

# BOOLEAN AND CONDITIONAL LOGIC

# Objectives

- Learn how to get user input in Python
- Learn about "Truthiness"
- Learn how to use comparison operators to make a basic program

# User Input

There is a built-in function in Python called "**input**" that will prompt the user and store the result to a variable.

```
name = input("Enter your name here: ")  
Enter your name hereTyrion Lannister  
name  
'Tyrion Lannister'
```

# BOOLEAN EXPRESSIONS

# Conditional Statements

Conditional logic using *if* statements represents different paths a program can take based on some type of comparison of input.

*if some condition is True:*

do something

*elif some other condition is True:*

do something

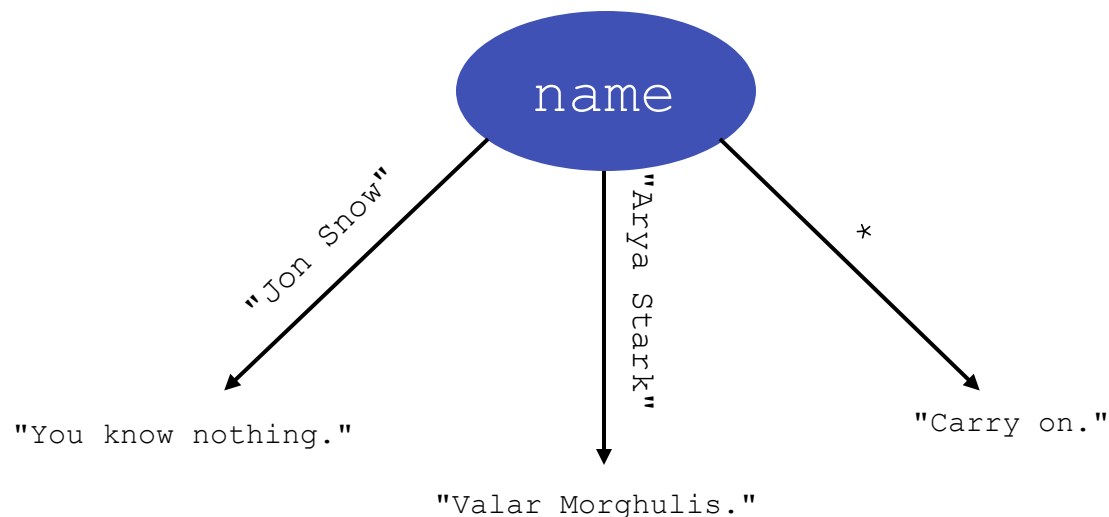
*else:*

do something

# Conditional Checks

Conditional logic using *if* statements represents different paths a program can take based on some type of comparison of input.

```
if name == "Arya Stark":  
    print("Valar Morghulis")  
elif name == "Jon Snow":  
    print("You know nothing")  
else:  
    print("Carry on")
```



# Truthiness

In Python, all conditional checks resolve to **True** or **False**.

```
x = 1
x is 1  # True
x is 0  # False
```

We can call values that will resolve to True "**truthy**", or values that will resolve to False "**falsy**".

Besides False conditional checks, other things that are naturally falsy include: empty objects, empty strings, *None*, and zero.

# Comparison Operators

Here is a list of comparison operators.

In the examples, **a = 1** and **b = 1**

| Op | What it does   | Example        |
|----|--|----------------|
| == | Truthy if <b>a</b> has the same value as <b>b</b>                  | a == b # True  |
| != | Truthy if <b>a</b> does <b>NOT</b> have the same value as <b>b</b> | a != b # False |
| >  | Truthy if <b>a</b> is greater than <b>b</b>                        | a > b # False  |
| <  | Truthy if <b>a</b> is less than <b>b</b>                           | a < b # False  |
| >= | Truthy if <b>a</b> is greater than or equal to <b>b</b>            | a >= b # True  |
| <= | Truthy if <b>a</b> is less than or equal to <b>b</b>               | a <= b # True  |



# Logical Operators

In Python, the following operators can be used to make Boolean Logic comparisons or statements:

| Op  | What it does   | Example   |
|-----|--|---|
| and | Truthy if both <b>a</b> AND <b>b</b> are true (logical conjunction)  | <b>if a and b:</b><br>print(c)                            |
| or  | Truthy if either <b>a</b> OR <b>b</b> are true (logical disjunction) | <b>if am_tired or is_bedtime:</b><br>print("go to sleep") |
| not | Truthy if the opposite of <b>a</b> is true (logical negation)        | <b>if not is_weekend:</b><br>print("go to work")          |

# is vs. "=="

"It depends upon what the meaning of the word 'is' is."  
- Bill Clinton

In python, "==" and "**is**" are very similar comparators, however they are not the

```
a = 1
a == 1 # True
a is 1 # True
```

```
a = [1, 2, 3] # a list of numbers
b = [1, 2, 3]
a == b # True
a is b # False
```

```
c = b
b is c # True
```

**"is"** is only truthy if the variables reference the same item *in memory*

# BOUNCER CODE-ALONG

(with a nested conditional)

# Bouncer Solution 1

The following program, **bouncer.py**, determines whether the user can enter the club or not.

```
age = input("How old are you: ")
if age:
    age = int(age)
    if age >= 18 and age < 21:
        print("You can enter, but need a wristband!")
    elif age >= 21:
        print("You are good to enter and can drink!")
    else:
        print("You can't come in, little one! :(")
else:
    print("Please enter an age!")
```

It also checks to make sure the user entered an age

# Bouncer Solution 2


The following program, **bouncer.py**, determines whether the user can enter the club or not.

```
age = input("How old are you: ")
if age:
    age = int(age)
    if age >= 21:
        print("You are good to enter and can drink!")
    elif age >= 18:
        print("You can enter, but need a wristband!")
    else:
        print("You can't come in, little one! :(")
else:
    print("Please enter an age!")
```

Slightly refactored conditional logic

# Recap

- Conditional logic can control the flow of a program
- We can use comparison and logical operators to make conditional *if* statements
- Conditional logic evaluates whether statements are truthy or not

ROCK 

PAPER 

SCISSORS 

"Try this on your own or treat it as a code-along"

# THE "BASIC" VERSION

```
...rock...  
...paper...  
...scissors...  
(enter Player 1's choice): rock  
(enter Player 2's choice): paper  
SHOOT!  
player2 wins
```

It may not be the most fun game ever  
made



# THE "LESS BASIC" VERSION

```
...rock...  
...paper...  
...scissors...  
(Enter your choice): paper  
The computer plays: scissors  
Computer wins!
```

Featuring the dumbest "AI" ever

# HINT!

## Research

You will need to import something

*randint*



YOUR

TURN