

# CSE 503

## Introduction to Computer Science for Non-Majors

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**Day 05**

**Boolean Expressions and Control Flow**

# Announcements

Labs begin next week (9/13)

Lab 01 should be released on Monday on the website (hopefully)

# Recap

- Defining our own functions
  - **Header:** how the function gets called
    - Arguments (values) to the function call get assigned to the parameters (variables) that are declared in the header
  - **Body:** what the function does
    - Sequence of statements, executed one after another
    - Parameters can be used in the body

# Indentation Example from Piazza

## Example 1

```
def greet(name):  
    print("Hello, " + name)  
    print("Welcome to the class!")  
    print("How are you doing today?")  
greet("Eric")
```

## Example 2

```
def greet(name):  
    print("Hello, " + name)  
    print("Welcome to the class!")  
print("How are you doing today?")  
greet("Eric")
```

## Example 3

```
def greet(name):  
    print("Hello, " + name)  
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    print("How are you doing today?")  
    greet("Eric")
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**For each example:**

Which statements are part of the `greet` function?

What will the output be?

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def greet(name):  
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For each example:

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For each example:

Which statements are part of the `greet` function?

**Indentation matters**

What will the output be?

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For each example:

Which statements are part of the `greet` function?

**Indentation matters**

What will the output be?

...example in replit



# Boolean Operators/Expressions

Three boolean operators in Python: `or`, `and`, `not`

priority ↓	<code>x or y</code>	If <code>x</code> is <code>False</code> , then <code>y</code> , else <code>x</code>
	<code>x and y</code>	If <code>x</code> is <code>False</code> , then <code>x</code> , else <code>y</code>
	<code>not x</code>	If <code>x</code> is <code>False</code> , then <code>True</code> , else <code>False</code>

Both `or` and `and` use short-circuiting: the second expression is only evaluated if it is needed.

`not` has even lower priority than non-boolean operators as well

<https://docs.python.org/3.7/library/stdtypes.html#boolean-operations-and-or-not>

# Boolean Expression Examples

True or False

True or True

a and b

x < y and y <= z

# Boolean Expression Examples

True or False...evaluates to True

True or True

a and b

x < y and y <= z

# Boolean Expression Examples

`True or False`...evaluates to `True`

`True or True`...also evaluates to `True`  
*(or is inclusive in Python)*

`a and b`

`x < y and y <= z`

# Boolean Expression Examples

`True or False`...evaluates to **True**

`True or True`...also evaluates to **True**  
*(or is inclusive in Python)*

`a and b`...evaluates to **True** if both **a** and **b** evaluate to **True**

`x < y and y <= z`

# Boolean Expression Examples

`True or False`...evaluates to **True**

`True or True`...also evaluates to **True**  
*(or is inclusive in Python)*

`a and b`...evaluates to **True** if both **a** and **b** evaluate to **True**

`x < y and y <= z`...evaluates to **True** if **x** is less than **y** and **y** is less than or equal to **z**

# Boolean Expression Examples

**True or False**...evaluates to **True**

**True or True**...also evaluates to **True**  
*(or is inclusive in Python)*

**a and b** ...evaluates to **True** if both **a** and **b** evaluate to **True**

Note that **x < y <= z** is allowable in Python, but not common in other languages

**x < y and y <= z**...evaluates to **True** if **x** is less than **y** and **y** is less than or equal to **z**

# Control Flow

How do we define the order statements in our program are executed?

## Control Flow

1. Sequencing
2. Selection
3. Repitition



# Control Flow

How do we define the order statements in our program are executed?

## Control Flow

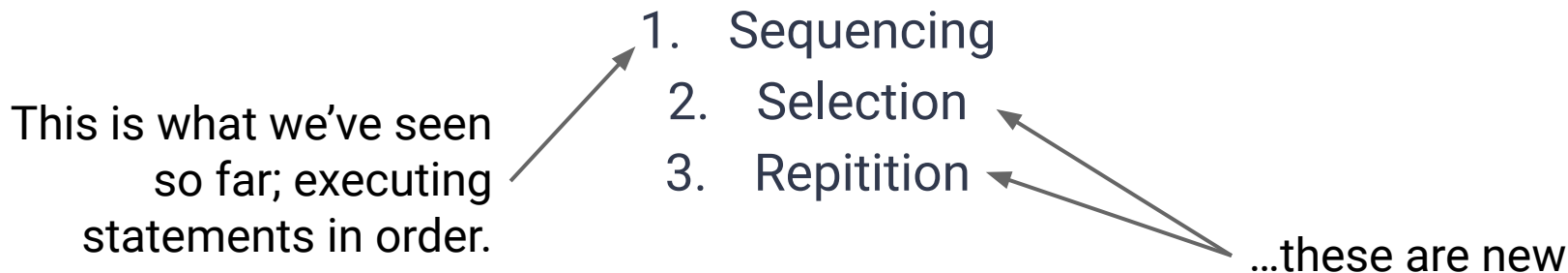
This is what we've seen  
so far; executing  
statements in order.

1. Sequencing
2. Selection
3. Repitition

# Control Flow

How do we define the order statements in our program are executed?

## Control Flow

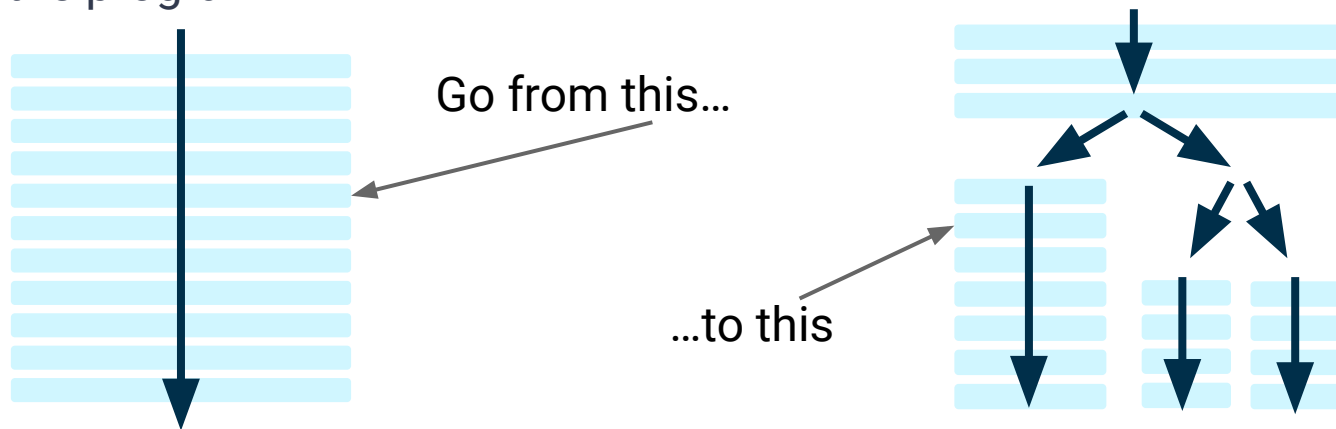


# Selection Statements

- Selection statements allow our code to *conditionally* execute certain statements in our program
  - This gives our programs the ability to make decisions based on the state of the program

# Selection Statements

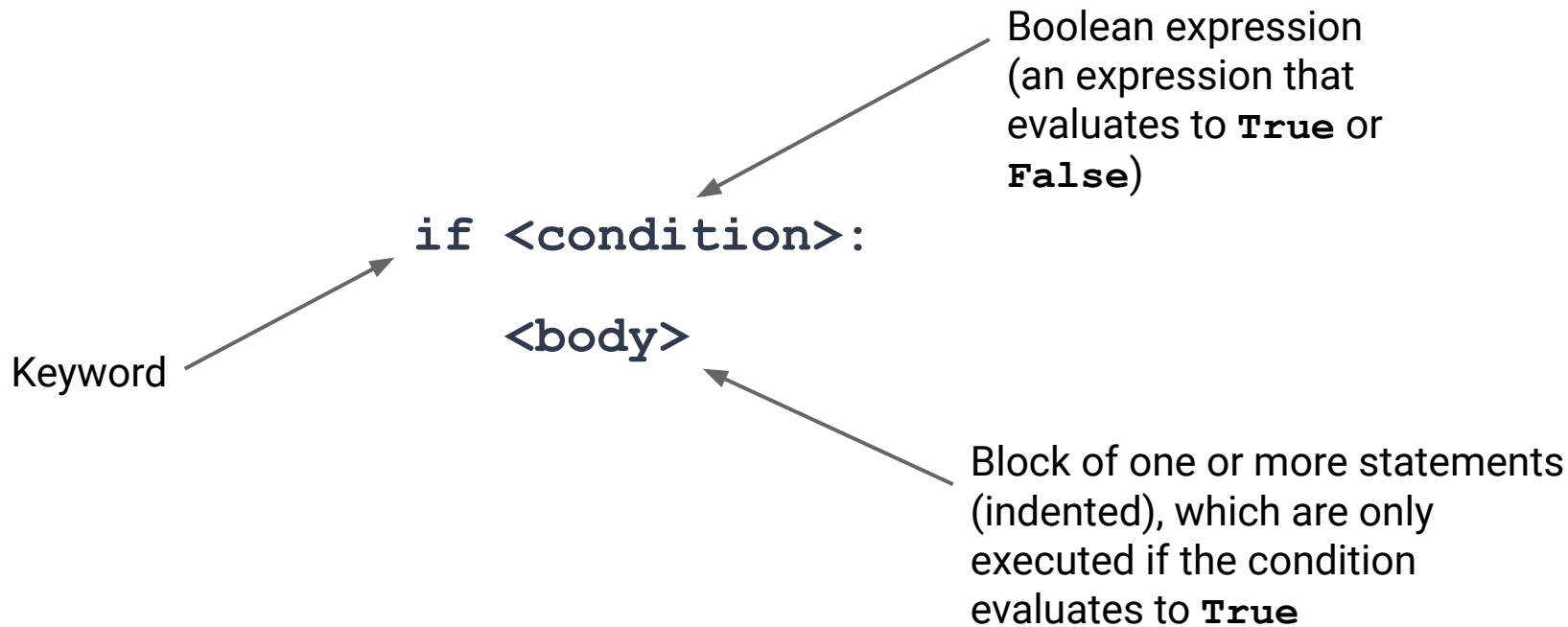
- Selection statements allow our code to *conditionally* execute certain statements in our program
  - This gives our programs the ability to make decisions based on the state of the program



# Selection Statements: if statement

```
if <condition>:  
    <body>
```

# Selection Statements: if statement




# if Statement Example

```
if weather == "snowing":  
    print("I'll wear boots today!")
```

# if Statement Example

*Assume `weather` is a variable we've already defined*




```
if weather == "snowing":  
    print("I'll wear boots today!")
```




# if Statement Example

Assume `weather` is a variable we've already defined



```
if weather == "snowing":  
    print("I'll wear boots today!")
```



We will only execute this line if `weather == "snowing"` evaluates to `True`

# A More Involved Example

```
def getReady(weather):  
    print("It is " + weather + " out.")  
    if weather == "snowing":  
        print("I love the snow!")  
        print("I'll wear boots today.")
```

# A More Involved Example

```
def getReady(weather):  
    print("It is " + weather + " out.")  
    if weather == "snowing":  
        print("I love the snow!")  
        print("I'll wear boots today.")
```

Notice the indentation levels...

# A More Involved Example

```
def getReady(weather):  
    print("It is " + weather + " out.")  
    if weather == "snowing":  
        print("I love the snow!")  
        print("I'll wear boots today.")
```

**...Lets try this in replit**

# What if it's not snowing? else

```
if <condition>:
```

```
    <body>
```

```
else:
```

```
    <body>
```

# What if it's not snowing? else

```
if <condition>:
```

```
    <body>
```

```
else:
```

```
    <body>
```

Another keyword



This body is only executed if  
<condition> evaluates to **False**



# Example

```
def getReady(weather):  
    print("It is " + weather + " out.")  
    if weather == "snowing":  
        print("I love the snow!")  
        print("I'll wear boots today.")  
    else:  
        print("I'll wear sneakers today.")
```

# What if we want more than 2 options? elif

```
if <condition 1>:  
    <body 1>  
elif <condition 2>:  
    <body 2>  
else:  
    <body 3>
```



# What if we want more than 2 options? elif

```
if <condition 1>:
```

```
    <body 1>
```

```
elif <condition 2>:
```

```
    <body 2>
```

```
else:
```

```
    <body 3>
```

You guessed it  
...another keyword



When does body 2  
execute?



# What if we want more than 2 options? elif

```
if <condition 1>:
```

```
    <body 1>
```


```
elif <condition 2>:
```

```
    <body 2>
```


```
else:
```

```
    <body 3>
```

You guessed it  
...another keyword



When does body 2  
execute?



It executes if  
<condition 1> is **False**  
and  
<condition 2> is **True**

# What if we want more than 2 options? elif

```
if <condition 1>:
```

```
    <body 1>
```

```
elif <condition 2>:
```

```
    <body 2>
```

```
else:
```

```
    <body 3>
```

You guessed it  
...another keyword

<body 3> only executes if  
both conditions are **False**

When does body 2  
execute?

It executes if  
<condition 1> is **False**  
and  
<condition 2> is **True**

# What if we want even more?

```
if <condition 1>:
```

```
    <body 1>
```

```
elif <condition 2>:
```

```
    <body 2>
```

```
else:
```

```
    <body 3>
```

# What if we want even more?

```
if <condition 1>:  
    <body 1>  
elif <condition 2>:  
    <body 2>  
elif <condition 3>:  
    <body 3>  
...  
else:  
    <body n>
```

# What if we want even more?

We can have as many `elif`s as we want

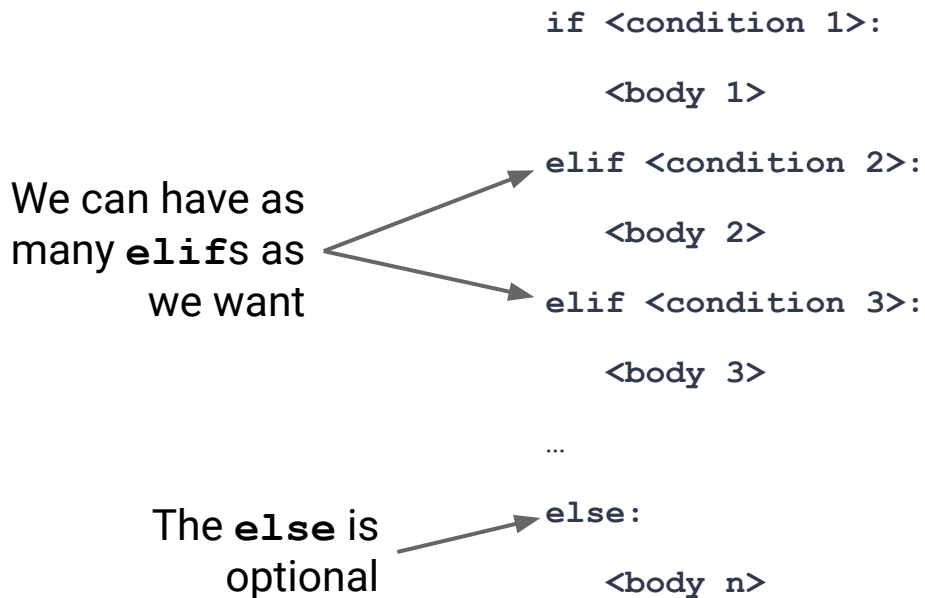
```
if <condition 1>:  
    <body 1>  
elif <condition 2>:  
    <body 2>  
elif <condition 3>:  
    <body 3>  
...  
else:  
    <body n>
```

# What if we want even more?

```
    if <condition 1>:  
        <body 1>  
    elif <condition 2>:  
        <body 2>  
    elif <condition 3>:  
        <body 3>  
    ...  
    else:  
        <body n>
```

We can have as many **elifs** as we want

The **else** is optional



# What if we want even more?

We can have as many `elif`s as we want

```
if <condition 1>:  
    <body 1>  
elif <condition 2>:  
    <body 2>  
elif <condition 3>:  
    <body 3>  
...  
else:  
    <body n>
```

The `else` is optional

Conditions are evaluated from top to bottom.

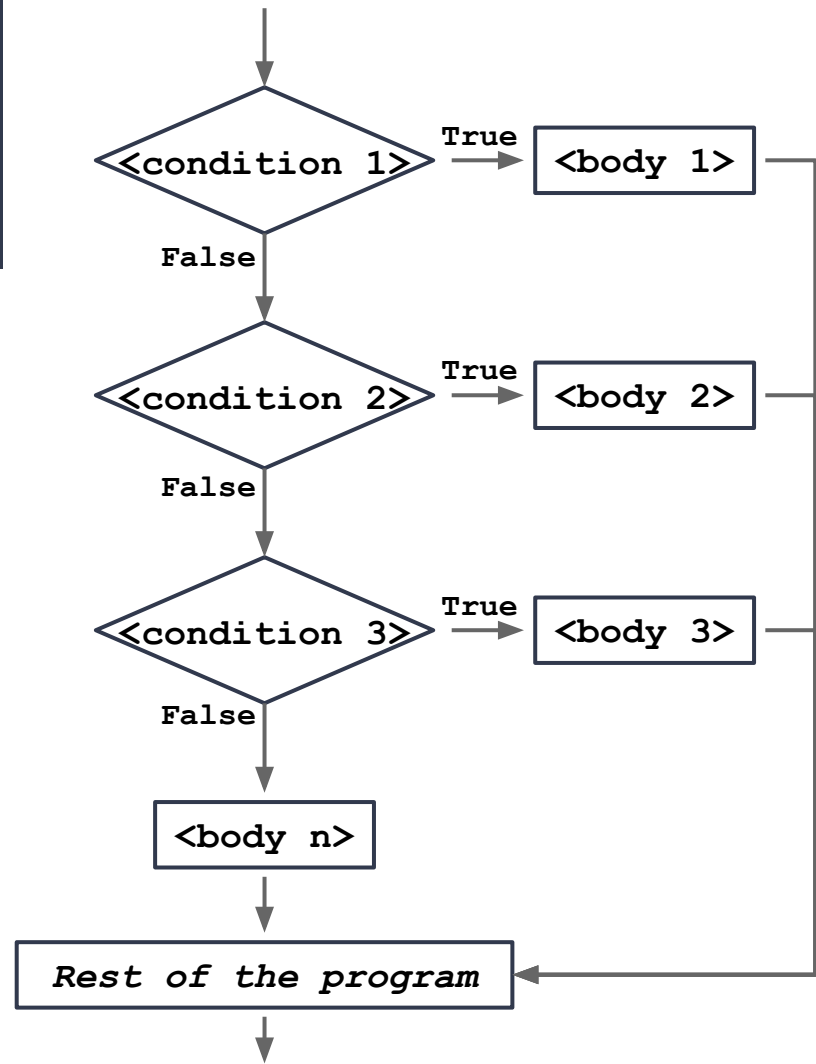
We execute the body associate with the first condition that evaluates to **True**.

If all conditions evaluate to **False** then we execute the body of the **else**.



# Flow of Control

```
if <condition 1>:  
    <body 1>  
elif <condition 2>:  
    <body 2>  
elif <condition 3>:  
    <body 3>  
else:  
    <body n>
```



# General Form

Selection statements...

- Must start with an `if`
- Can be followed with zero or more `elifs`
- Can end with an `else` (or not)

# One Last Example

```
def getReady(weather, temp):  
    print("It is " + weather + " out.")  
    if weather == "snowing":  
        print("I'll wear boots today.")  
    elif temp > 75:  
        print("I'll wear flip flops today.")  
    else:  
        print("I'll wear sneakers today.")
```