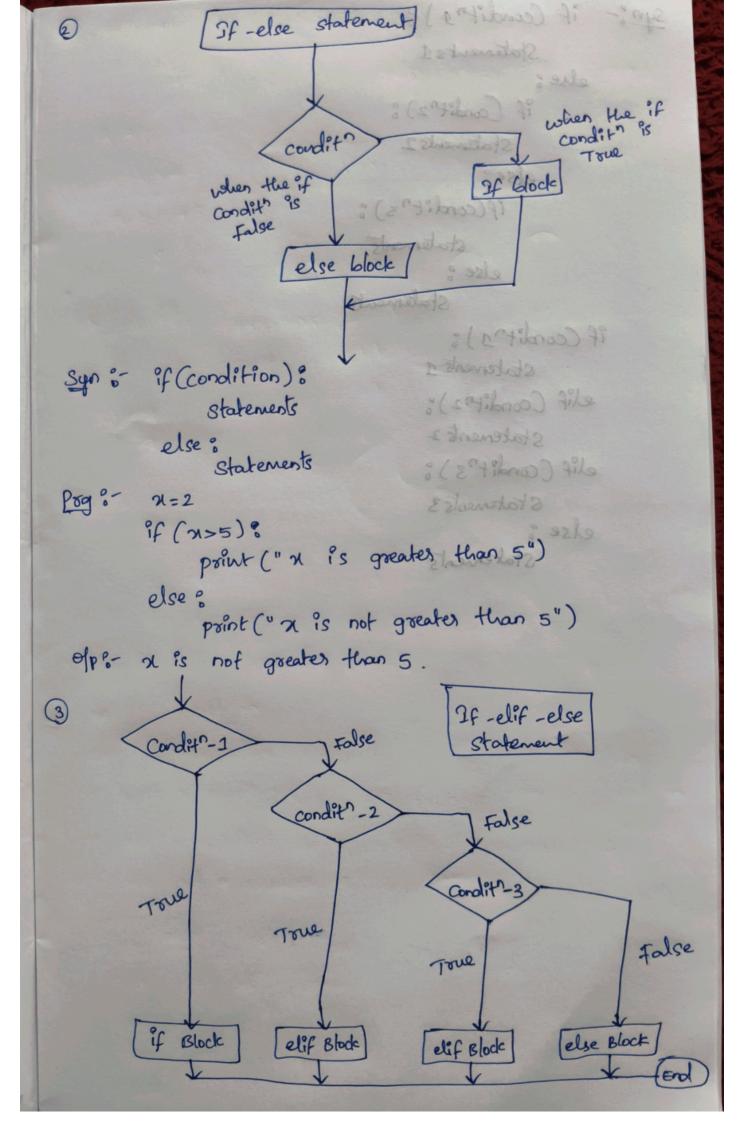
8/07 5> Identity operators :isola sis not stone war 21 yibres a= gibra elgithery one lox one. Op = True a is not b olp :- false 6) Membership operator : not in ? am a member of your family - False in Par not a member of your family - True you are a member of your family - True in you are not a member of your family - False not in pet = ['dog', 'cat', 'cow', 'valbbit'] if (condition) & 'cat' not in pet offor False lion' not in pet Op: True.

Conditional Statements It is allow us to make decisions in coole. they check conditions (expression that result in True 09 False) and enecute different blocky of code accordingly. Types of conditional statements: 1) if statement - enecute a block of only if the condition is True. 2) if else statement - provides two paths: one if condit is True, another if False. 3) if ... elif... else ladder - multiple conditions checked one by one. 4) nested ef using one ef inside another. 3 If statement Condition I am a grandes of your family - False in Statement (5) you are a number of your family - True in Syntax: - solo of while family of soloners of on use way if (condition) & Statements was the political 2=2 cost not in pet if (x>5); print (" & is greater than 5")



Syn: if (condition) & sould sold to Statements 1 else : of (condition); condite & Statements 2 else: if (condit's) : statements sale else o Statements if (condita): " (Condition) statements 1 elif (condita); Statement Statements 2 Statements elif (conditis); Statements 3 3(2<K) 79 else : statements loop 2 1 1 ") thing point (" or is not greater than 5") 898 of is not greaters than 5 elic Block