

Chapter B

(察するPython入門)

B01

B010

```
print(2 > 1)
print(2 < 1)
print(2 >= 1)
print(2 <= 1)
print(2 == 1)
print(2 != 1)
```

```
True
False
True
False
False
True
```

B011

```
print(type(2 > 1))
```

```
<class 'bool'>
```

B012

```
print(2 = 1)
```

(error)

```
print(2 = 1)  # error
      ^
SyntaxError: expression cannot contain assignment, perhaps you meant "=="?
```

B013

```
x = 2
print(1 < x < 3)
```

True

B014

```
x = 4
print(1 < x and x < 3)
print(1 < x or x < 3)
print(not 1 < x)
```

False
True
False

B015

```
x = 4
print(not 1 < x)
print(not 1 < x and x < 3)
print(not (1 < x and x < 3))
print(x < 5 or 1 < x and x < 3)
```

False
False
True
True

B02

B020

```
if True:
    print("hello!")
```

```
print("bye!")
```

```
hello!  
bye!
```

B021

```
if False:  
    print("hello!")  
  
print("bye!")
```

```
bye!
```

B022

```
if 1 < 2:  
    print("hello!")  
  
print("bye!")  
  
if 1 > 2:  
    print("hello!")  
  
print("bye!")
```

```
hello!  
bye!  
bye!
```

B023

```
x = float(input("x: "))  
  
if x > 0:  
    print(f"{x} > 0")  
  
print("bye!")
```

```
x: 5↵
5.0 > 0
bye!
```

```
x: -2↵
bye!
```

B024

```
x = float(input("x: "))

if x > 0:
    print(f"{x} > 0")

print("bye!")

if x <= 0:
    print(f"{x} <= 0")

print("bye!")
```

```
x: 5↵
5.0 > 0
bye!
bye!
```

```
x: -2↵
bye!
-2 <= 0 bye! < code>
```

B025

```
x = float(input("x: "))

if x > 0:
    print(f"{x} > 0")
else:
    print(f"{x} <= 0")
```

```
x: 5↵
5.0 > 0
```

```
x: -2↵
-2 <= 0 < code>
```

B03

B030

```
x = float(input("x: "))

if x > 2.0:
    print(f"[{x}] > 2.0")
elif x > 1.0:
    print(f"1.0 < [{x}] <= 2.0")
else:
    print(f"[{x}] <= 1.0")
```

```
x: 3↵
[3.0] > 2.0
```

```
x: 1.5↵
1.0 < [1.5] <= 2.0 < code>
```

```
x: 0↵  
[0.0] <= 1.0 < code>
```