

Principles of Software Programming

Control flow and lists



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SS 2018

Some slides and/or ideas were borrowed from:
MIT Introduction to Computer Science and Programming in Python
and Svitlana Vakulenko WS 2017 lecture slides

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Quiz o!

- KAHOOT.it

- Syntax, semantic
- Data types / Conversion
- Static / Dynamic typing
- Operators
- Variables
- Functions
- Packages

- **Control flow:**

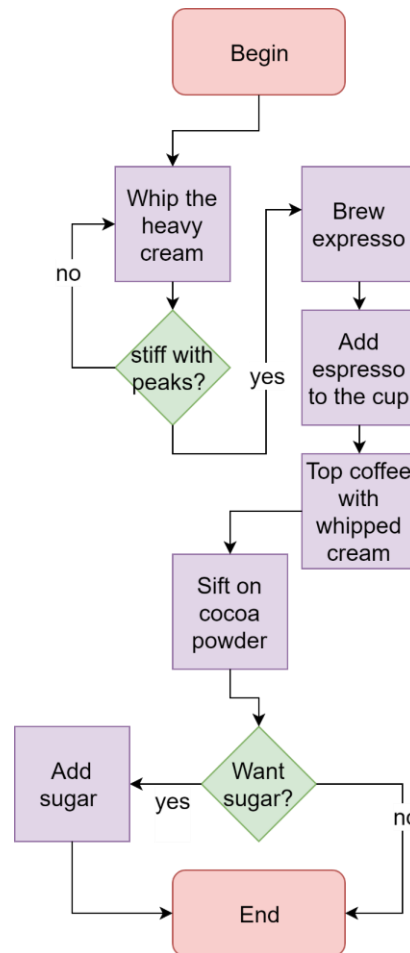
- if-else branches
- loops

- **Lists:**

- Arrays (lists)
- create and fill Arrays
- multidimensional Arrays

Control flow

EINSPANNER

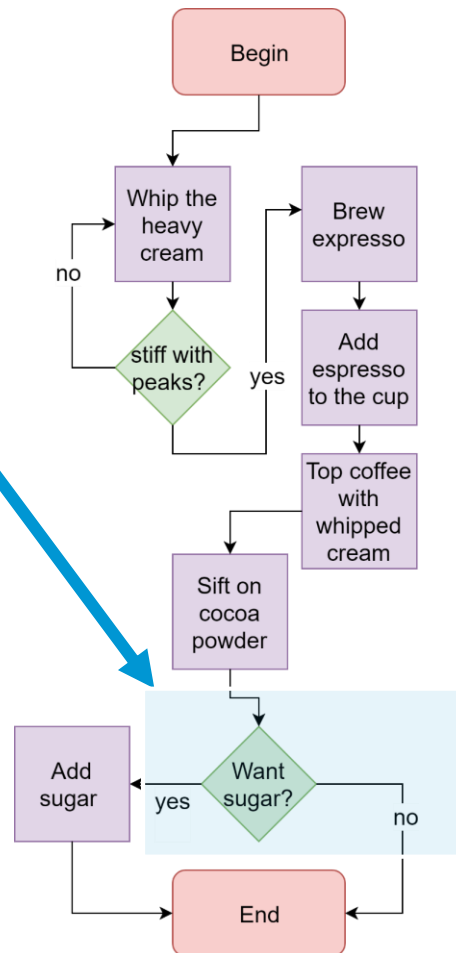


Control flow

EINSPANNER



How do you
represent choices in
the program?



Choices in real live

- Deciding to go or not because of the price (float)
- Is it your friend? (string)
- Will there be ice cream? (bool)

Conditions!

```
choice = input("Do you want sugar? (yes/no)")

if choice == 'yes':
    print("get your sugar!")
elif choice == 'no':
    print("healthy choice! nice")
else:
    print("you are talking nonsense")
```


Condition operators!

Operator

What it means

==

Equal to

!=

Not equal to

<

Less than

>

Greater than

<=

Less than or equal to

>=

Greater than or equal to

**EVERY
COMPRARISON
OPERATOR
HAS RESULT!**

Boolean operators!

Operator	What it means	What it looks like
and	True if both are true	x and y
or	True if at least one is true	x or y
not	True only if false	not x

**TABLE of
How it works!**

Conditions!

Comparison: $>$, $<$, $==$, $!=$, $<>$, $>=$, $<=$

Arithmetic: $+$, $-$, $*$, $/$, $\%$, $**$, $//$

Assignment: $=$, $+=$, $-=$, $*=$, $/=$, $\%=$, $**=$, $//=$

Logical: and, or, not

**EVERY
OPERATOR
HAS RESULT???**

Combination of conditions

- **if** Weather == "good" **and** i_have_free_time == True:
 - go_for_a_run()



Combination of conditions

- if Weather == "good" **and** i_have_free_time == True:
 - go_for_a_run()
- if **not** iphone_X_cost > 500:

Combination of conditions

- if Weather == "good" **and** i_have_free_time == True:
 - go_for_a_run()
- if **not** iphone_X_cost > 500:
 - buy_iphone_X()



Combination of conditions

- if Weather == "good" **and** i_have_free_time == True:
 - go_for_a_run()
- if **not** iphone_X_cost > 500:
 - buy_iphone_X()
- elif iphone_X_cost >= 500 **and** i_am_rich == True:

Combination of conditions

- if Weather == "good" **and** i_have_free_time == True:
 - go_for_a_run()
- if **not** iphone_X_cost > 500:
 - buy_iphone_X()
- elif iphone_X_cost >= 500 **and** i_am_rich == True:
 - buy_iphone_X()



Combination of conditions

- if Weather == "good" **and** i_have_free_time == True:
 - go_for_a_run()
- if **not** iphone_X_cost > 500:
 - buy_iphone_X()
- elif iphone_X_cost >= 500 **and** i_am_rich == True:
 - buy_iphone_X()
- else:
 - buy_nokia_1100()



Combination of conditions

- if Weather == "good" **and** i_have_free_time == True:
 - go_for_a_run()
- if **not** iphone_X_cost > 500:
 - buy_iphone_X()
- elif iphone_X_cost >= 500 **and** i_am_rich == True:
 - buy_iphone_X()
- else:
 - buy_nokia_1100()
- **if** I_want_to_talk == True **and** (girlfriend_insecure == False **or** I_am_stupid == True):
 - mention_that_she_ate_a_lot_after_romantic_dinner()

Combination of conditions



- **if** I_want_to_talk == True **and** (girlfriend_insecure == False **or** I_am_stupid == True):
 - mention_that_she_ate_a_lot_after_romantic_dinner()

Exercise 1

- ATM pin code checker
- Write a function
- Asks user to input the number
- **Check**
- If the number matches 1234 write "Login successful!"
- For any other number write "Login unsuccessful!"
- Hints:
 - use input("Enter the pin") function to ask user for the number
 - use if – else construct



<https://pixabay.com/en/atm-pin-number-field-withdraw-cash-1524869/>

THE PROBLEM ABOUT BEING A PROGRAMMER

My mom said:

"Honey, please go to the market and buy 1 bottle of milk. If they have eggs, bring 6"

I came back with 6 bottles of milk.

She said: "Why the hell did you buy 6 bottles of milk?"

I said: "BECAUSE THEY HAD EGGS!!!!!"



I like a nice kürbiskernbrötchen!



I like a nice kürbiskernbrötchen!



```
def live_full_life():  
    get_uP()
```


I like a nice kürbiskernbrötchen!



```
def live_full_life():  
    get_uP()  
    salivate()
```


I like a nice kürbiskernbrötchen!



```
def live_full_life():  
    get_uP()  
    salivate()  
    go_to_backery()
```

I like a nice kürbiskernbrötchen!



```
def live_full_life():  
    get_uP()  
    salivate()  
    go_to_bakery()  
    eat()
```

I like a nice kürbiskernbrötchen!



```
def live_full_life():  
    get_uP()  
    salivate()  
    go_to_backery()  
    eat()  
    go_to_sleep()
```

I like a nice kürbiskernbrötchen!



DAY 1

```
def live_full_life():  
    get_uP()  
    salivate()  
    go_to_backery()  
    eat()  
    go_to_sleep()
```

```
live_full_life() #day 1
```

I like a nice kürbiskernbrötchen!



```
def live_full_life():  
    get_uP()  
    salivate()  
    go_to_backery()  
    eat()  
    go_to_sleep()
```

```
live_full_life() #day 1  
live_full_life() #day 2
```


I like a nice kürbiskernbrötchen!



```
def live_full_life():  
    get_uP()  
    salivate()  
    go_to_backery()  
    eat()  
    go_to_sleep()
```

```
live_full_life() #day 1  
live_full_life() #day 2  
live_full_life() #day 3
```

I like a nice kürbiskernbrötchen!



```
def live_full_life():  
    get_uP()  
    salivate()  
    go_to_backery()  
    eat()  
    go_to_sleep()
```

```
live_full_life() #day 1  
live_full_life() #day 2  
live_full_life() #day 3  
live_full_life() #day 4
```

I like a nice kürbiskernbrötchen!



```
def live_full_life():  
    get_uP()  
    salivate()  
    go_to_backery()  
    eat()  
    go_to_sleep()
```

```
live_full_life() #day 1  
live_full_life() #day 2  
live_full_life() #day 3  
live_full_life() #day 4  
live_full_life() #day 5
```


I like a nice kürbiskernbrötchen!



```
def live_full_life():  
    get_uP()  
    salivate()  
    go_to_backery()  
    eat()  
    go_to_sleep()
```

```
live_full_life() #day 1  
live_full_life() #day 2  
live_full_life() #day 3  
live_full_life() #day 4  
live_full_life() #day 5  
.....|  
live_full_life() #day 234
```

I like a nice kürbiskernbrötchen!



```
def live_full_life():  
    get_uP()  
    salivate()  
    go_to_backery()  
    eat()  
    go_to_sleep()
```

```
live_full_life() #day 1  
live_full_life() #day 2  
live_full_life() #day 3  
live_full_life() #day 4  
live_full_life() #day 5  
.....|  
live_full_life() #day 234  
live_full_life() #day 235  
live_full_life() #day 236  
live_full_life() #day 237  
....
```

I like a nice kürbiskernbrötchen!



```
def live_full_life():  
    get_uP()  
    salivate()  
    go_to_backery()  
    eat()  
    go_to_sleep()
```

```
while alive:  
    live_full_life()
```


I like a nice kürbiskernl

Now I can relax
and just die one
day. No need
counting days!



ALIVE today.

```
def live_full_life():  
    get_uP()  
    salivate()  
    go_to_backery()  
    eat()  
    go_to_sleep()
```

```
while alive:  
    live_full_life()
```

Loops! **While**

```
while <condition>:  
    <expression>  
    <expression>  
    ...
```

- <condition> evaluates to a Boolean
- if <condition> is True, do all the steps inside the while code block
- check <condition> again
- repeat until <condition> is False

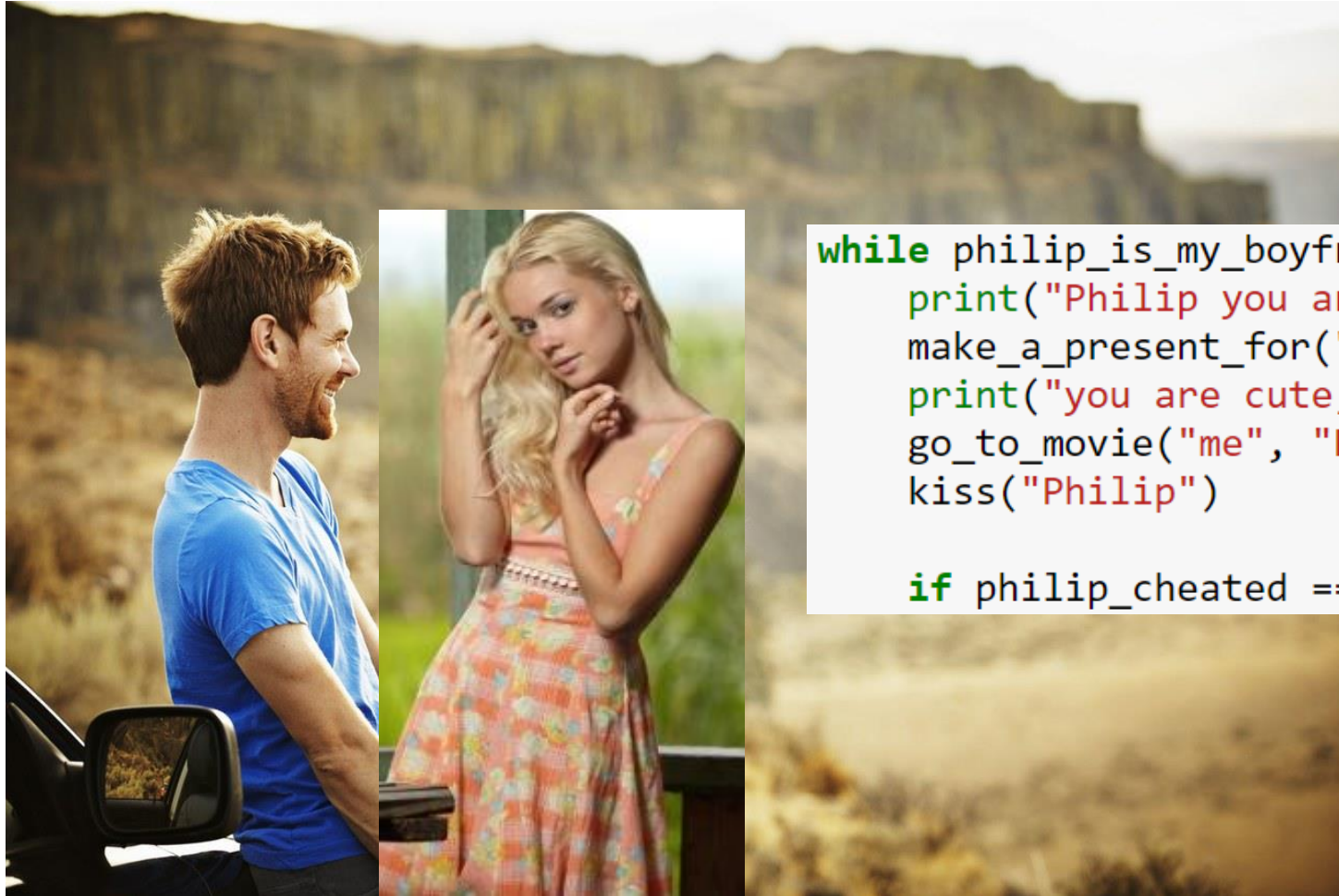
One more story of life!

Soooo nice couple



```
while philip_is_my_boyfriend == True:  
    print("Philip you are a good guy!")  
    make_a_present_for("Philip")  
    print("you are cute, Philip!")  
    go_to_movie("me", "Philip")  
    kiss("Philip")
```

Not so nice boyfriend!



```
while philip_is_my_boyfriend == True:  
    print("Philip you are a good guy!")  
    make_a_present_for("Philip")  
    print("you are cute, Philip!")  
    go_to_movie("me", "Philip")  
    kiss("Philip")  
  
if philip_cheated == True:
```


Dump him!



```
while philip_is_my_boyfriend == True:  
    print("Philip you are a good guy!")  
    make_a_present_for("Philip")  
    print("you are cute, Philip!")  
    go_to_movie("me", "Philip")  
    kiss("Philip")  
  
    if philip_cheated == True:  
        break
```

Exercise 2

- ATM pin code checker
- Write a function
- Asks user to input the number
- **Check**
- If the number matches 1234 write "Login successful!"
- For any other number write "Login unsuccessful!"
- **If the user inputs wrong number, ask for input again until he does it right!**
- Use a loop!



<https://pixabay.com/en/atm-pin-number-field-withdraw-cash-1524869/>

Quiz 1!!!!!!

What if we have **more than one** thing.

Data Structure: List



Data Structure: List



```
shopping_list = ['Milk', 'Apples',  
'Eggs', 'Toilet rolls', 'Bananas',  
'Bread']
```

List Slicing



```
shopping_list = ['Milk', 'Apples',  
'Eggs', 'Toilet rolls', 'Bananas',  
'Bread']
```

```
shopping_list[1]  
shopping_list[-1]  
shopping_list[0:-1]
```

List Functions



```
shopping_list = ['Milk', 'Apples',  
'Eggs', 'Toilet rolls', 'Bananas',  
'Bread']
```

```
len(shopping_list)
```

```
'Milk' in shopping_list
```


List Insert



```
shopping_list = ['Milk', 'Apples',  
'Eggs', 'Toilet rolls', 'Bananas',  
'Bread']
```

```
len(shopping_list)
```

```
'Milk' in shopping_list
```

```
shopping_list.append('cucumber')
```

List Remove/Clear



`shopping_list.remove(2)`

Iterating the list!

(/ɪtə'reɪʃ(ə)n/ the repetition of a process or utterance,
also called successive approximation)

Why would we do such a thing?

1. With **while** loop
2. With **for** and in **range**

While and For loops

- iterate through numbers in a sequence

```
# more complicated with while loop
n = 0
while n < 5:
    print(n)
    n = n+1
```

```
# shortcut with for loop
for n in range(5):
    print(n)
```

```
for <variable> in range(<some_num>) :  
    <expression>  
    <expression>  
    ...
```

- each time through the loop, <variable> takes a value
- first time, <variable> starts at the smallest value
- next time, <variable> gets the prev value + 1
- etc.

range(start,stop,step)

- default values are `start = 0` and `step = 1` and optional
- loop until value is `stop - 1`

```
mysum = 0
for i in range(7, 10):
    mysum += i
print(mysum)
```

```
mysum = 0
for i in range(5, 11, 2):
    mysum += i
print(mysum)
```

For vs While

for loops

- **know** number of iterations
- can **end early** via `break`
- uses a **counter**
- **can rewrite** a `for` loop using a `while` loop

while loops

- **unbounded** number of iterations
- can **end early** via `break`
- can use a **counter but must initialize** before loop and increment it inside loop
- **may not be able to rewrite** a `while` loop using a `for` loop

Exercise 3. MATHEMATICS!



- Write a function that will calculate the average (mean) of a set of numbers.

1. Define function with a name `mean(array_numbers)`
2. Test function:
 1. Initialize array with some numbers
 2. `array_num = [12312,4315,456346,4353,476,458346,7345732]`
 3. Call function `mean(array_num)`

<https://pixabay.com/en/atm-pin-number-field-withdraw-cash-1524869/>

Exercise 4. Shopping done!

W/



<http://www.kegkits.com/kegerator2.htm>



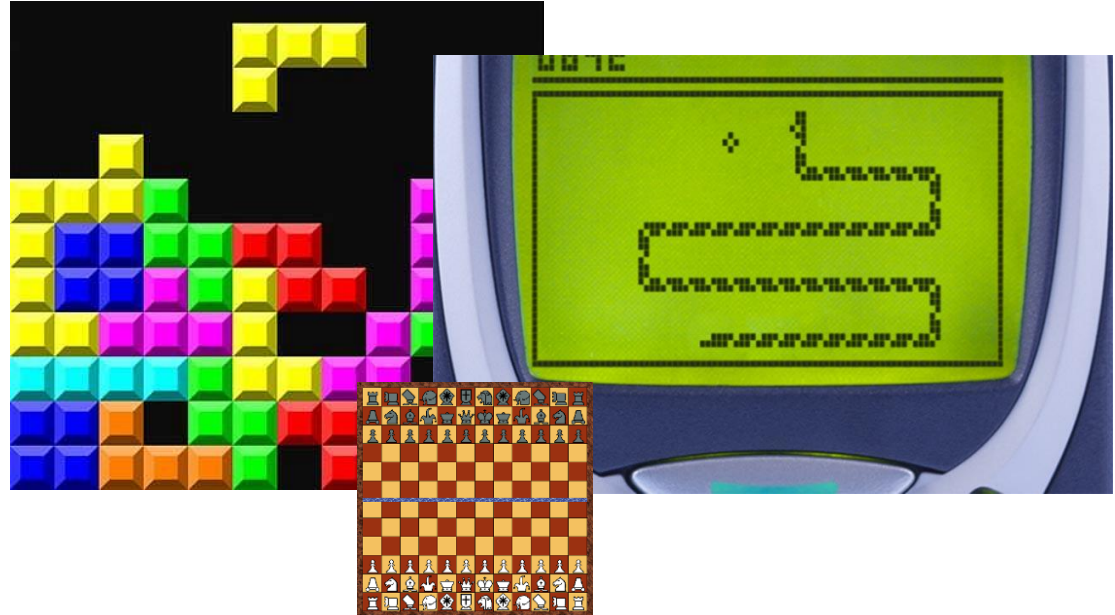
<http://koshersamurai.wordpress.com/2012/10/17/unhealthy-interests-part-7-grocery-shopping/>

Multidimensional array (list)

List that has lists.

1. Spreadsheets.
2. Games (field of the game: tetris, snake, chess, rock-paper-scissors)

Students	HW1	HW2	HW3
h0906415			
h1152610	5		
h1153937	5		
h1170554	5		
2			
h1177802	3		
h1254044	5		
h1351555			
h1351736	5		
h1451363			
h1451536			
h1452220			



Quizzzz #2!!!

- Kahoot!

Recap today! It is getting

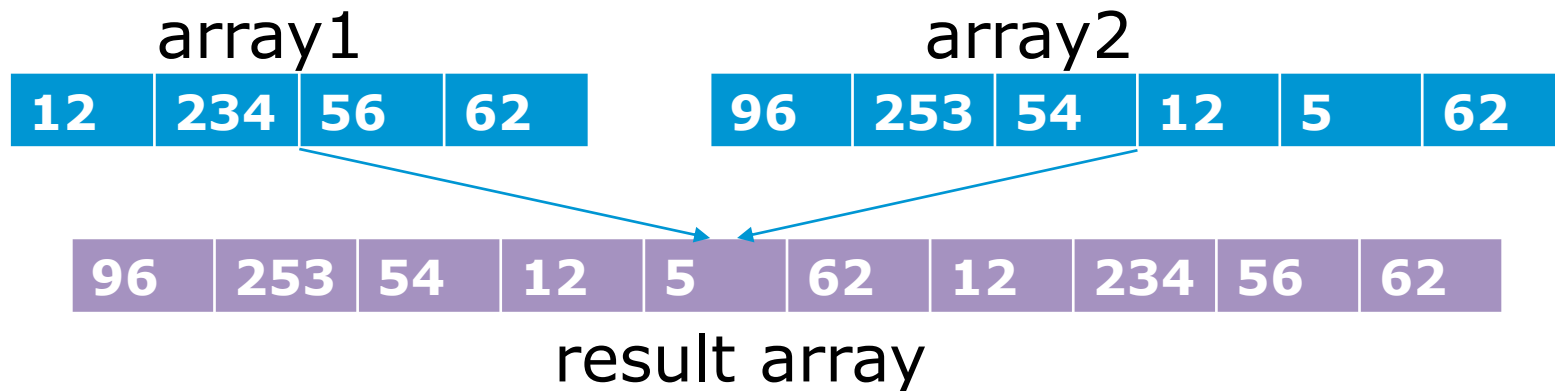
synonyms=[**'complicated', 'complex', 'difficult', 'perplexing', 'sophisticated', 'entangled', 'elaborate'**]

- If
- While
- For
- Break
- List
- list(list)

Homework 3!

Deadline tomorrow 21.03.2018 22:00

- 1. Write program that asks user 10 numbers, stores them into array, calculates mean (average) and prints on the screen.
- 2. Write program that has two arrays as an input, creates third array and adds all elements from first and second to the third. Print result on the screen



- 3. Write program that prints all array on the screen, leaving out numbers that are less than 50. (use **for** loop on array and **if** statement)

Next time!

- **Programming:** algorithms, syntax and semantics, programming, compiler, interpreter
- **Basics and types:** variables, operations, primitive data types, Strings, static vs dynamic typing, explicit vs implicit type casting
- **Control flow and functions:** if-else branches, loops, functions (parameters, return values)
- **Lists:** Arrays (lists), create and fill Arrays, multidimensional Arrays
- **Classes:** Class vs Instance of class, objects, create objects, instance variable, constructor, method overloading
- **Inheritance:** inherit classes, method overriding, problems and solutions for multiple inheritance
- **Information hiding:** variable access, access modifier (Java) and naming conventions, get- and set-methods
- **Object oriented programming:** why OOP, inheritance ("is-a"- and "is-part-of"-relations), information hiding/encapsulation, abstract classes, Super-constructor, polymorphism