

COMP10001

WORKSHOP #3

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 - With **floats**: **0.0** converts to **False** while all other values convert to **True**
 - With **strs**: The empty string, **""**, converts to **False** while all other (non-empty) string sequence convert to **True**



Relational Operators



- Compares two values and produces a boolean result

Operator	Meaning
==	Equal to
>	Greater than
<	Less than
>=	Greater than or equal to
<=	Less than or equal to
!=	Not equal to



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- **not**
 - Inverts a truth value.



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- **not**
 - Inverts a truth value.
 - **not True** → **False**
 - **not False** → **True**



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 - eg. `50 < num <= 100` is evaluated as `(50 < num) and (num <= 100)`



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 - eg. `50 < num <= 100` is evaluated as `(50 < num) and (num <= 100)`
- Brackets can be used to clarify the order of operations as well.



if Statements



- Skeleton of an **if** statement:

```
if < condition > :  
    # do something  
elif < condition > :  
    # do something else  
else:  
    # do something else
```



Sequences



- A sequence is a data type which allows us to store a series of objects **in a particular order**.
- **strs** store sequences of characters while **lists** and **tuples** can store sequences of any type of object.



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0	1	2	3	4	5
-6	-5	-4	-3	-2	-1

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- Trying to access an element at an index that doesn't exist results in an **IndexError**.



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- Format:
 - `<variable_name or object_literal> [start_index : stop_index : step_size]`
 - *start_index* : index to start slicing at (included in the slice)
 - *stop_index* : index to stop slicing at (excluded in the slice)
 - *step_size* : number of elements to move over by when slicing



Slicing



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 - Slicing **always** returns a sequence (**never** produces an **IndexError**)
 - If the *start_index* is not explicitly defined, it defaults to 0*
 - If the *stop_index* is not explicitly defined, it defaults to the length of the sequence*
 - If the *step_size* is not explicitly defined, it defaults to 1

*assuming that the slicing direction is left to right



Functions



- Skeleton:

```
def function_name(arg1, arg2):  
    # do something  
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```

- Using **return** is optional. By default, a function will return **None**.
- Brackets are needed to *call* a function. Without brackets, we're just using the function's name as a *reference*.



Functions



- Advantages:
 - Reduces code duplication/ Increases modularity
 - Increases code maintainability