

Decisions: If Else Statements

CPSC 217: Introduction to Computer Science for Multidisciplinary Studies I
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Jonathan Hudson, Ph.D
Instructor
Department of Computer Science
University of Calgary

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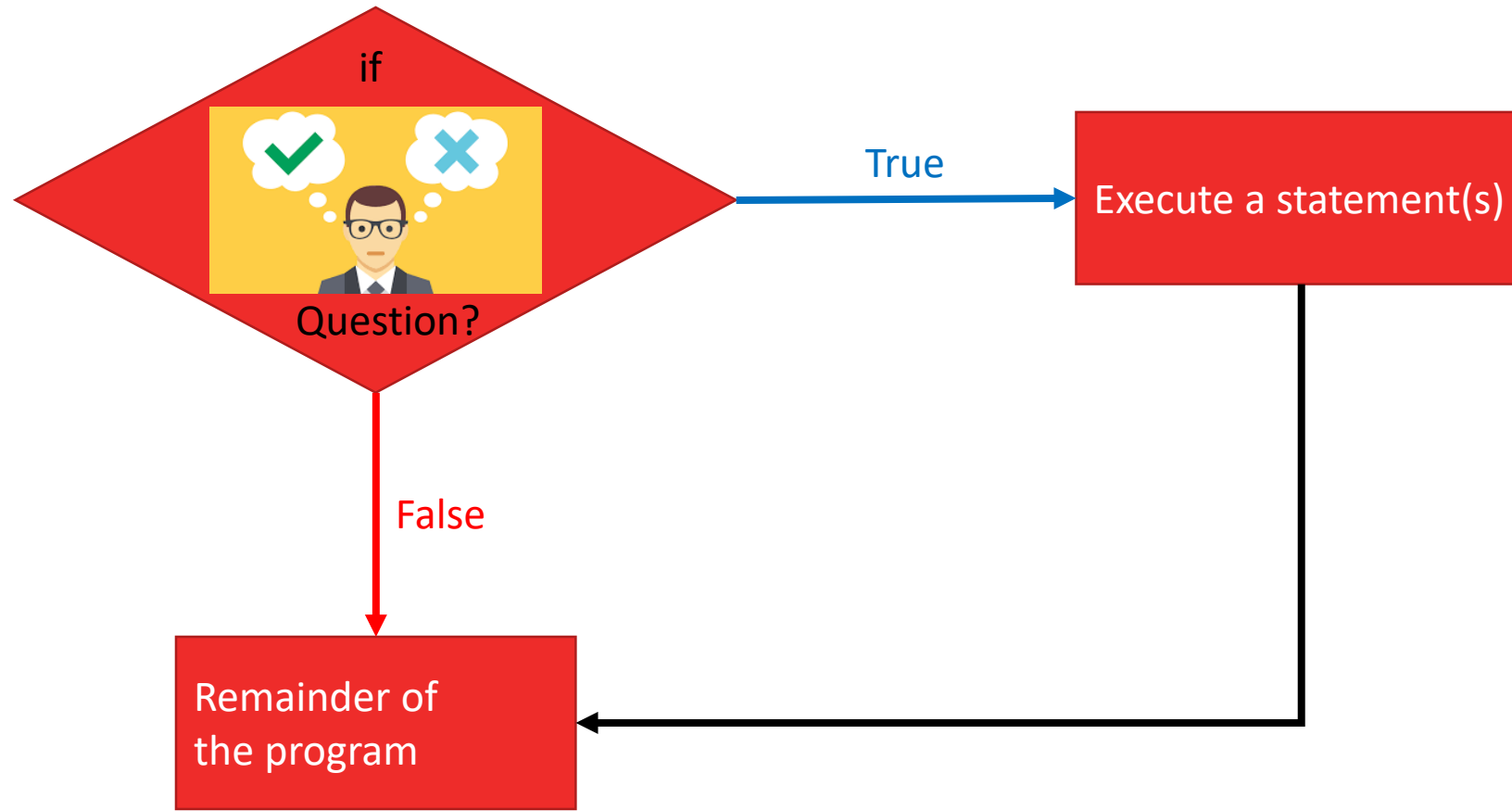
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Conditions in Python

- Decision making/branching constructs in Python:
 - If
 - If-else
 - If-elif-else

if

Condition flowchart

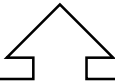


“if” statement format

- The logical expression is evaluated
 - If True, the indented statements that follow are executed
 - If False, the indented statements that follow will not be executed
- The program continues

if (logical expression):

Body



Note: Indenting the
body is required!

```
if (age<= 17):  
    print ('You are underage!')
```

Using if

```
#Start in middle
pointer.up()
pointer.goto(WIDTH/2,HEIGHT/2)

#Asking use for desired data
sXLocation = input("Enter new x coordinate in (800,600) window: ")
sYLocation = input("Enter new y coordinate in (800,600) window: ")
sColor = input("Enter color [1:red otherwise:default]: ")

x = int(sXLocation)
y = int(sYLocation)

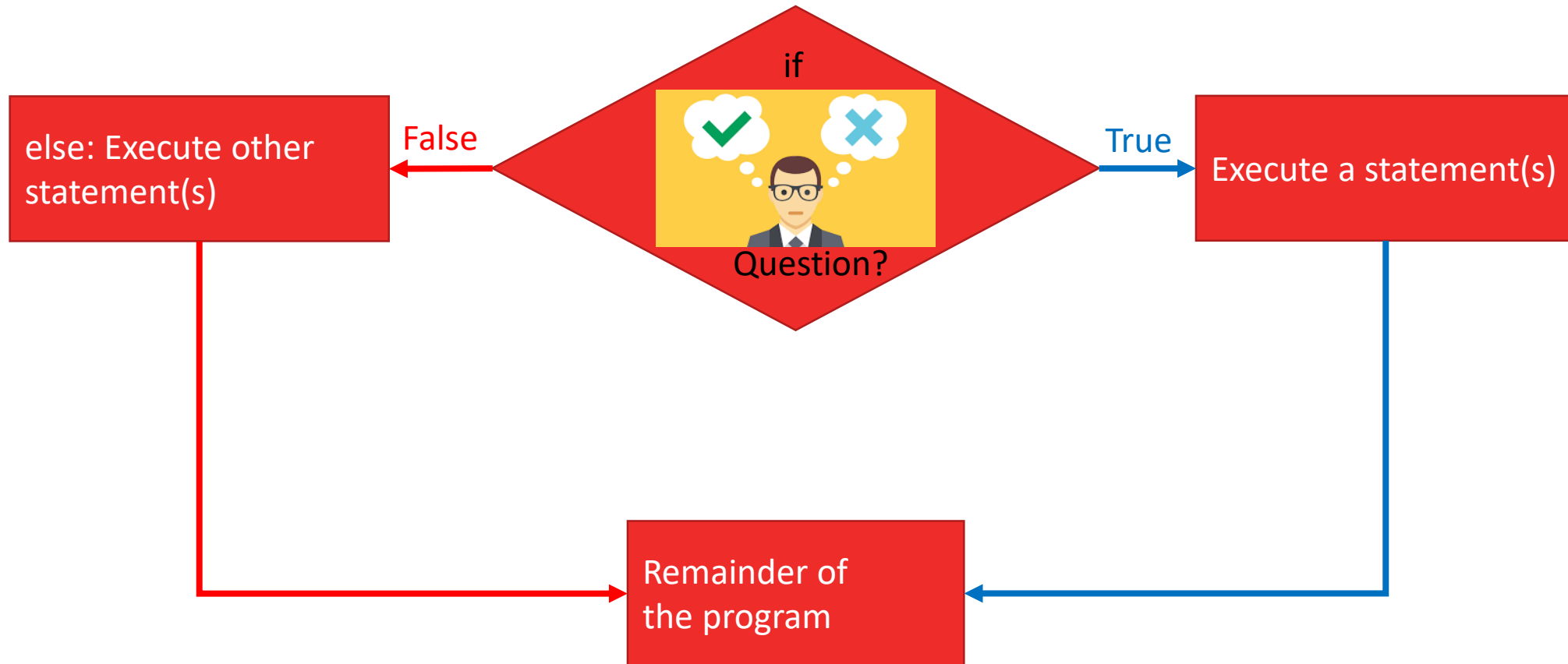
if sColor == "1":
    pointer.color("red")

pointer.down()
pointer.goto(x,y)
pointer.up()

#Close the graphic window on user's click
screen.exitonclick()
```

else

If-Else statement



if-else format

if (*logical expression*):

body of 'if'

else:

body of 'else'

remainder of the program

Example for if-else

```
if (grade >= 50):  
    letterGrade = 'P'  
    print ('You pass!')  
else:  
    letterGrade = 'F'  
    print ('Try Harder!')  
  
print ('Thank You!')
```



Using if-else

```
#Start in middle
pointer.up()
pointer.goto(WIDTH/2,HEIGHT/2)

#Asking use for desired data
sXLocation = input("Enter new x coordinate in (800,600) window: ")
sYLocation = input("Enter new y coordinate in (800,600) window: ")
sColor = input("Enter color [1:red otherwise:blue]: ")

x = int(sXLocation)
y = int(sYLocation)

if sColor == "1":
    pointer.color("red")
else:
    pointer.color("blue")

pointer.down()
pointer.goto(x,y)
pointer.up()

#Close the graphic window on user's click
screen.exitonclick()
```

elif

else if

if-elif-else format

if (*logical expression*):

body of 'if'

elif:

body of 'elif'

else:

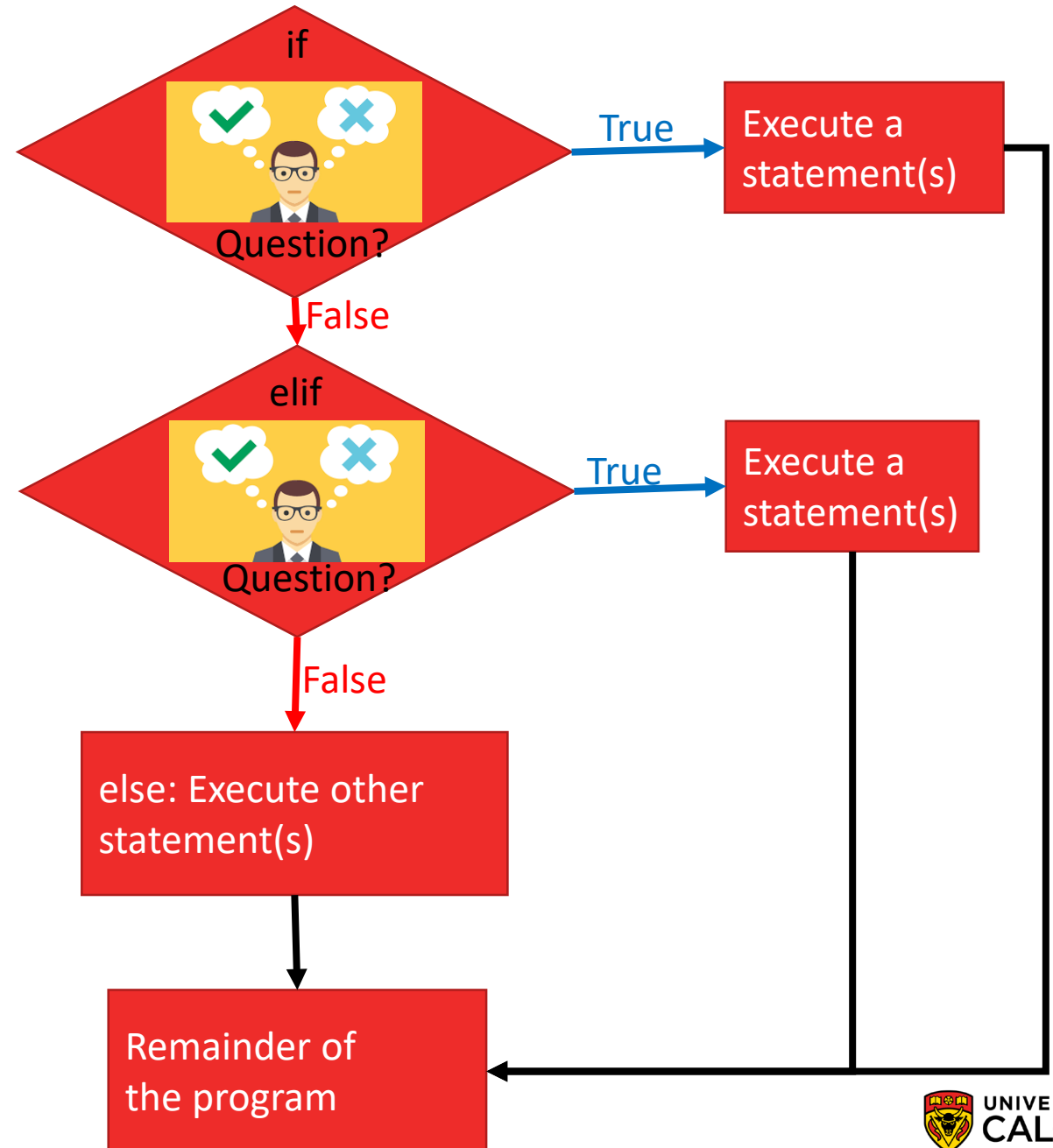
body of 'else'

remainder of the program

if –elif-else

```
x = 10
y = 10

if x < y:
    print("x is less than y")
elif x > y:
    print("x is greater than y")
else:
    print("x and y must be equal")
```



Using elif

```
if (grade >= 95):  
    letterGrade = 'A+'  
if (grade >= 90):  
    letterGrade = 'A'  
if (grade >= 85):  
    letterGrade = 'A-'  
if (grade >= 80):  
    letterGrade = 'B+'  
.  
.  
.  
print (letterGrade)
```

What is the output if grade is 97?
Multiple 'ifs' may not work for
some problems.

```
if (grade >= 95):  
    letterGrade = 'A+'  
elif (grade >= 90):  
    letterGrade = 'A'  
elif (grade >= 85):  
    letterGrade = 'A-'  
elif (grade >= 80):  
    letterGrade = 'B+'  
.  
.  
.  
print (letterGrade)
```

if-elif-else provides the result.

Using elif

```
if (grade >= 95):  
    letterGrade = 'A+'  
if (grade >= 90):  
    letterGrade = 'A'  
if (grade >= 85):  
    letterGrade = 'A-'  
if (grade >= 80):  
    letterGrade = 'B+'  
.  
.  
.  
print (letterGrade)
```

What is the output if grade is 97?
Multiple 'ifs' may not work for
some problems.

Using if elif else

```
#Start in middle
pointer.up()
pointer.goto(WIDTH/2,HEIGHT/2)

#Asking use for desired data
sXLocation = input("Enter new x coordinate in (800,600) window: ")
sYLocation = input("Enter new y coordinate in (800,600) window: ")
sColor = input("Enter color [1:red 2:green 3:blue otherwise:black]: ")

x = int(sXLocation)
y = int(sYLocation)

if sColor == "1":
    pointer.color("red")
elif sColor == "2":
    pointer.color("green")
elif sColor == "3":
    pointer.color("blue")
else:
    pointer.color("black")

pointer.down()
pointer.goto(x,y)
pointer.up()

#Close the graphic window on user's click
screen.exitonclick()
```

if-elif-else

You can always have an 'if' without 'elif' or 'else'

You can't have 'elif' without 'if' first

You can't have 'else' with 'if' or 'elif' ahead

You can only have one 'if' (in a chain)

You can only have one 'else' (in a chain)

You can have as many 'elif' as you desire (in middle of chain)

Nesting

Nesting

```
age = input("Enter an age:")
age = int(age)

print("--before--")

if (age > 0):
    print("you are alive")
    if (age <= 17):
        print("you are young")
    elif (age == 18):
        print("congratulations you are 18")
    else:
        print("you are olds")
        if (age >= 100):
            print("you are a centenarian")
else:
    print("you aren't alive")

print("--after--")
```

Scope

Scope

Namespace - is a declarative region that provides a scope to the identifiers (the names of types, functions, variables, etc) inside it.

Whenever you declare a variable it exists within a namespace

- Whenever python sees you use a variable it looks with this storage area for the variable **name** you use and finds out what it is attached to

`dir()` returns to use all the things in the current namespace

```
>>> dir()
['__annotations__', '__builtins__', '__doc__', '__loader__', '__name__', '__package__', '__spec__']
>>> x = 2
>>> dir()
['__annotations__', '__builtins__', '__doc__', '__loader__', '__name__', '__package__', '__spec__', 'x']
>>> |
```

Scope

The variables of

a = 2 , b = 3 , B = 4 , this = 10 , avacodo = 42

Would create variables of name **a,b,B,this,avocado** in the namespace (all of these will have the type int)

Python decides types for us (implicitly) based on what we put in

We can delete things from it using **del <name>**

```
>>> dir()
['__annotations__', '__builtins__', '__doc__', '__loader__', '__name__', '__package__', '__spec__']
>>> x = 2
>>> dir()
['__annotations__', '__builtins__', '__doc__', '__loader__', '__name__', '__package__', '__spec__', 'x']
>>> del x
>>> dir()
['__annotations__', '__builtins__', '__doc__', '__loader__', '__name__', '__package__', '__spec__']
>>>
```

Scope

If we use a variable name that doesn't exist

```
print (dir ())  
print ("x=1")  
x = 1  
print (dir ())  
print ("del x")  
del x  
print (dir ())  
print (x)
```


Scope

If we use a variable name that doesn't exist

```
print (dir ())
print ("x=1")
x = 1
print (dir ())
print ("del x")
del x
print (dir ())
print (x)
```

Traceback (most recent call last):
File "C:/Users/jonat/Dropbox/CPSC231F19/scope2.py", line 8, in <module>
 print(x)
NameError: name 'x' is not defined

Scope

When we enter an indented block

This namespace can be changed

But we have to be careful to not create a variable SOMETIMES
That our code uses ALL the time

```
age = input("Enter an age:")
age = int(age)

print("namespace before:", dir())

if (age > 0 ):
    print("namespace in if before:", dir())
    result = 2
    print("namespace in if after:", dir())

print("namespace after:", dir())
print(result)
```

Testing

Testing

- **Black-box testing**
 - Test the program without looking at the source code
 - Tests are generally functional / behavioural
- **White-box testing**
 - Design test cases for the program by looking at its source code
 - Tests are generally structural

White Box Test Coverage

- How thoroughly do the cases test the code?
 - **Condition Coverage:** Every decision point in the program is executed
 - **Statement Coverage:** Every statement in the program is executed
 - **Path Coverage:** Every possible path through the program is executed

Onward to ... repetition.

Jonathan Hudson
jwhudson@ucalgary.ca
<https://pages.cpsc.ucalgary.ca/~hudsonj/>



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