

starting out with >>>

PYTHON[®]
THIRD EDITION

CHAPTER 3

Decision Structures and Boolean Logic



TONY GADDIS

Topics

- **Variable Scope**
- **Boolean Variables**
- **The `if` Statement**
- **The `if-else` Statement**
- **Comparing Strings**
- **Nested Decision Structures and the `if-elif-else` Statement**
- **Logical Operators**

Scope of Variables

- **Local variable**: variable that is assigned a value inside a function
- **Scope known as lifespan of a variable refers to a code block within which a variable exists and can be used or referenced**
 - Variable only exists within the block it was declared
 - Outside of that block a variable does not exist and cannot be used
 - function block

Scope of Variables

```
{ def anotherFunction():  
    someNum = 7    # only exists inside function  
    thisNum = 3    # only exists inside function  
  
{ def someFunction():  
    someNum = 0    # have the same name but not same memory location  
    print(someNum) # prints 0  
    print(thisNum) # ERROR - variable not defined  
  
{ def main():  
    someFunction()  
    anotherFunction()  
  
    print(someNum) # ERROR - variable not defined  
    print(thisNum) # ERROR - variable not defined  
  
main()
```

Boolean Variables

- **Boolean variable**: references one of two values, `True` or `False`
 - Represented by `bool` data type
- **Commonly used as flags**
 - Flag: variable that signals when some condition exists in a program
 - Flag set to `False` → condition does not exist
 - Flag set to `True` → condition exists

Boolean Algebra

- **Boolean algebra**: operations on Boolean variables, True or False, in 3 combinations AND, OR, NOT
- **AND**
 - statement1 and statement2 must be true to continue
- **OR**
 - statement1 or statement2 must be true to continue
- **NOT**
 - Negate the statement
 - if statement is true - becomes false
 - if statement is false - becomes true

Boolean Algebra

	AND	
Statement 1	Statement 2	Result
True	True	True
True	False	False
False	True	False
False	False	False

	OR	
Statement 1	Statement 2	Result
True	True	True
True	False	True
False	True	True
False	False	False

NOT	
Statement 1	Result
True	False
False	True

Boolean Algebra

False OR False =

True AND True =

False AND True =

NOT False =

True OR True =

True AND False =

NOT True =

True OR False =

False AND False =

False OR True =

The if Statement

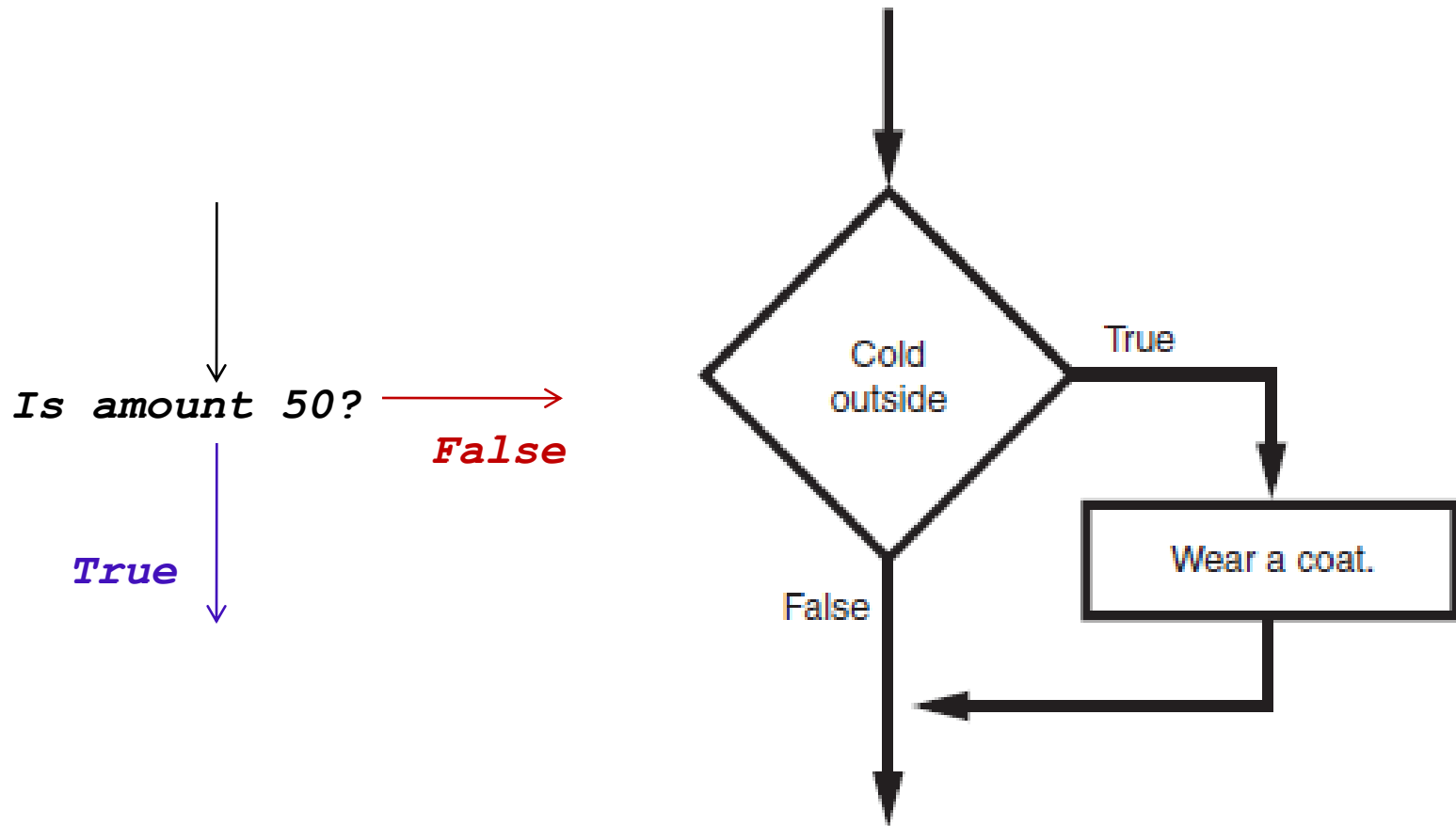
- **Control structure**: logical design that controls order in which set of statements execute
- **Sequence structure**: set of statements that execute in the order they appear
- **Decision structure**: specific action(s) performed only if a condition exists
 - Also known as selection structure
 - Allow a computer to make choices based on a condition

The `if` Statement (cont'd.)

- In flowchart, diamond represents true/false condition that must be tested
- Actions can be *conditionally executed*
 - Performed only when a condition is true
- Single alternative decision structure: provides only one alternative path of execution
 - If condition is not true, exit the structure

The `if` Statement (cont'd.)

Figure 4-1 A simple decision structure



The `if` Statement (cont'd.)

🍌 Python syntax:

`if` *condition*:

statement

statement

`if` *amount == 50*:

statement

statement

🍌 First line know as the `if` clause

– Includes the keyword `if` followed by condition

🍌 The condition can be true or false

🍌 When the `if` statement executes, the condition is tested, and if it is true the block statements are executed. otherwise, block statements are skipped

Boolean Expressions and Relational Operators

- **Boolean expression**: expression tested by if statement to determine if it is true or false

- Example: $a > b$

- `true` if `a` is greater than `b`; `false` otherwise

- **Relational operator**: determines whether a specific relationship exists between two values

- Example: greater than ($>$)

Boolean Expressions and Relational Operators

- **\geq and \leq operators test more than one relationship**
 - It is enough for one of the relationships to exist for the expression to be true
- **$=$ operator determines whether the two operands are equal to one another**
 - Do not confuse with assignment operator ($=$)
- **\neq operator determines whether the two operands are not equal**

Boolean Expressions and Relational Operators

Table 4-2 Boolean expressions using relational operators

Expression	Meaning
<code>x > y</code>	Is x greater than y?
<code>x < y</code>	Is x less than y?
<code>x >= y</code>	Is x greater than or equal to y?
<code>x <= y</code>	Is x less than or equal to y?
<code>x == y</code>	Is x equal to y?
<code>x != y</code>	Is x not equal to y?



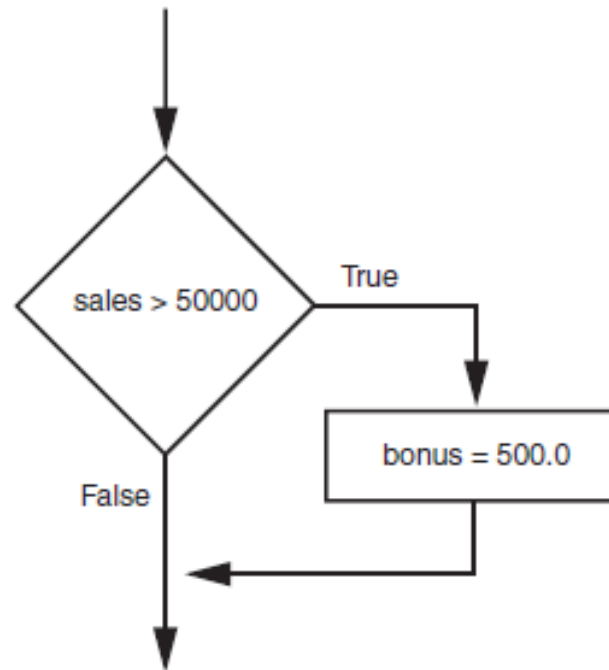
Do not confuse with assignment operator (=)

Boolean Expressions and Relational Operators

- Using a Boolean expression with the > relational operator

Figure 4-3 Example decision structure

```
...  
bonus = 100.0  
  
if sales > 50000:  
    bonus = 500.0  
  
wage = pay + bonus  
...
```



Boolean Expressions and Relational Operators (cont'd.)

- Any relational operator can be used in a decision block

- Example: `if balance == 0`

- Example: `if payment != balance`

- It is possible to have a block inside another block

- Example: `if` statement inside a function

- Statements in inner block must be indented with respect to the outer block

The `if-else` Statement

- **Dual alternative decision structure: two possible paths of execution**

- One is taken if the condition is true, and the other if the condition is false

if condition:

statements

else:

other statements

if sale > 50000:

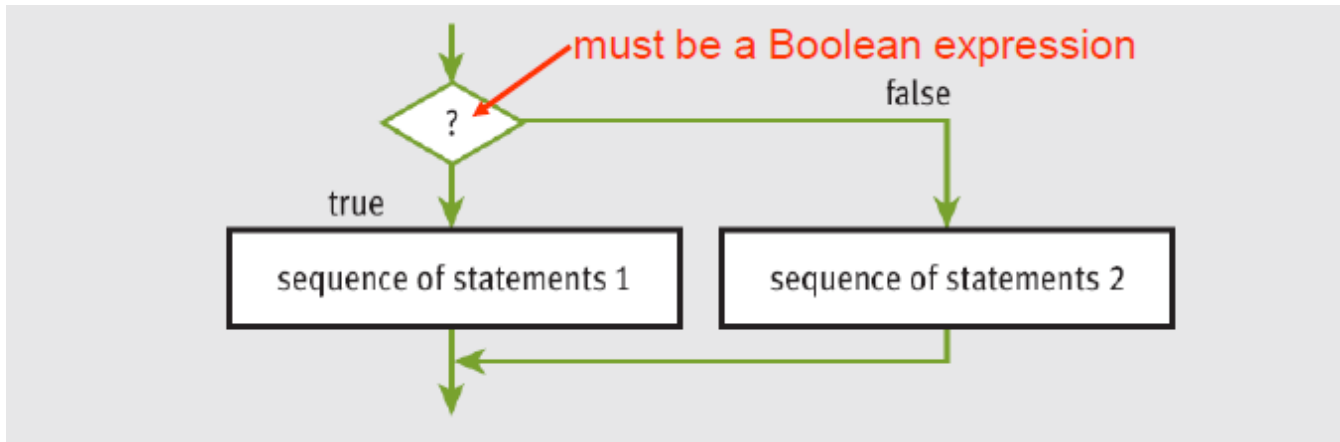
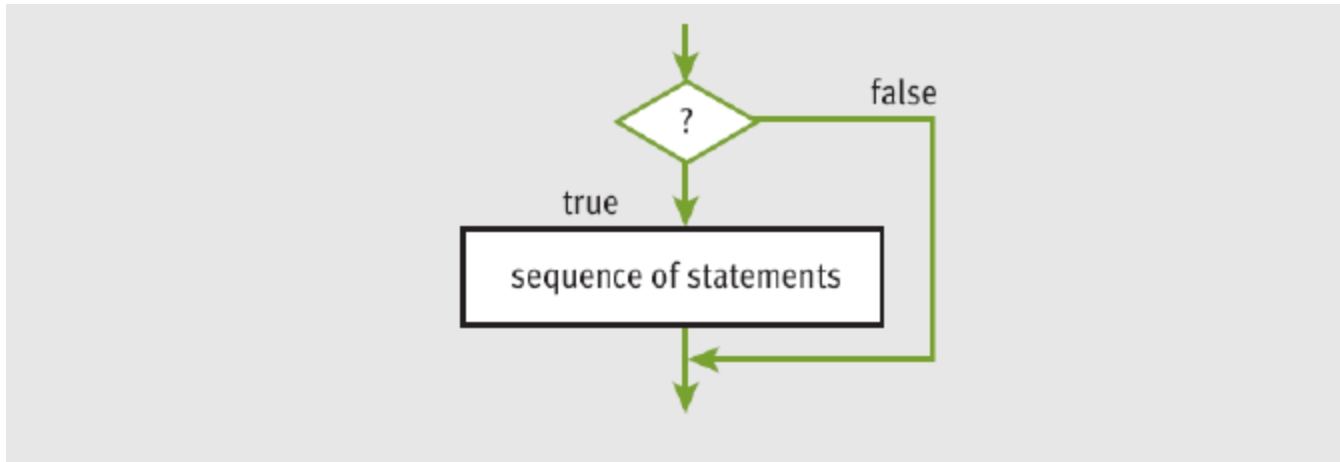
bonus = 500

else:

bonus = 200

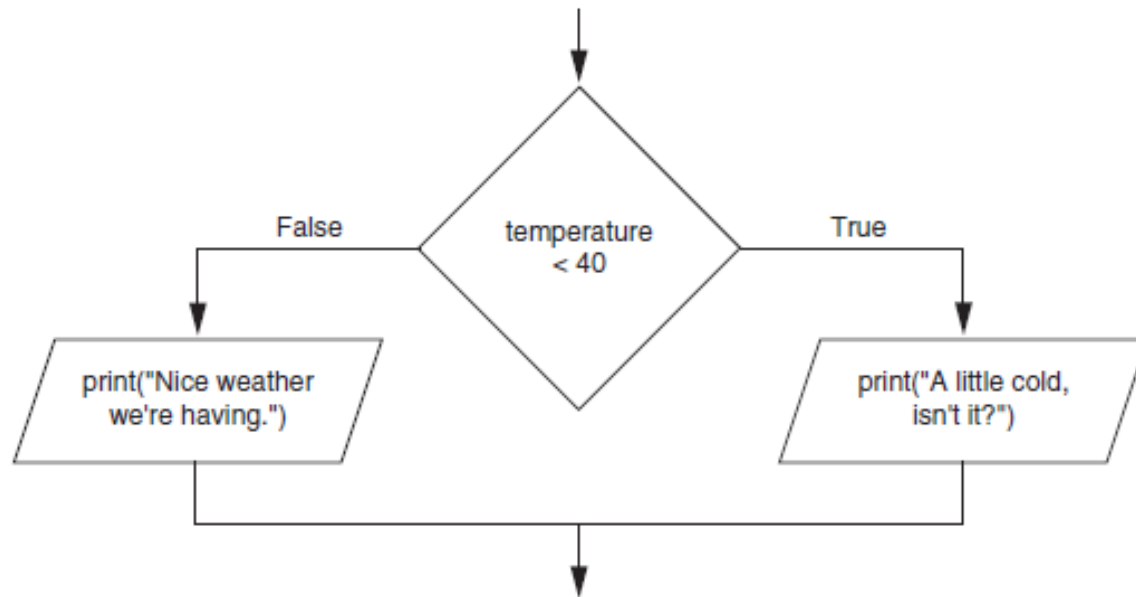
- `if` clause and `else` clause must be aligned
- Statements must be consistently indented

The if-else Statement



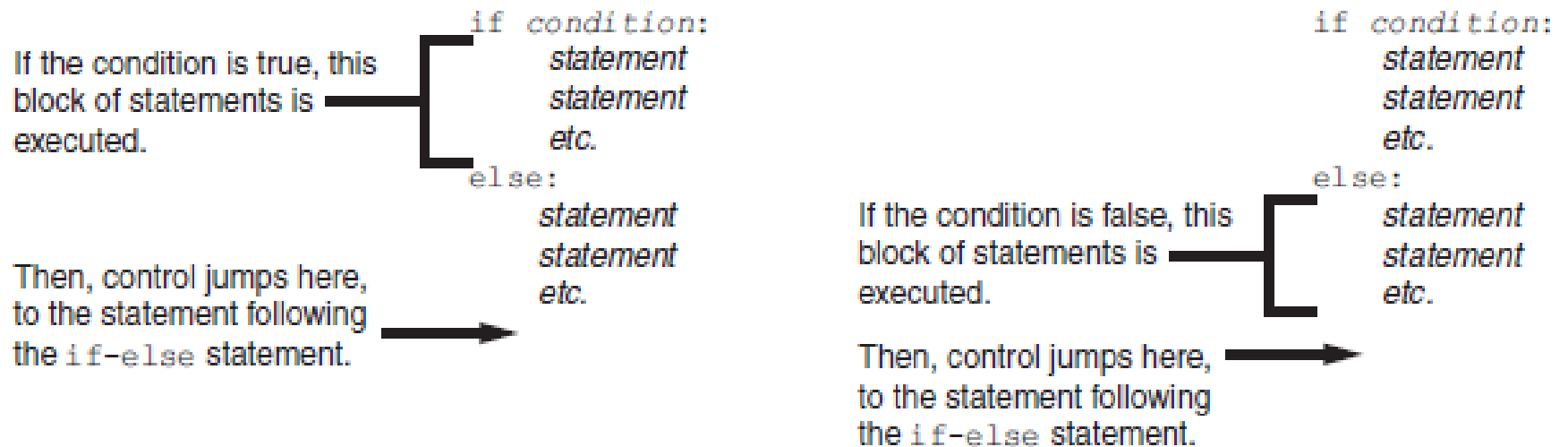
The `if-else` Statement

Figure 3-5 A dual alternative decision structure



The if-else Statement

Figure 4-7 Conditional execution in an if-else statement



```
if TRUE:
    do this
else:
    do that
```

Nested Decision Structures and the `if-elif-else` Statement

- **A decision structure can be nested inside another decision structure**
 - Commonly needed in programs
 - Example:
 - Determine if someone qualifies for a super bonus, they must meet two conditions:
 - Must have sold at least \$50,000
 - Must have been employed for at least two years
 - Check first condition, and if it is true, check second condition

The `if-elif-else` Statement

- `if-elif-else` statement: special version of a decision structure

- Makes logic of nested decision structures simpler to write

- Can include multiple `elif` statement

```
if condition1
    statements
elif condition2
    statements
else
    statements
```

```
if sale > 50000:
    bonus = 500
elif years > 2:
    bonus = 100
else:
    bonus = 0
```

The `if-elif-else` Statement

- 🍌 **Alignment used with `if-elif-else` statement:**

- `if`, `elif`, and `else` clauses are all aligned
- Conditionally executed blocks are consistently indented

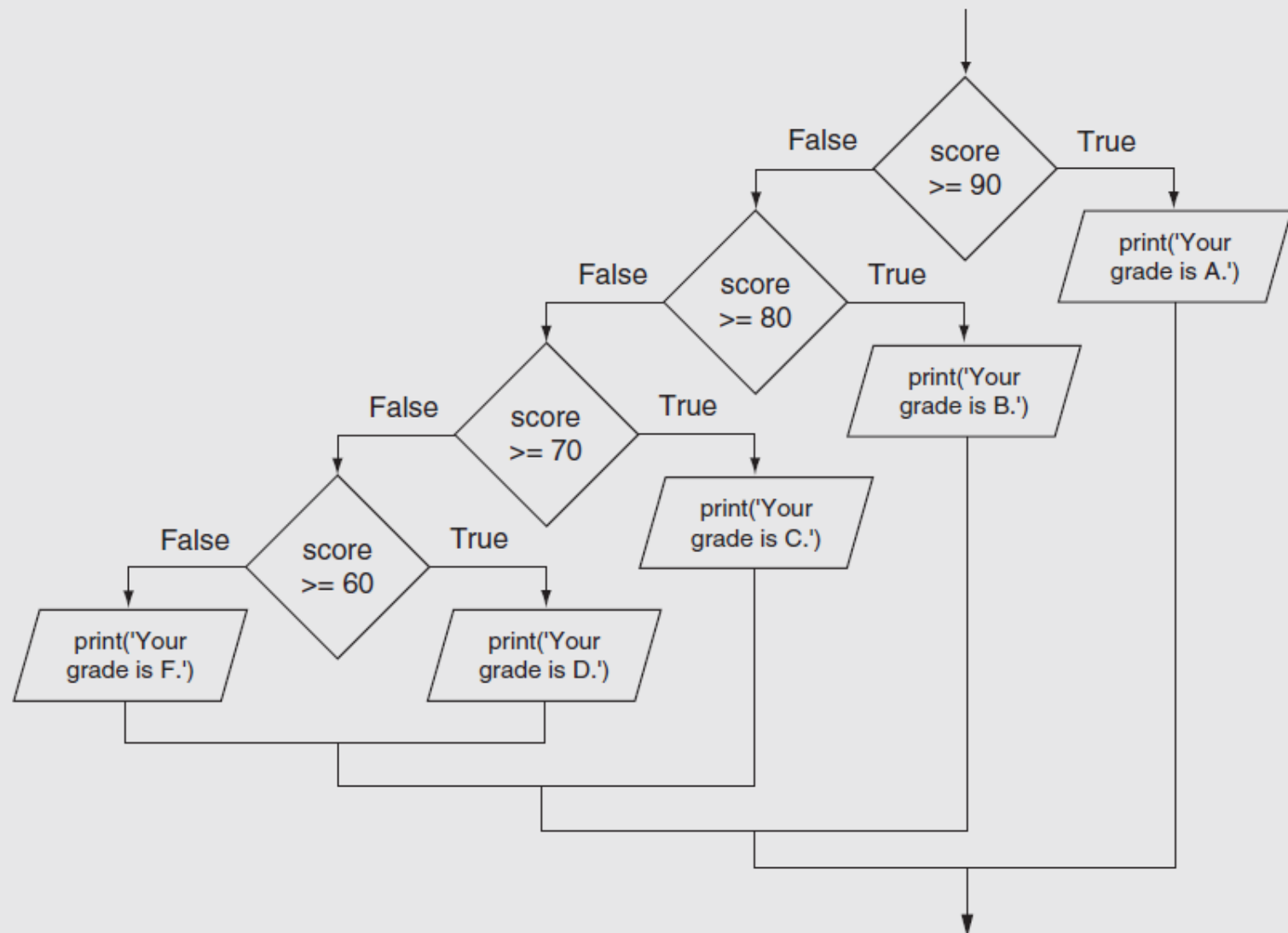
- 🍌 **`if-elif-else` statement is never required, but logic easier to follow**

- Can be accomplished by nested `if-else`
 - 🍌 Code can become complex, and indentation can cause problematic long lines

[`ifElifElse_Grade.py`](#)

[`ifElifElse_Wage.py`](#)

Figure 3-15 Nested decision structure to determine a grade



Logical Operators and Compound Boolean Expressions

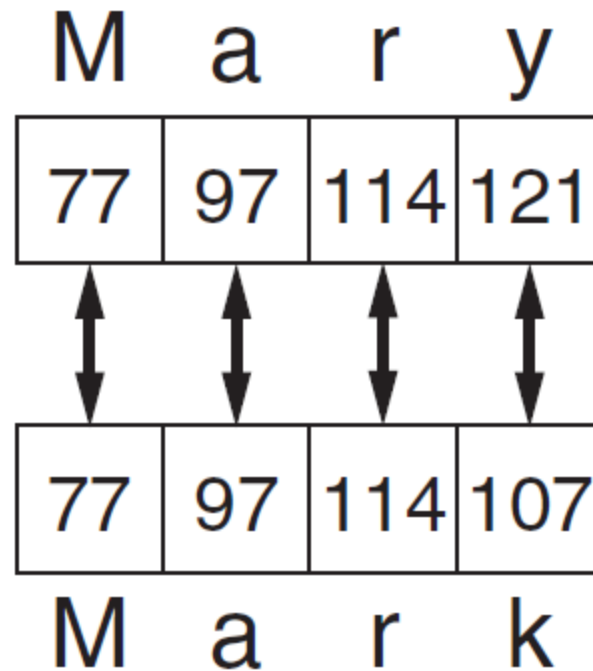
TYPE OF OPERATOR	OPERATOR SYMBOL
Exponentiation	**
Arithmetic negation	-
Multiplication, division, remainder	*, /, %
Addition, subtraction	+, -
Comparison	==, !=, <, >, <=, >=
Logical negation	not
Logical conjunction and disjunction	and, or
Assignment	=

Comparing Strings

- **Strings can be compared using the == and != operators**
- **String comparisons are case sensitive**
- **Strings can be compared using >, <, >=, and <=**
 - Compared character by character based on the ASCII values for each character
 - If shorter word is substring of longer word, longer word is greater than shorter word

Comparing Strings (cont'd.)

Figure 3-9 Comparing each character in a string



Logical Operators

- **Logical operators: operators that can be used to create complex Boolean expressions**
 - `and` operator and `or` operator: binary operators, connect two Boolean expressions into a compound Boolean expression
 - `not` operator: unary operator, reverses the truth of its Boolean operand

The and Operator

- Takes two Boolean expressions as operands
 - Creates compound Boolean expression that is true only when both sub expressions are true
 - Can be used to simplify nested decision structures

- Truth table for the and operator

Expression	Value of the Expression
false and false	false
false and true	false
true and false	false
true and true	true

The `or` Operator

- Takes two Boolean expressions as operands
 - Creates compound Boolean expression that is true when either of the sub expressions is true
 - Can be used to simplify nested decision structures
- Truth table for the `or` operator

Expression	Value of the Expression
false and false	false
false and true	true
true and false	true
true and true	true

The not Operator

- Takes one Boolean expressions as operand and reverses its logical value
 - Sometimes it may be necessary to place parentheses around an expression to clarify to what you are applying the not operator
- Truth table for the not operator

Expression	Value of the Expression
true	false
false	true

Short-Circuit Evaluation

- **Short circuit evaluation: deciding the value of a compound Boolean expression after evaluating only one sub expression**
 - Performed by the `or` and `and` operators
 - For `or` operator: If left operand is true, compound expression is true. Otherwise, evaluate right operand
 - For `and` operator: If left operand is false, compound expression is false. Otherwise, evaluate right operand

Checking Numeric Ranges with Logical Operators

- To determine whether a numeric value is within a specific range of values, use **and**

- Example: `if (x >= 10 and x <= 20) :`

- To determine whether a numeric value is outside of a specific range of values, use **or**

- Example: `if (x < 10 or x > 20) :`

Compound if

```
if unit != 'w' or 'd':  
    print("Pass")
```

IS NOT:

```
if unit != 'w' or unit != 'd':  
    print("Pass")
```

Compound if

```
unit = int(input("Input: "))
```

```
if 0 <= unit <= 50:  
    print("Pass")
```

USE:

```
if 10 <= unit or unit <= 50:  
    print("Pass")
```

IF

```
if size >= 50:  
    ... code ...
```

IF-ELSE

```
if size >= 50:  
    ... code ...  
else:  
    ... code ...
```

IF- ELIF - ELSE

```
if size >= 50:  
    ... code ...  
elif size > 40:  
    ... code ...  
else:  
    ... code ...
```

Every
IF-ELIF-ELSE
must end with
an **else**

```
if number == 1:
    print("Roman numeral is: I")
elif number == 2:
    print("Roman numeral is: II")
elif number == 3:
    print("Roman numeral is: III")
elif number == 4:
    print("Roman numeral is: IV")
elif number == 5:
    print("Roman numeral is: V")
elif number == 6:
    print("Roman numeral is: VI")
elif number == 7:
    print("Roman numeral is: VII")
elif number == 8:
    print("Roman numeral is: VIII")
elif number == 9:
    print("Roman numeral is: IX")
elif number == 10:
    print("Roman numeral is: X")
else:
    print("Number is out of range")
```

```
if number == 1:
    print("Roman numeral is: I")
if number == 2:
    print("Roman numeral is: II")
if number == 3:
    print("Roman numeral is: III")
if number == 4:
    print("Roman numeral is: IV")
if number == 5:
    print("Roman numeral is: V")
if number == 6:
    print("Roman numeral is: VI")
if number == 7:
    print("Roman numeral is: VII")
if number == 8:
    print("Roman numeral is: VIII")
if number == 9:
    print("Roman numeral is: IX")
if number == 10:
    print("Roman numeral is: X")
if number > 10 or number < 1:
    print("Number is out of range")
```

Summary

● **This chapter covered:**

- Decision structures, including:
 - Single alternative decision structures
 - Dual alternative decision structures
 - Nested decision structures
- Relational operators and logical operators as used in creating Boolean expressions
- String comparison as used in creating Boolean expressions
- Boolean variables