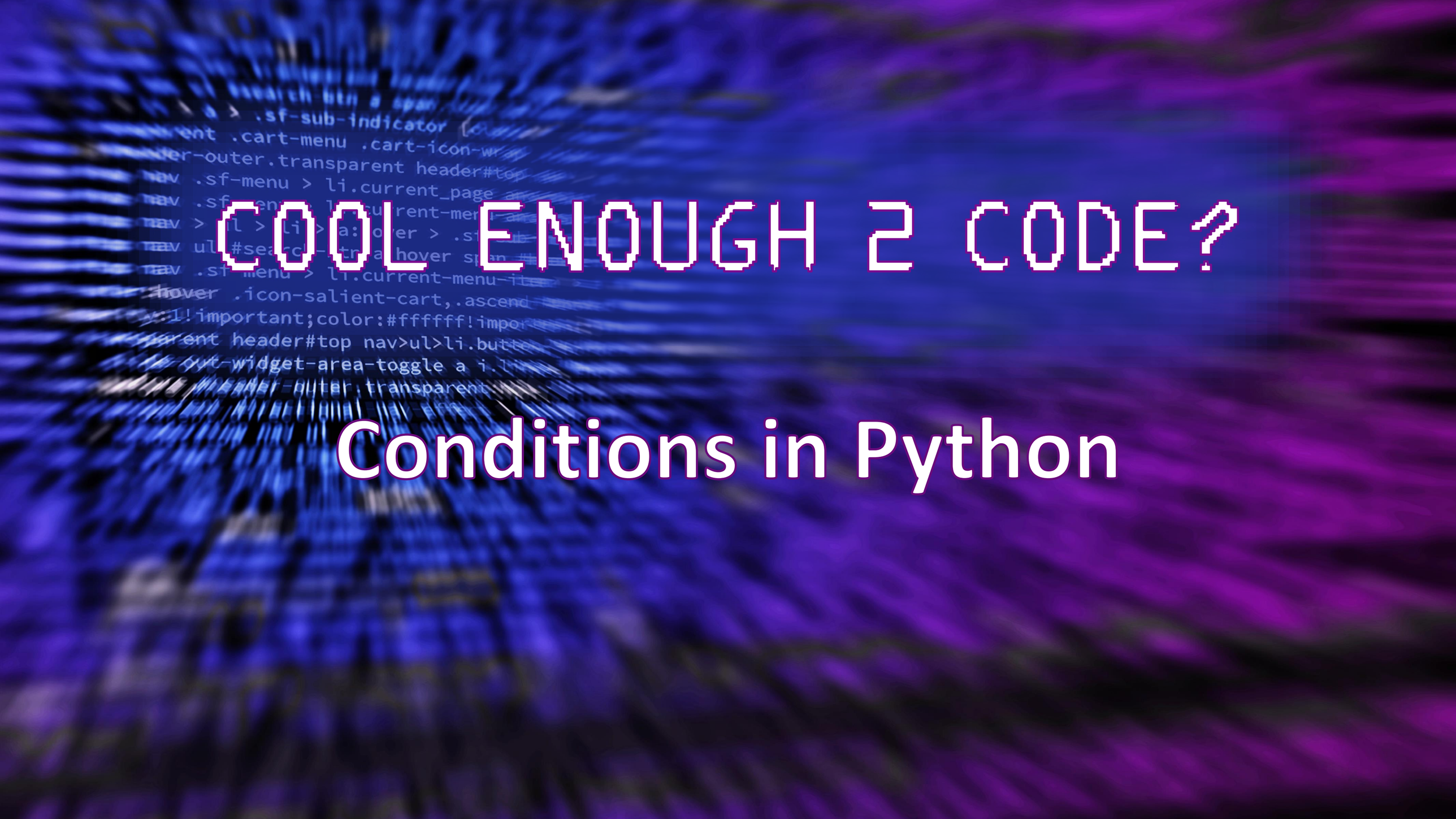
COOL ENOUGH 2 CODE?
Conditions in Python

Data Types

- **Boolean** – `bool` – Either true or false
- **String** – `str` – Text data
- Numeric data
  - **Integer** – `int` – Numbers without decimals
  - **Float Point** – `float` – Numbers with decimals

Variables

- **Variables** can take on different values and store data in a computer's memory (RAM).
- Variables can be changed by the program.
- Variables can take on any data type, and with Python the data type with a variable can change too.
- Examples:

```
val1 = 1 # val1 is an integer variable
val2 = "blaize" # val2 is a string variable
```

Logical Operators

Symbol	Name	Description	True Conditions
==	equal to	Checks values for equivalence	2 == 2
!=	not equal	Checks values for inequivalence	2 != 1
>	greater than	Checks for the left side being greater than the right side	2 > 1
>=	greater than or equals	Checks for the left side being greater than or equal the right side	1 >= 1 2 >= 1
<	less than	Checks for the left side being less than the right side	1 < 2
<=	Less than or equals	Checks for the left side being greater than or equal the right side	1 <= 2 2 <= 2
or		Checks for at least one condition to be true	1 < 2 or 1 == 2
and		Checks for all both conditions to be true	1 < 2 and 1 == 1
not		Negates a Boolean	not(1 == 2)

Assign Results to a `bool`

- The results of a logical operator can be assigned to a bool variable.

```
x = (1 == 2) # x is False
x = (1 == 1) # x is True
x = (1 < 1)  # x is False
x = (1 <= 1) # x is True
```

if – elif – else

- `if` is a keyword that us used to evaluate an expression and branch a program if the expression is true.
- `elif` can be used to alternative branches when the first if evaluates to false.
- `else` can be a catch all when all `if` and `elif` expressions evaluate to false.

Code Blocks

Code blocks are denoted by indentation in Python. This groups statements in the code together. The code block ends when the indentation ends. Code blocks can be nested in other code blocks

Also note the colon (:) that marks the beginning of many code blocks in Python.

```
x = 1
if x == 1:
    print(“x is 1”)
    print(“WooHoo!”)
elif x == 2:
    print(“x is 2”)
    print(“Boring!”)
else:
    print(“x is ” + x)
    print(“Okay…”)
```

Challenge

Create a Text Adventure!

- Print a scenario and prompt the user to make a choice.
- Evaluate the choice and then show the outcome of the choice.
- Prompt the user for a second choice and then show the outcome of the second choice.