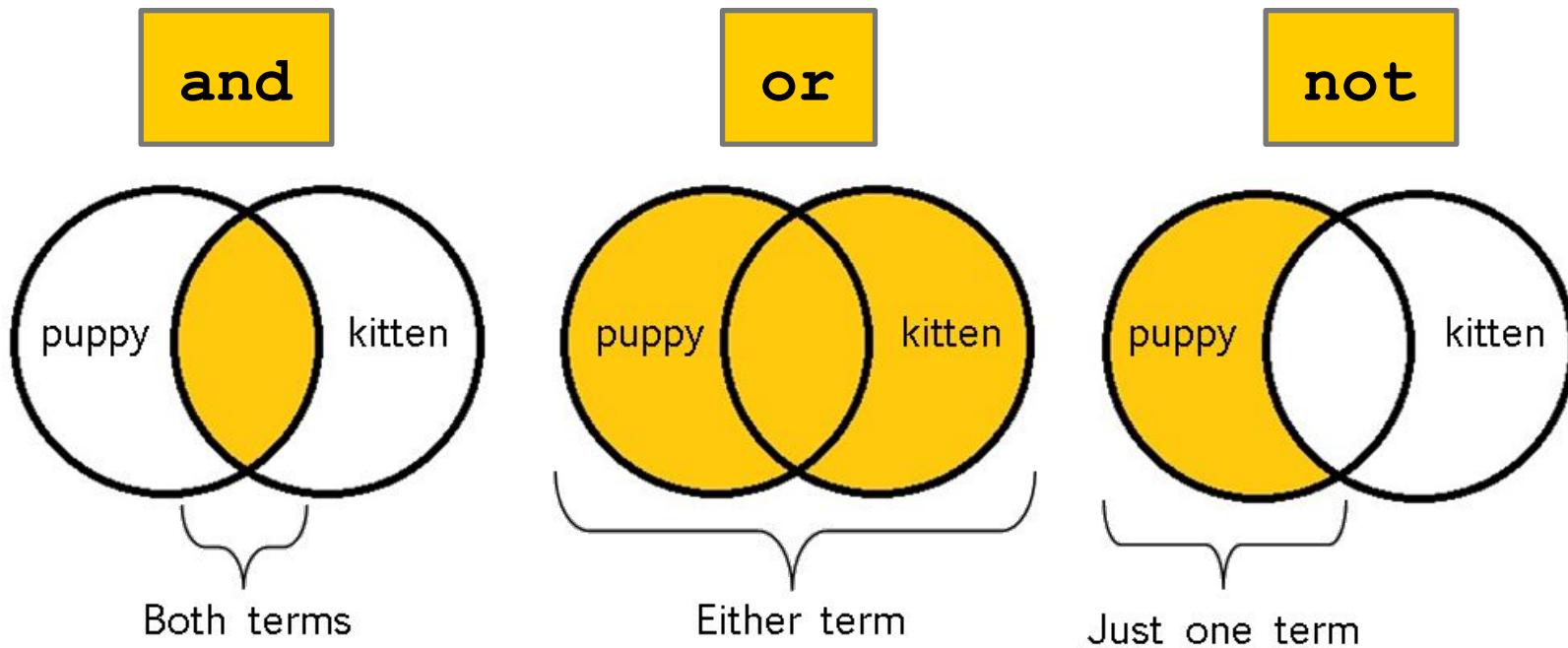
You will get results that contain:
either **dog**, or **canine**, or both



You will get results that contain:
football, and not **soccer**

Logical operators

- **and** & **or** combine two Boolean expressions



- **not** is used on one Boolean expression

and Operator

- Both expressions must be **True** for the whole expression to be **True**

expression1 and expression2

```
num = int(input("Enter a number (0-9) : "))
if num >= 0 and num < 10:
    print("You entered a single digit positive number.")
else:
    print("You did not enter a correct number.")
```

```
Enter a number (0-9) : 15
You did not enter a correct number.
```

```
Enter a number (0-9) : 8
You entered a single digit positive number.
```

or Operator

- Only one expression must be **True** for the whole expression to be **True**

expression1 or expression2

```
num = int(input("Enter a number: "))
if num == 8 or num == 24:
    print("You entered Kobe's jersey number.")
```

Enter a number: 15

Enter a number: 8
You entered Kobe's jersey number.

or Operator

- What if both expressions are **True**?

```
num1 = int(input("Enter a number: "))
num2 = int(input("Enter another number: "))

if num1 == 8 or num2 == 8:
    print("You entered my favorite number.")
```

```
Enter a number: 8
Enter another number: 8
You entered my favorite number.
```

not Operator

- The **not** operator requires one Boolean expression
- The expression must be **False** for the whole expression to be **True**

not *expression*

```
num = int(input("Enter a number: "))

if not num >= 0:
    print("You entered a negative number.")
```

Enter a number: 8

Enter a number: -99
You entered a negative number.

True & False Tables

and

True	True	False
False	False	False

or

True	True	True
False	True	False

not

True	False
False	True