

# CPE 101

# Conditional Execution, Loop

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# Conditional Execution and Loop

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# Conditional Execution

- Gives us ability to change the flow of program execution (skip) based on some conditions.
  - if
  - else
  - elif
    - Means else if
- Also called “branching”.

```
def grade(score):  
    if score >= 90:  
        g = "A"  
    elif score >= 80:  
        g = "B"  
    elif score >= 70:  
        g = "C"  
    elif score >= 60:  
        g = "D"  
    else:  
        g = "F"  
    return g
```

# Loop

- Keep jumping back to the same line while certain condition is satisfied
  - For Loop
  - While Loop

# do not forget!  
`i += 1`

We come back to this later.

```
for num in range(0,10):  
    if num == 0:  
        print("Hello")  
    else:  
        print("Hello %s times!" % (num+1))  
i = 0 #initialization  
while i < 10:  
    if i == 0:  
        print("Hello")  
    else:  
        print("Hello %s times!" % (i+1))
```