

More Conditional Execution Patterns

x = 4



Visualize Blocks

```
yes
             no
                      x > 2
print('Not bigger')
                                   print('Bigger')
                 print 'All Done'
```

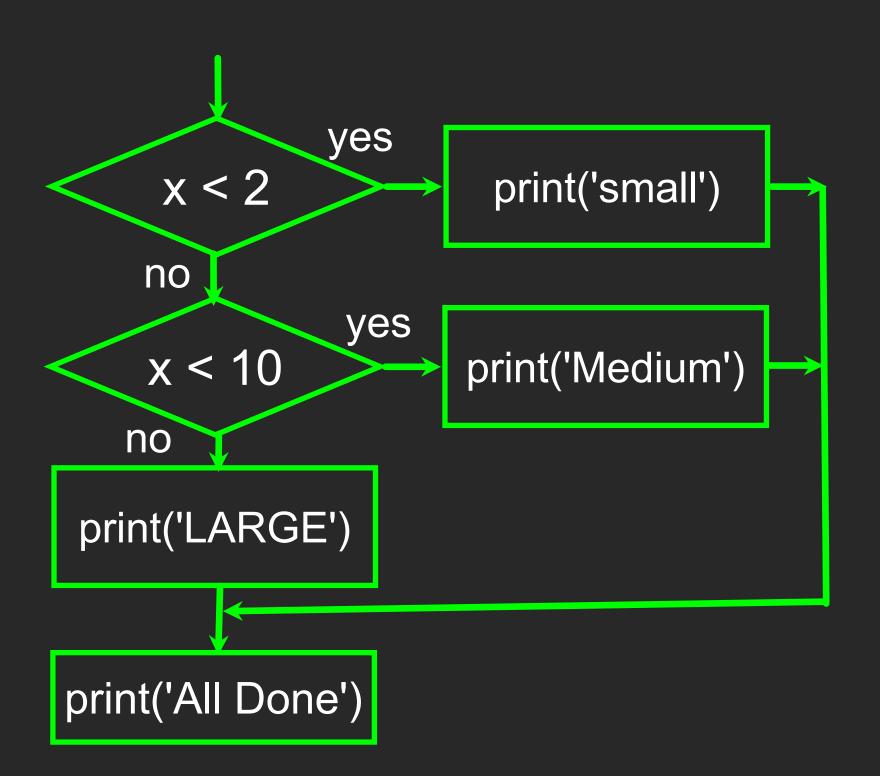
X = 4

```
if x > 2 :
    print('Bigger')
else :
    print('Smaller')
```

print 'All done'

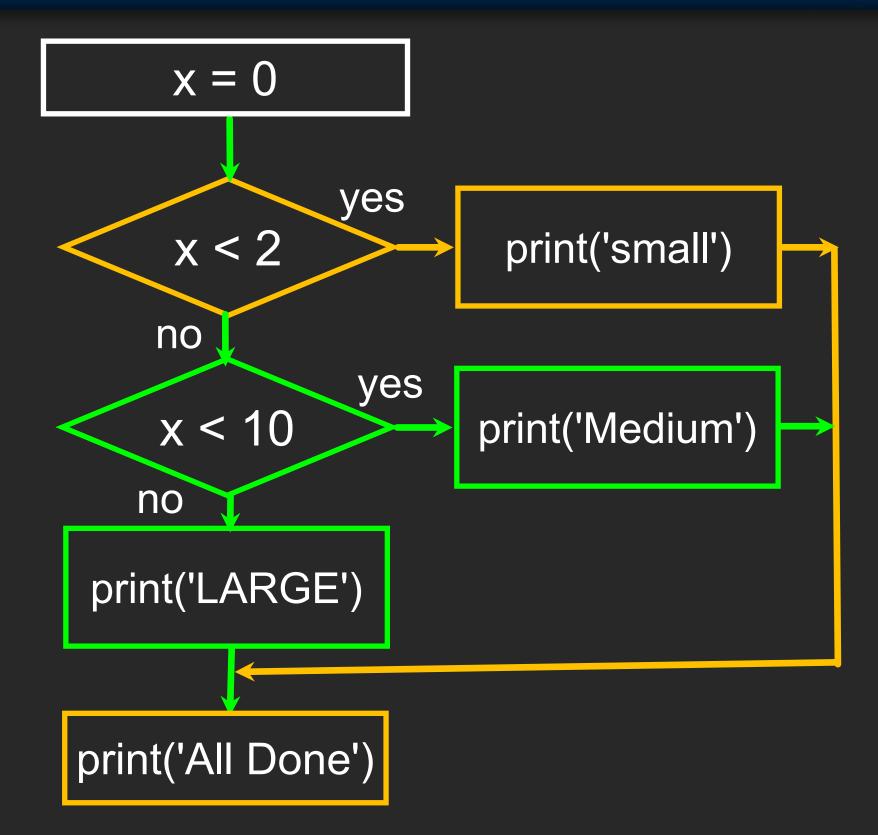


```
if x < 2 :
    print('small')
elif x < 10 :
    print('Medium')
else :
    print('LARGE')
print('All done')</pre>
```



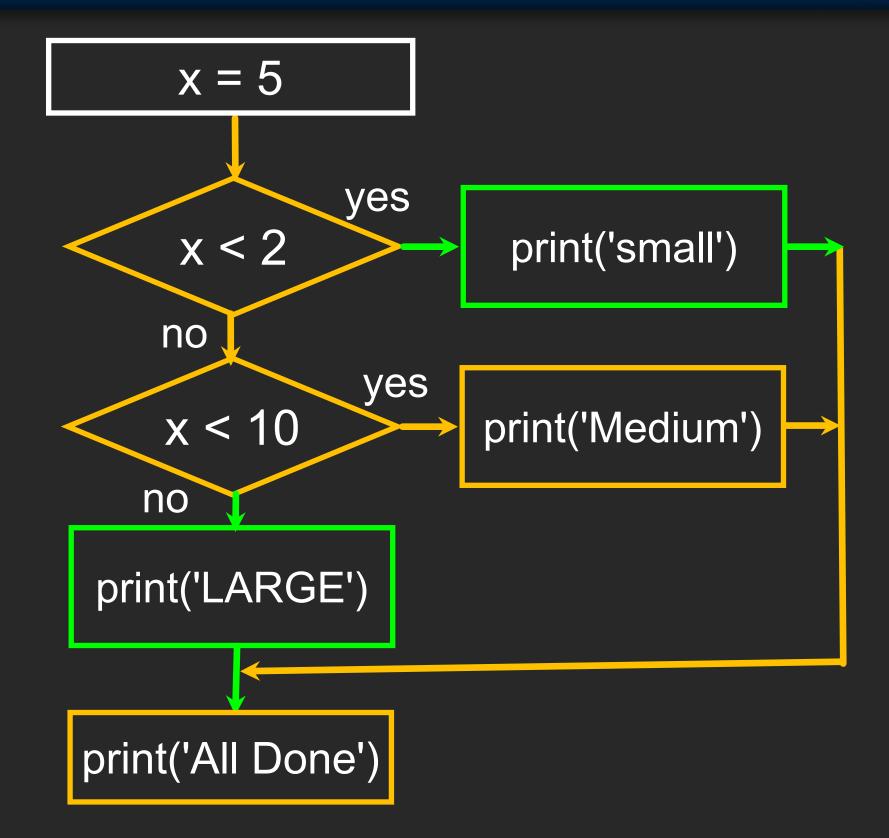


```
x = 0
if x < 2 :
    print('small')
elif x < 10 :
    print('Medium')
else :
    print('LARGE')
print('All done')</pre>
```



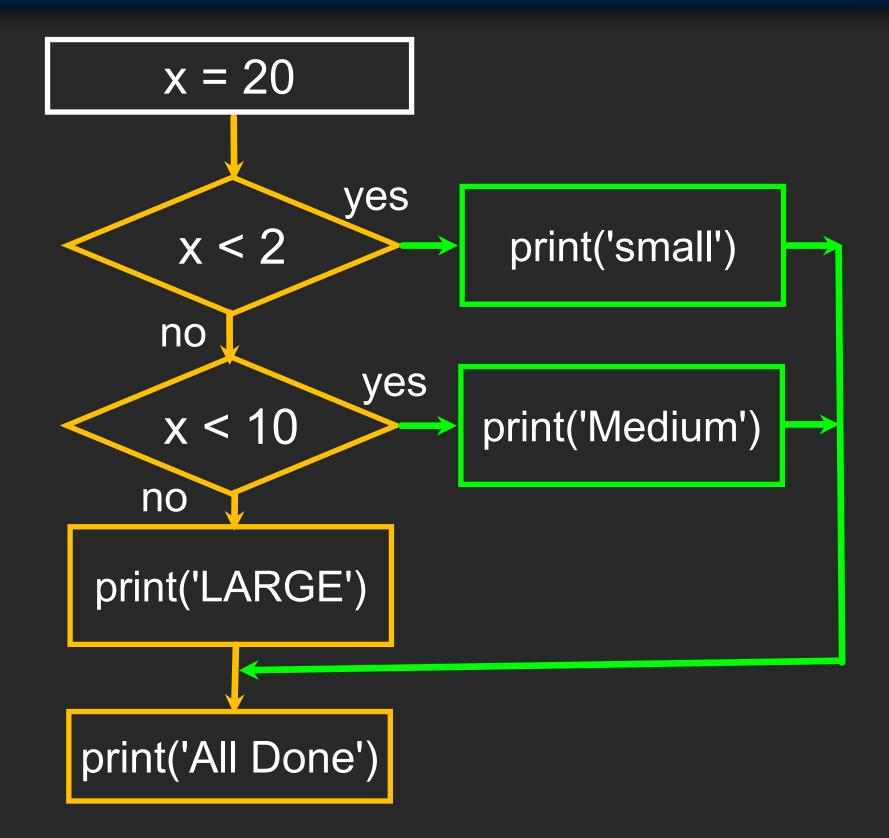


```
x = 5
if x < 2 :
    print('small')
elif x < 10 :
    print('Medium')
else :
    print('LARGE')
print('All done')</pre>
```





```
x = 20
if x < 2 :
    print('small')
elif x < 10 :
    print('Medium')
else :
    print('LARGE')
print('All done')</pre>
```





```
# No Else
x = 5
if x < 2:
    print('Small')
elif x < 10:
    print('Medium')
print 'All done'</pre>
```

```
if x < 2:
    print('Small')
elif x < 10:
    print('Medium')
elif x < 20 :
    print('Big')
elif x < 40:
    print('Large')
elif x < 100:
    print('Huge')
else :
    print('Ginormous')
```



Multi-way Puzzles

Which will never print regardless of the value for x?

```
if x < 2 :
    print('Below 2')
elif x >= 2 :
    print('Two or more')
else :
    print('Something else')
```

```
if x < 2 :
    print('Below 2')
elif x < 20 :
    print('Below 20')
elif x < 10 :
    print('Below 10')
else :
    print('Something else')</pre>
```



The try / except Structure

- You surround a dangerous section of code with try and except
- If the code in the try works the except is skipped
- If the code in the try fails it jumps to the except section5



```
$ cat notry.py
astr = 'Hello Bob'
istr = int(astr)
print('First', istr)
astr = '123'
istr = int(astr)
print('Second', istr)
```

\$ python3 notry.py

Traceback (most recent call last):
File "notry.py", line 2, in <module>
istr = int(astr)ValueError: invalid literal
for int() with base 10: 'Hello Bob'

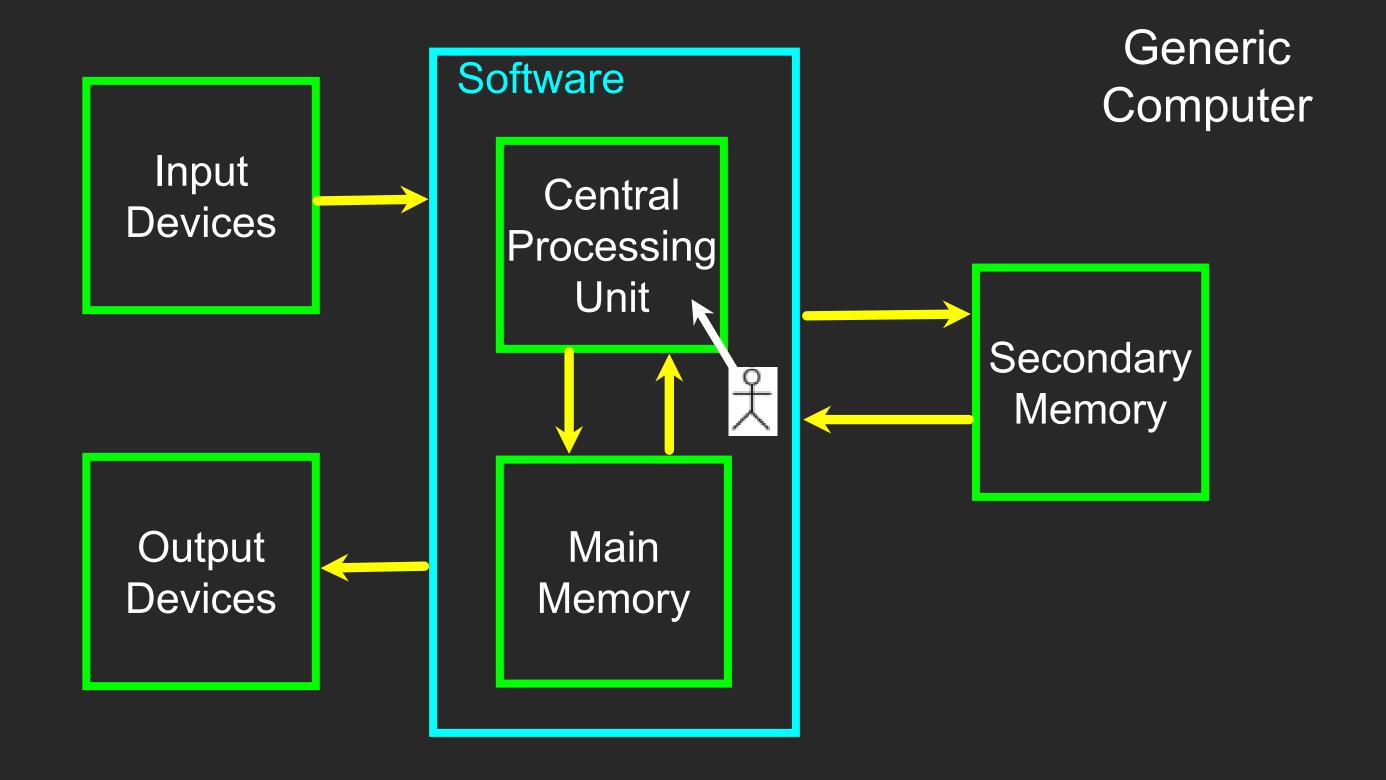


```
The
program
 stops
            cat notry.py
 here
          astr = 'Hello Bob'
          istr = int(astr)
```

\$ python3 notry.py

Traceback (most recent call last):
File "notry.py", line 2, in <module>
istr = int(astr)ValueError: invalid literal
for int() with base 10: 'Hello Bob'







```
astr = 'Hello Bob'
try:
    istr = int(astr)
except:
    istr = -1
print('First', istr)
astr = '123'
try:
    istr = int(astr)
except:
    istr = -1
print('Second', istr)
```

When the first conversion fails - it just drops into the except: clause and the program continues.

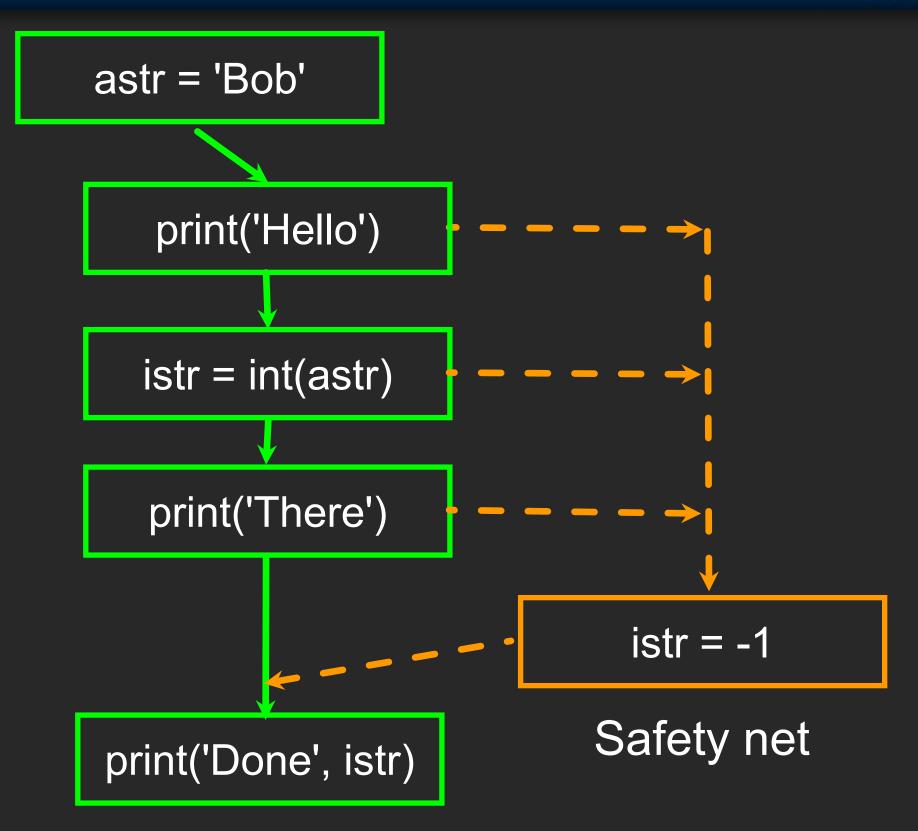
\$ python tryexcept.py
First -1
Second 123

When the second conversion succeeds - it just skips the except: clause and the program continues.



try / except

```
astr = 'Bob'
try:
    print('Hello')
    istr = int(astr)
    print('There')
except:
    istr = -1
```





Sample try / except

```
rawstr = input('Enter a number:')
try:
    ival = int(rawstr)
except:
    ival = -1

if ival > 0 :
    print('Nice work')
else:
    print('Not a number')
```

```
$ python3 trynum.py
Enter a number:42
Nice work
$ python3 trynum.py
Enter a number:forty-two
Not a number
$
```



Exercise

Rewrite your pay computation to give the employee 1.5 times the hourly rate for hours worked above 40 hours.

```
Enter Hours: 45
```

Enter Rate: 10



Exercise

Rewrite your pay program using try and except so that your program handles non-numeric input gracefully.

```
Enter Hours: 20
```

Enter Rate: nine

Error, please enter numeric input

```
Enter Hours: forty
```

Error, please enter numeric input



Summary

- Comparison operators== <= >= > < ! =
- Indentation
- One-way Decisions
- Two-way decisions:
 if: and else:

- Nested Decisions
- Multi-way decisions using elif
- try / except to compensate for errors









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