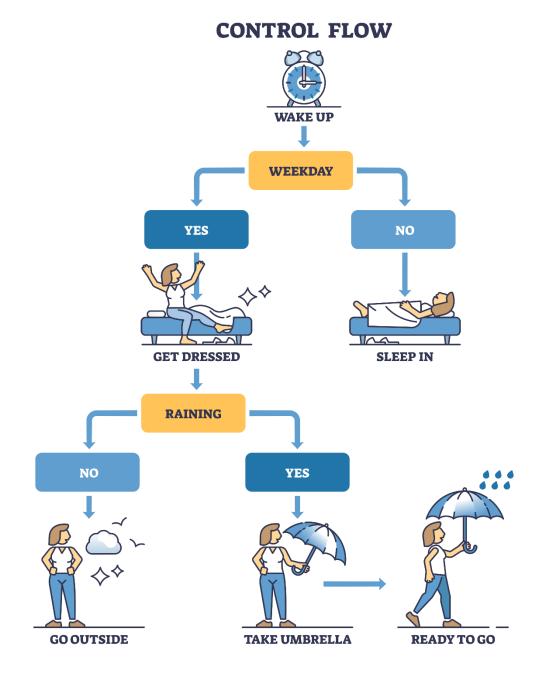
Information, Computation, Communication Learning Python

if-elif-else

Agenda

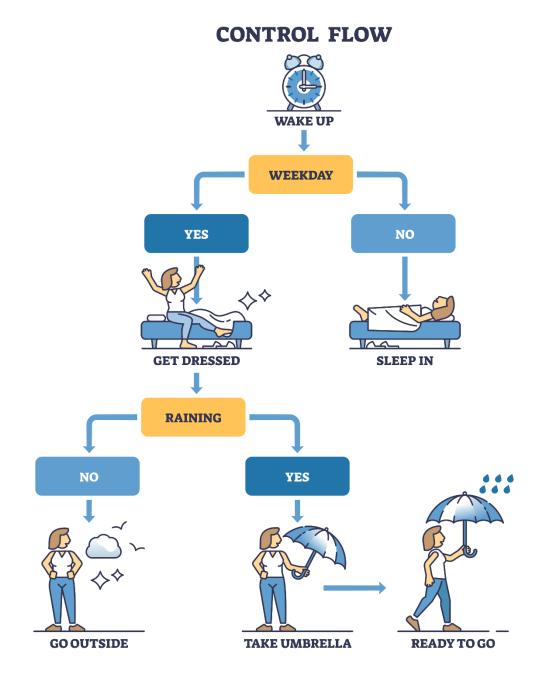
- <u>if-else</u>
- <u>if-elif-else</u>
- <u>if-else ternary expression</u>

Next topic: Loops

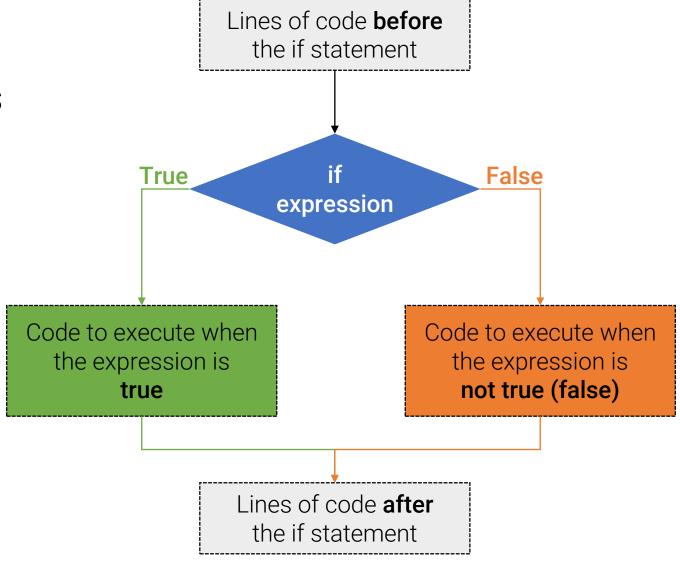


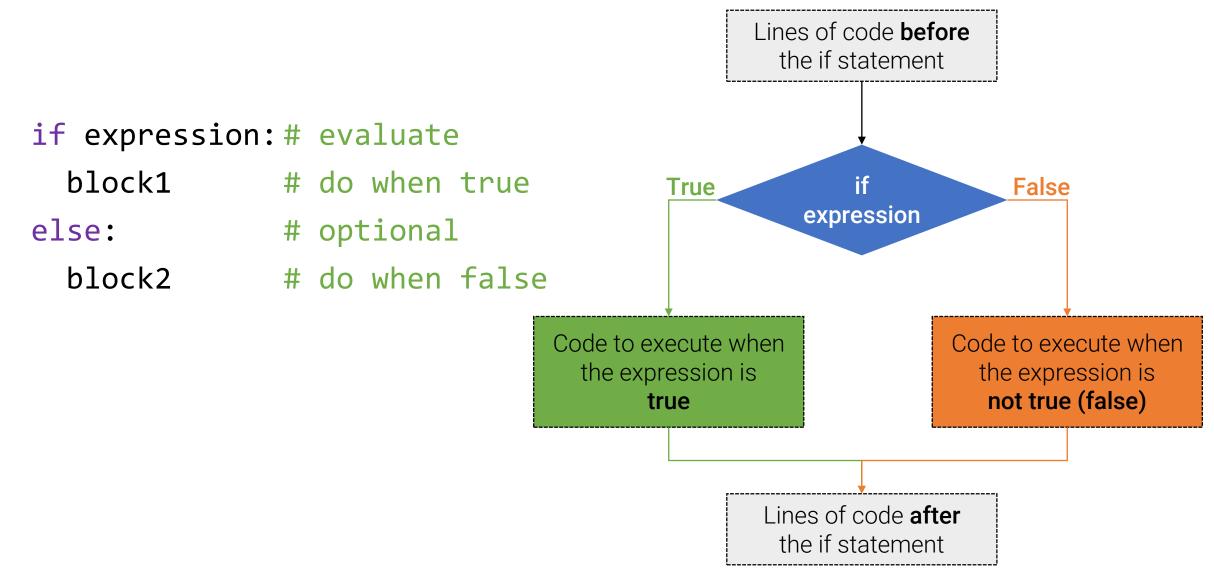


 Allow a program to choose which groups of instructions (code blocks) to execute based on an expression evaluated as true or false



 Allow a program to choose which groups of instructions (code blocks) to execute based on an expression evaluated as true or false





```
•if expression:
  →block1
•else:
  →block2
  Indentation defines
    block boundaries
```

- In Python, the instructions within the block (i.e., block boundaries) are detected automatically, through indentation
- Python does not require special delimiting characters, often found in other programming languages, such as
 - opening { and closing } braces
 - begin and end delimiters
 - semicolon at the end of a line, etc.

if-else

Q: Write a piece of code that checks if an integer variable **x** is an odd or an even number and prints out a corresponding message

if-else

Q: Write a piece of code that checks if an integer variable **x** is an odd or an even number and prints out a corresponding message

```
x = input("Enter an integer number...") # returns a string
x = int(x) # converts the string to an integer

# Solution1: start by testing if the remainder
# of the division by two is zero
if x % 2 == 0: # even
   print(x, "is even")
else: # odd
   print(x, "is odd")
```

if-else

Q: Write a piece of code that checks if an integer variable **x** is an odd or an even number and prints out a corresponding message

```
x = input("Enter an integer number...") # returns a string
x = int(x) # converts the string to an integer
# Solution1: start by testing if the remainder
# of the division by two is zero
if x % 2 == 0: # even
                                        Examples of running the program:
  print(x, "is even")
                                        Enter an integer number...10
else: # odd
                                        10 is even
  print(x, "is odd")
                                        Enter an integer number...7
                                        7 is odd
```

if-else

Q: Write a piece of code that checks if an integer variable **x** is an odd or an even number and prints out a corresponding message

```
x = input("Enter an integer number...")
x = int(x)

# Solution2: start by testing if the remainder
# of the division by two is different than zero
if x % 2: # odd
  print(x, "is odd")
else: # even
  print(x, "is even")
```

if-else Ternary Operator

Consider the following simple if-else statement:

```
if X:
  result = Option1
else:
  result = Option2
```

 These four lines of code can be replaced by a single line using the if-else ternary operator:

```
result = Option1 if X else Option2
```

If-else

Q: People aged between 10 and 80 are allowed to ride on a roller coaster. Write a piece of code that, for a given integer **age**, outputs **OK** if the person is admitted and **Not admitted** otherwise.

If-else

Q: People aged between 10 and 80 are allowed to ride on a roller coaster. Write a piece of code that, for a given integer **age**, outputs **OK** if the person is admitted and **Not admitted** otherwise.

```
# Version with if-else
age = int(input("What is your age..."))

output_message = "Not admitted" # optional but good practice
if 10 <= age <= 80:
    output_message = "OK"
else:
    output_message = "Not admitted"
print(output_message)</pre>
```

If-else Ternary Operator

Q: People aged between 10 and 80 are allowed to ride on a roller coaster. Write a piece of code that, for a given integer **age**, outputs **OK** if the person is admitted and **Not admitted** otherwise.

```
# Version with if-else ternary operator
age = int(input("What is your age..."))
output_message = "OK" if 10 <= age <= 80 else "Not admitted"
print(output_message)</pre>
```

if-elif-else Statements



if-elif-else Statements

The if-elif-else allows multiway branching

```
# evaluate
if expression1:
                  # do when expression1 is true
  block1
elif expression2: # evaluate
  block2
                  # do when expression1 is false
                  # but expression2 is true
else:
                  # optional else
  block3
                  # do when both expressions are false
```

if-elif-else

Q: Given a piece-wise linear function f() write a program that takes a number x and computes and outputs f(x)

$$f(x) = \begin{cases} -x - 3 & \text{if } x \le -3\\ x + 3 & \text{if } -3 < x < 0\\ -2x + 3 & \text{if } 0 \le x < 3\\ 0.5x - 4.5 & \text{if } x \ge 3 \end{cases}$$

if-elif-else

Q: Given a piece-wise linear function f() write a program that takes a number x and computes and outputs f(x)

```
# Solution 1, with independent if statements
x = float(input("Enter a number..."))
if x <= -3:
  print(-x-3)
if -3 < x < 0:
  print(x + 3)
if 0 <= x < 3:
  print(-2*x + 3)
if x >= 3:
  print(0.5*x - 4.5)
```

$$f(x) = \begin{cases} -x - 3 & \text{if } x \le -3\\ x + 3 & \text{if } -3 < x < 0\\ -2x + 3 & \text{if } 0 \le x < 3\\ 0.5x - 4.5 & \text{if } x \ge 3 \end{cases}$$

if-elif-else

Q: Given a piece-wise linear function f() write a program that takes a number x and computes and outputs f(x)

```
# Solution 1, with independent if statements
x = float(input("Enter a number..."))
if x <= -3:
                                         # Solution 2, with if-elif-else
  print(-x-3)
                                         # grouping related statements together
                                         x = float(input("Enter a number..."))
if -3 < x < 0:
  print(x + 3)
                                         if x <= -3:
                                           print(-x-3)
if 0 <= x < 3:
                                         elif -3 < x < 0:
  print(-2*x + 3)
                                           print(x + 3)
                                         elif 0 <= x < 3:
if x >= 3:
                                           print(-2*x + 3)
  print(0.5*x - 4.5)
                                         else:
                                           print(0.5*x - 4.5)
```

Next topic: Loops