

# Conditional logic and boolean

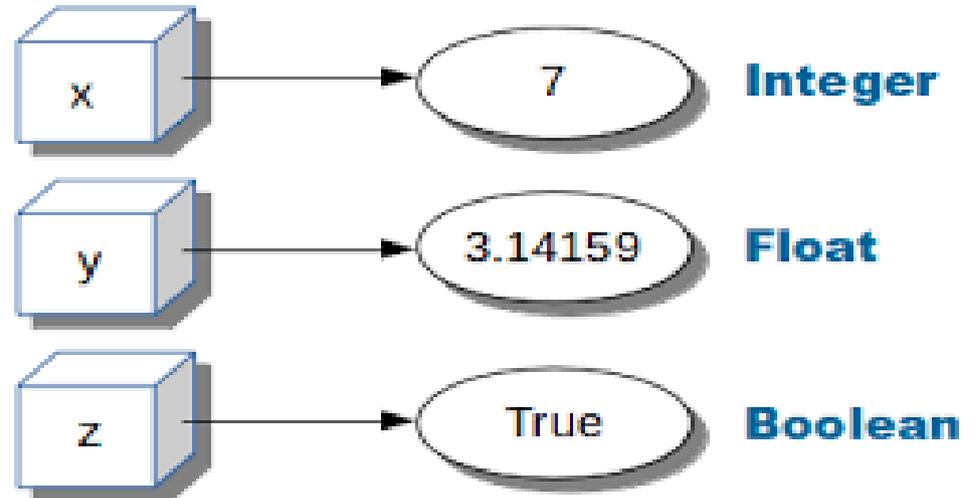
# Objective

- Learn about Boolean
- Learn how to use comparison operators
- Learn how to use Conditional statements

# Types

## Variables and expression

- ints
- floats
- bool
- string
- Others we will see later



# Strings

- Letters, special characters, spaces, digits
- enclose in quotation marks or single quotes

e.g `greeting = "hello456%&123,,:"`

- concatenate strings

e.g `name = "farhan"`

`greet = hi + name`

`greeting = hi + " " + name`

# Operations on Strings

- 'ab' + 'cd' → Concatenation
- 'farhan'[0] → 'f' → Indexing
- 'hello'[1:3] → slicing

# Input/Output:

- `print()` → used to output stuff to console
- e.g

```
x = 1
print(x)
x_str = str(x)
print("value of x is: " + x_str)
```

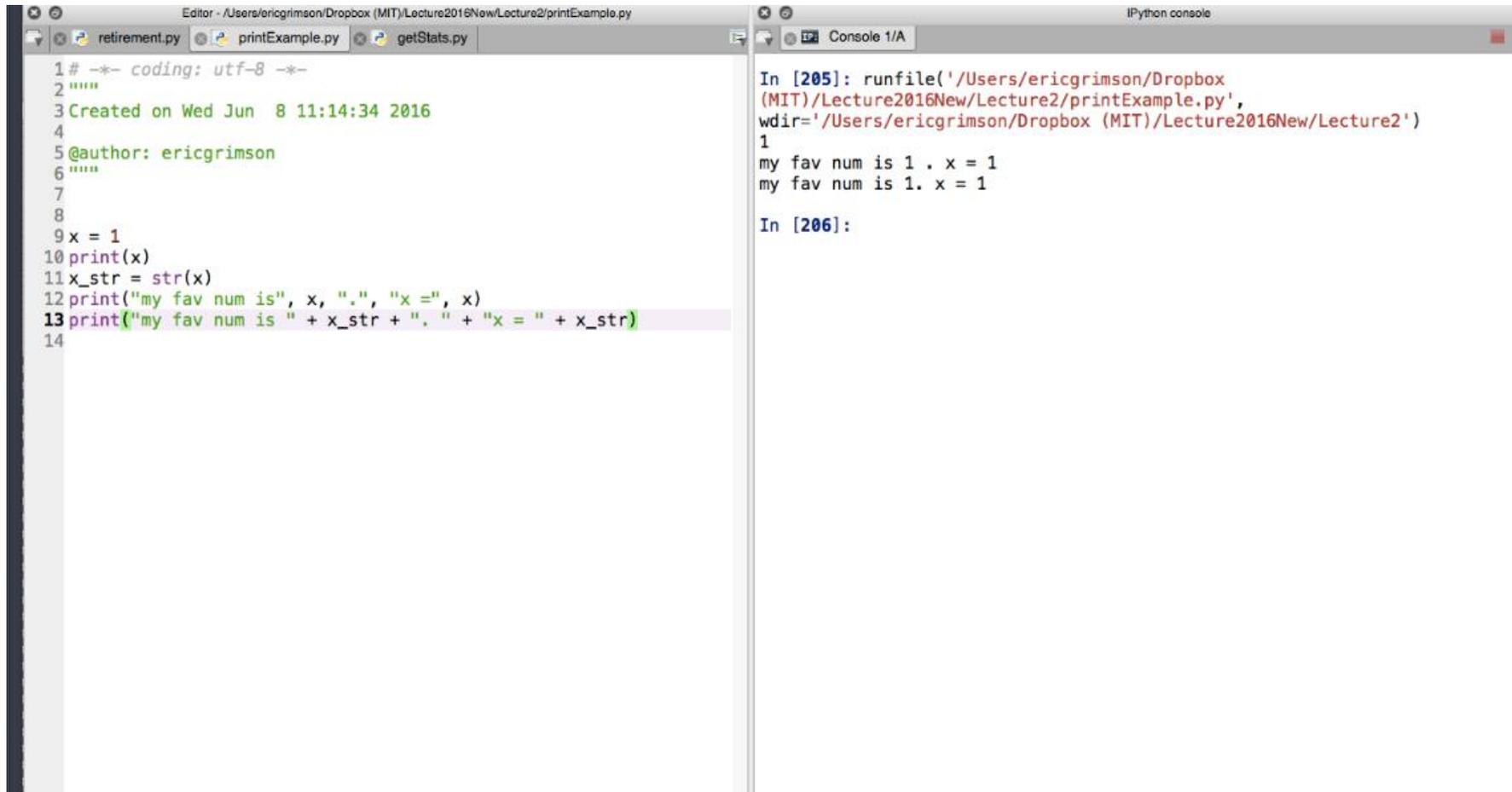
# Input/Output:

- `input(“”)` → used to take input from user
- prints whatever is within the quotes
- user types in something and hits enter
- returns entered sequence
- can bind that value to a variable so can reference
  - e.g `text = input("Type anything... ")`  
`print(text)`
- input returns a string so must cast/convert if working with numbers
  - e.g `num = int(input("Type a number... "))`  
`print(num)`

# IDE's

- **better to have a text editor – integrated development environment (IDE)**
  - e.g IDLE or Anaconda are examples
- **comes with**
  - **Text editor – use to enter, edit and save your programs**
  - **Shell – place in which to interact with and run your programs; standard methods to evaluate your programs from the editor or from stored files**
  - **Integrated debugger (we'll use later)**

# IDE's



The image shows a screenshot of an IDE with two windows. The left window is a code editor titled 'Editor - /Users/ericgrimson/Dropbox (MIT)/Lecture2016New/Lecture2/printExample.py'. It contains the following Python code:

```
1 # -*- coding: utf-8 -*-
2 """
3 Created on Wed Jun  8 11:14:34 2016
4
5 @author: ericgrimson
6 """
7
8
9 x = 1
10 print(x)
11 x_str = str(x)
12 print("my fav num is", x, ".", "x =", x)
13 print("my fav num is " + x_str + ". " + "x = " + x_str)
14
```

The right window is an IPython console titled 'IPython console' with a sub-tab 'Console 1/A'. It shows the execution of the script:

```
In [205]: runfile('/Users/ericgrimson/Dropbox
(MIT)/Lecture2016New/Lecture2/printExample.py',
wdir='/Users/ericgrimson/Dropbox (MIT)/Lecture2016New/Lecture2')
1
my fav num is 1 . x = 1
my fav num is 1. x = 1

In [206]:
```

# Comparison Operators

- $i$  and  $j$  are any variable names

$i > j$

$i >= j$

$i < j$

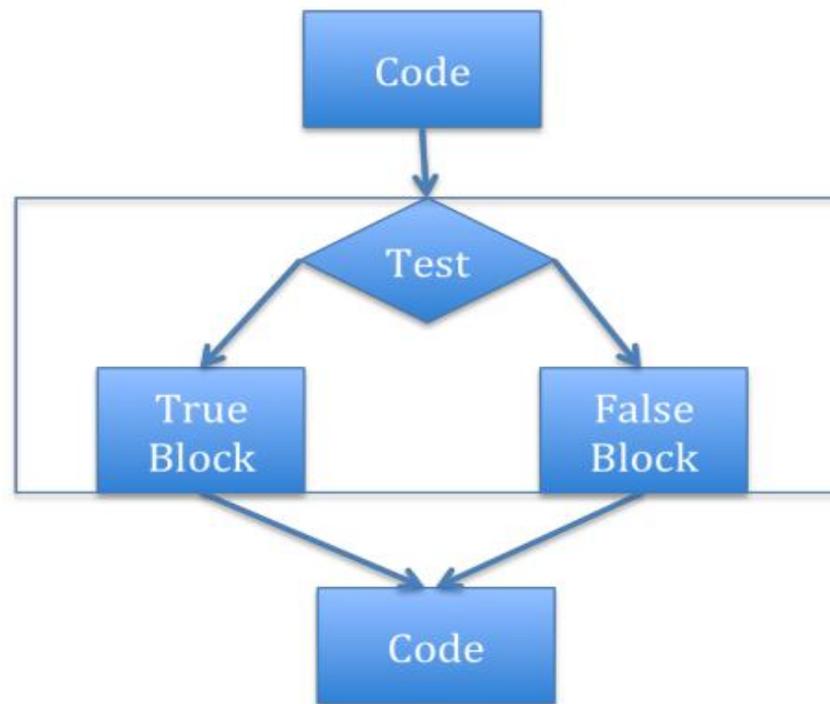
$i <= j$

$i == j$  **equality** test, True if  $i$  equals  $j$

$i != j$  **inequality** test, True if  $i$  not equal to  $j$

# BRANCHING PROGRAMS

- Decisions bases of something begin True/ False
- The simplest branching statement is a conditional
  - A test (expression that evaluates to True or False)
  - A block of code to execute if the test is True
  - An optional block of code to execute if the test is False



# A Simple Example

```
number = int(input("Give Some Number "))  
  
if number == 2:  
    print("")  
    print("Equal to 2")  
  
print("")  
print("starts from here")
```

# A Simple Example

```
number = int(input("Give Some Number"))

if number % 2 == 0:
    print('')
    print('Even')
else:
    print('')
    print('Odd')

print('Done with Conditional Logic')
```

## Some observations

- The expression `x%2 == 0` evaluates to `True` when the remainder of `x` divided by 2 is 0
- Note that `==` is used for comparison, `since =` is reserved for assignment
- The `indentation` is important – each indented set of expressions denotes a block of instructions
  - For example, if the last statement were indented, it would be executed as part of the `else` block of code
- Note how this indentation provides a visual structure that reflects the semantic structure of the program

# Nested If Condition

```
number = int(input("Give Some Number "))

if number % 2 == 0:
    if number % 3 == 0:
        print("Number is divisible by 2 and 3")
    else:
        print("Divisible by 2 and not by 3")
elif number % 3 == 0:
    print("Divisible by 3 and not by 2")

print("")
print('Done with Conditional Logic')
```

# LOGIC OPERATORS ON bools

- **a and b** are any variable names

**not a** → True if a is False

False if a is True

**a and b** → True if both are True

**a or b** → True if either or both are True

# Table

<b>A</b>	<b>B</b>	<b>A AND B</b>	<b>A OR B</b>	<b>NOT A</b>
False	False	False	False	True
False	True	False	True	True
True	False	False	True	False
True	True	True	True	False

# Compound Boolean

```
x = int(input("Give value of x: "))  
y = int(input("Give value of y: "))  
z = int(input("Give value of z: "))
```

```
if x < y and y < z:  
    print("x is least")  
elif y < z:  
    print("y is least")  
else:  
    print("z is least")
```

# Branching programs

```
if <condition>:  
    <expression>  
    <expression>  
    ...
```

```
if <condition>:  
    <expression>  
    <expression>  
    ...  
else:  
    <expression>  
    <expression>  
    ...
```

```
if <condition>:  
    <expression>  
    <expression>  
    ...  
elif <condition>:  
    <expression>  
    <expression>  
    ...  
else:  
    <expression>  
    <expression>  
    ...
```

- <condition> has a value True or False
- evaluate expressions in that block if <condition> is True

# Indentation

- Matters in python
- how you denote blocks of code