



Python Programming

Lecture 2 Conditional Execution, Lists

2.1 Boolean Expressions (布尔表达式)

A boolean expression is an expression that is either true or false.

```
1 print(5==5)
2 print(5==6)
```

True
False

Note that here we use a double equal sign `==`.

True and False are special values that belong to the class `bool`, not strings.

```
1 print(type(True))
2 print(type(False))
```

`bool`
`bool`

There are other ways of comparison.

```
1 x != y # x is not equal to y
2 x > y # x is greater than y
3 x < y # x is less than y
4 x >= y # x is greater than or equal to y
5 x <= y # x is less than or equal to y
```

Logical operators: and, or, not

1 <code>print(True and True)</code>	True
2 <code>print(True and False)</code>	False
3 <code>print(False and False)</code>	False
4 <code>print(5 > 3 and 3 > 1)</code>	True

1 <code>print(True or True)</code>	True
2 <code>print(True or False)</code>	True
3 <code>print(False or False)</code>	False
4 <code>print(5 > 3 or 1 > 3)</code>	True

1 <code>print(not True)</code>	False
2 <code>print(not False)</code>	True
3 <code>print(not 1>2)</code>	True

Any nonzero number is interpreted as "true".

1 <code>print(17 and True)</code>	True
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Short-circuit evaluation

- Python evaluates the expression from left to right.
- If there are multiple expressions, Python evaluates them one by one.
- If there is nothing to be gained by evaluating the rest of a logical expression, it stops its evaluation.

```
1 x = 6
2 y = 2
3 print(x >= 2 and (x/y) > 2)
```

True

```
1 x = 1
2 y = 0
3 print(x >= 2 and (x/y) > 2)
```

False

```
1 x = 6
2 y = 0
3 print(x >= 2 and (x/y) > 2)
```

Traceback (most recent call last):
 File "<stdin>", line 1, in <module>
ZeroDivisionError: division by zero

- While this may seem like a fine point, the short-circuit behavior leads to a clever technique called the guardian pattern.

```
1 x = 1
2 y = 0
3 print(x >= 2 and y != 0 and (x/y) > 2)
```

False

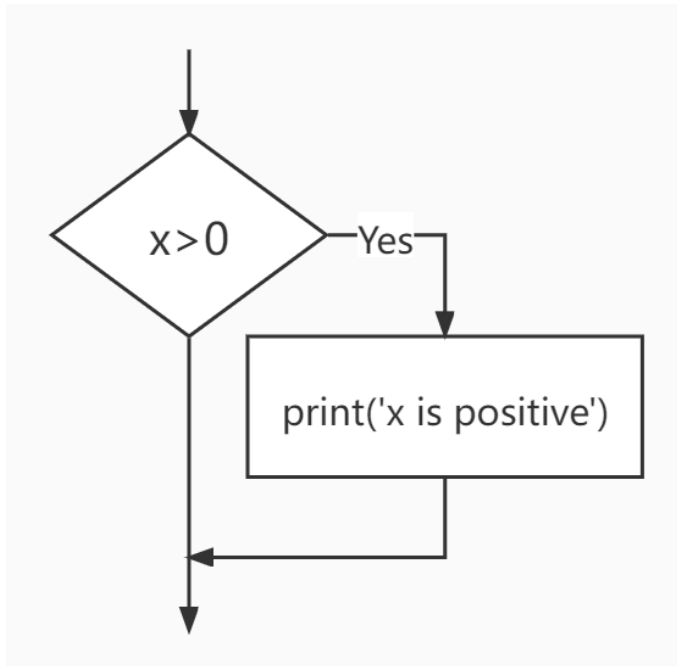
```
1 x = 6
2 y = 0
3 print(x >= 2 and y != 0 and (x/y) > 2)
4 #y != 0 acts as a guard.
```

False

```
1 x = 6
2 y = 0
3 print(x >= 2 and (x/y) > 2 and y != 0)
```

Traceback (most recent call last):
 File "<stdin>", line 1, in <module>
ZeroDivisionError: division by zero

2.2 Conditional Execution (条件判断)

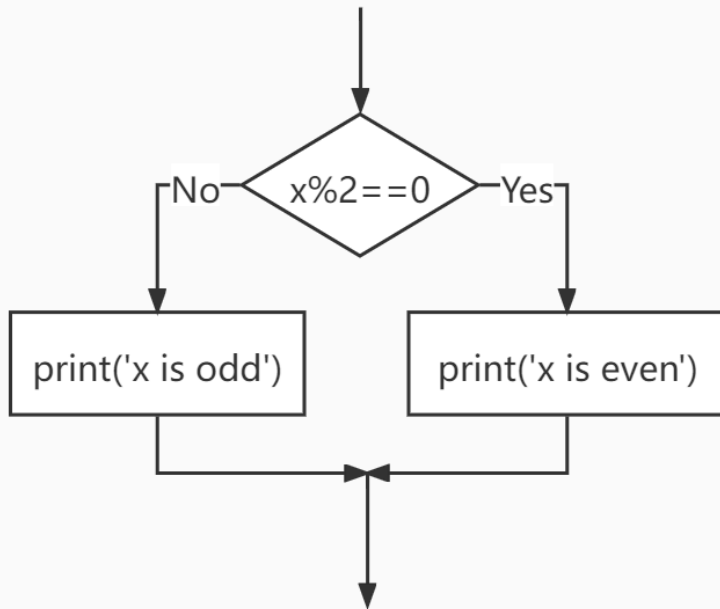


```
1 x = 10
2 if x > 0:
3     print('x is positive')
```

- The boolean expression after the if statement is called the **condition**.
 - We end the if statement with a colon character :
 - If the logical condition is true, then the indented statement gets executed.
 - **The indent is important!**
- There is no limit on the number of statements, but there must be at least one.
 - If there is no statement, you can use pass statement, which does nothing.

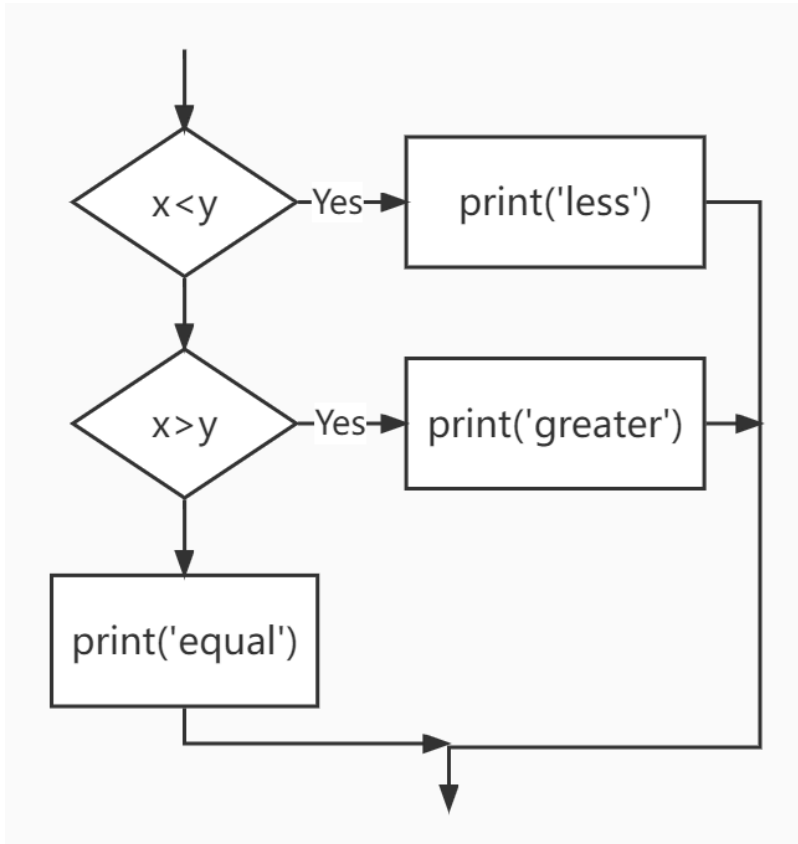
```
1 if x < 0:
2     pass
3 # need to handle negative values!
```


Alternative Execution



```
1 x = 10
2 if x % 2 == 0:
3     print('x is even')
4 else:
5     print('x is odd')
```

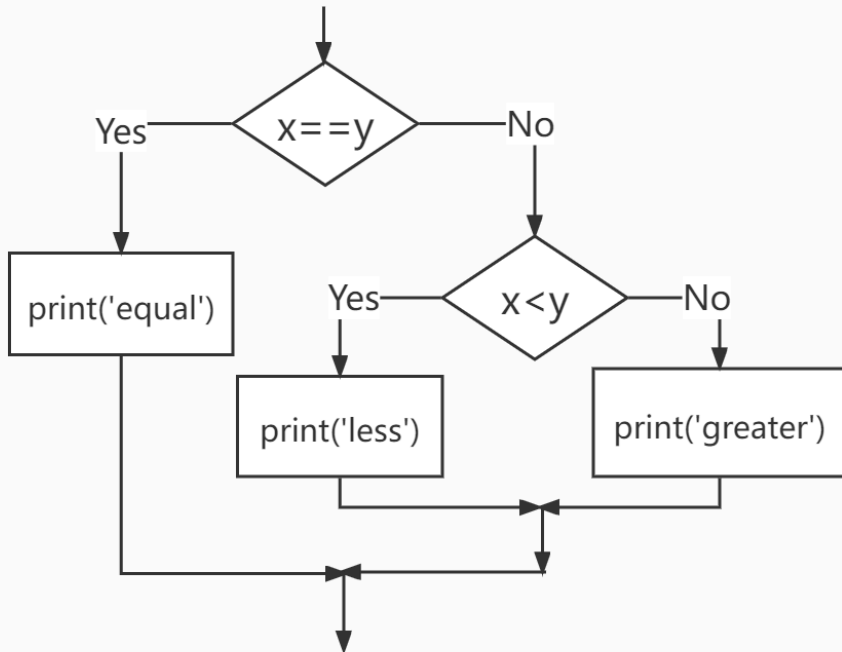
Chained Conditionals



```
1 x = 5
2 y = 10
3 if x < y:
4     print('x is less than y')
5 elif x > y:
6     print('x is greater than y')
7 else:
8     print('x and y are equal')
```

- `elif` is an abbreviation of “else if.”
- No limit on the number of `elif` statements. If there is an `else` clause, it has to be at the end, but there does not have to be one.
- Each condition is checked in order. If the first is false, the next is checked. If one of them is true, then it executes, and the statement ends.

Nested Conditionals



```
1 if x == y:
2     print('x and y are equal')
3 else:
4     if x < y:
5         print('x is less than y')
6     else:
7         print('x is greater than y')
```

- Nested conditionals are difficult to read. In general, it is a good idea to avoid them when you can.

Try and Except

```
1 inp = input('Enter Fahrenheit Temperature: ')
2 fahr = float(inp)
3 cel = (fahr - 32.0) * 5.0 / 9.0
4 print(cel)
```

```
Enter Fahrenheit Temperature:72
22.22222222222222
```

```
Enter Fahrenheit Temperature:fred
```

```
Traceback (most recent call last):
File "fahren.py", line 2, in <module>
fahr = float(inp)
ValueError: could not convert string to float: 'fred'
```

The idea of try and except is that you know that some sequence of instruction(s) may have a problem and you want to add some statements to be executed if an error occurs. These extra statements (the except block) are ignored if there is no error.

```
1 inp = input('Enter Fahrenheit Temperature:')
2 try:
3     fahr = float(inp)
4     cel = (fahr - 32.0) * 5.0 / 9.0
5     print(cel)
6 except:
7     print('Please enter a number')
```

```
Enter Fahrenheit Temperature:72
22.22222222222222
```

```
Enter Fahrenheit Temperature:fred
Please enter a number
```

Example 1: BMI Calculator v1.0

```
1 print("BMI指数计算器\n")
2 inp_1 = input('请输入您的体重(kg):\n')
3 inp_2 = input('请输入您的身高(cm):\n')
4 weight = float(inp_1)
5 height = float(inp_2)
```

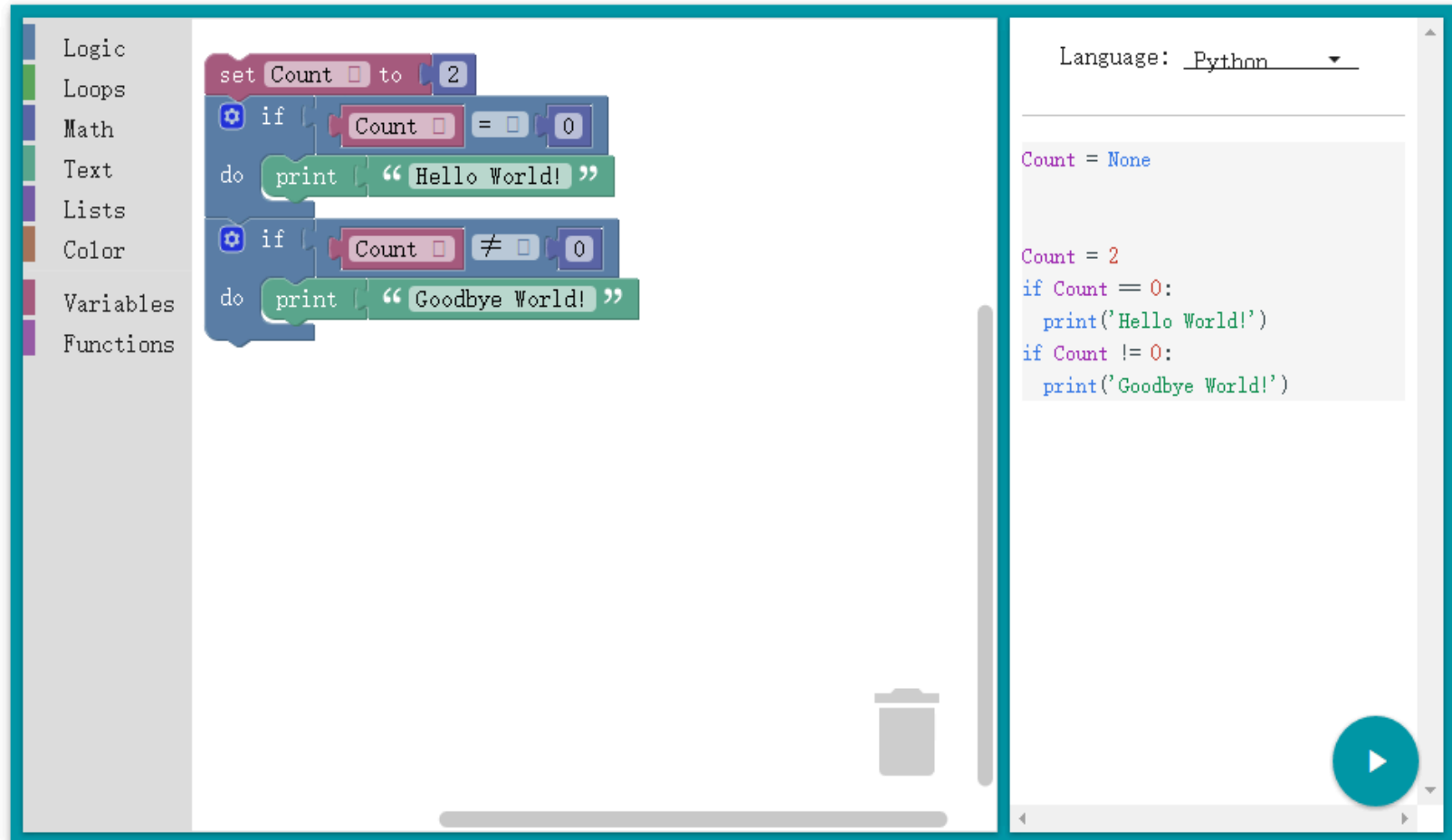
```
1 BMI = weight/(height/100)**2
2 if BMI < 18.5:
3     print("您的体型偏瘦")
4 elif BMI < 24 and BMI >= 18.5:
5     print("您的体型正常")
6 elif BMI < 28 and BMI >= 24:
7     print("您的体型偏胖")
8 elif BMI < 32 and BMI >= 28:
9     print("您的体型肥胖")
10 elif BMI >= 32:
11     print("您的体型过于肥胖")
```

Example 2: A Simple Game

- What are the key elements of a game?
- Making a choice and feedback.

Visual programming language

- Scratch
- Blockly (Google)



2.3 Lists (1): Basics

- A list (列表) is a sequence of values. A list that contains no elements is called an empty list; you can create one with empty brackets, []. **The boolean value of an empty list is false.**

```
1 >>> numbers = [10, 20, 30, 40]
2 >>> fruit = ['apple', 'banana', 'orange']
3 >>> mix = ['spam', 2.0, 5, [10, 20]]
4 >>> empty = []
5
6 >>> print(numbers, fruit, empty)
7 [10, 20, 30, 40] ['apple', 'banana', 'orange'] []
```

- The + operator concatenates lists, and the * operator repeats a list a specified number of times.

```
1 >>> a = [1, 2, 3]
2 >>> b = [4, 5, 6]
3 >>> c = a + b
4 >>> print(c)
5 [1, 2, 3, 4, 5, 6]
```

```
1 >>> [0] * 4
2 [0, 0, 0, 0]
3
4 >>> [1, 2, 3] * 3
5 [1, 2, 3, 1, 2, 3, 1, 2, 3]
```

- Lists are **ordered** collections, so you can access any element in a list by telling Python the position, or index, of the item desired. **Python considers the first item in a list to be at position 0, not position 1.**

```
1 >>> print(fruit[0])
2 apple
```

- By asking for the item at index -1, Python always returns the last item in the list:

```
1 >>> print(fruit[-1])
2 orange
3
4 >>> print(fruit[-2])
5 banana
```

- You can reassign an item in a list.

```
1 >>> numbers = [17, 123]
2 >>> numbers[1] = 5
3 >>> print(numbers)
4 [17, 5]
```

List slices (列表切片)

```
1 >>> t = ['a', 'b', 'c', 'd', 'e', 'f']
2 >>> t[1:3]
3 ['b', 'c']
```

- The first slice starts at 1, and ends at 2. The slice does not contain the 3rd element.

```
1 >>> t[:4]
2 ['a', 'b', 'c', 'd']
3
4 >>> t[3:]
5 ['d', 'e', 'f']
6
7 >>> t[:]
8 ['a', 'b', 'c', 'd', 'e', 'f']
```

```
1 >>> t = ['a', 'b', 'c', 'd', 'e', 'f']
2 >>> t[1:3] = ['x', 'y']
3 >>> print(t)
4 ['a', 'x', 'y', 'd', 'e', 'f']
```

- 编号：从零开始；修改：直接赋值；切片：左闭右开

2.4 Lists (2): Adding and Deleting

- **append** adds a new element to the end of a list:

```
1 >>> t = ['a', 'b', 'c']
2 >>> t.append('d')
3 >>> print(t)
4 ['a', 'b', 'c', 'd']
```

- **extend** takes a list as an argument and appends all of the elements:

```
1 >>> t1 = ['a', 'b', 'c']
2 >>> t2 = ['d', 'e']
3 >>> t1.extend(t2)
4 >>> print(t1)
5 ['a', 'b', 'c', 'd', 'e']
```

- **insert** adds a new element at any position in your list

```
1 >>> t = ['a', 'b', 'c']
2 >>> t.insert(1, 'd')
3 >>> print(t)
4 ['a', 'd', 'b', 'c']
```

- What is Method? (方法) Is it the same with function? (函数)
- The return value of the above three methods is **None**. What is **None** in Python?

```
1 >>> t = ['a', 'b', 'c']
2 >>> x = t.insert(1, 'd')
3 >>> print(t)
4 ['a', 'd', 'b', 'c']
5
6 >>> print(t.insert(1, 'd'))
7 None
8 >>> print(x)
9 None
```

- The None keyword is used to define a null value, or no value at all. **None is not the same as 0, False, or an empty string.** None is a datatype of its own (NoneType) and only None can be None.



Deleting elements

- If you know the index of the element you want, you can use **pop**.
- **pop** modifies the list and returns the element that was removed. If you don't provide an index, it deletes and returns the last element.

```
1 >>> t = ['a', 'b', 'c']
2 >>> x = t.pop(1)
3 >>> print(t)
4 ['a', 'c']
5
6 >>> print(x)
7 b
```

```
1 >>> t = ['a', 'b', 'c']
2 >>> x = t.pop()
3 >>> print(t)
4 ['a', 'b']
5
6 >>> print(x)
7 c
```

- If you know the element you want to remove (but not the index), you can use **remove**

```
1 >>> t = ['a', 'b', 'c']
2 >>> t.remove('b')
3 >>> print(t)
4 ['a', 'c']
```

- There is a possibility that the value appears more than once in the list, but the remove method deletes only the first occurrence.

- **del** is an operator, not a method. It directly modifies the state of an object by removing it from memory or from a collection.

```
1 >>> t = ['a', 'b', 'c']
2 >>> del t[1]
3 >>> print(t)
4 ['a', 'c']
5
6 >>> t = ['a', 'b', 'c', 'd', 'e', 'f']
7 >>> del t[1:5]
8 >>> print(t)
9 ['a', 'f']
```

- If you want to modify a list without changing the original, you can create a copy.

```
1 >>> t1 = ['a', 'b', 'c']
2 >>> t2 = t1[:]
3 >>> t1.remove('b')
4 >>> print(t1)
5 ['a', 'c']
6
7 >>> print(t2)
8 ['a', 'b', 'c']
```


2.5 Lists (3): Organizing a list

- **sort** arranges the elements of the list from low to high. It modifies the list and returns **None**.

```
1 >>> t = ['d', 'c', 'e', 'b', 'a']
2 >>> t.sort()
3 >>> print(t)
4 ['a', 'b', 'c', 'd', 'e']
```

```
1 >>> t = ['d', 'c', 'e', 'b', 'a']
2 >>> t.sort(reverse=True)
3 >>> print(t)
4 ['e', 'd', 'c', 'b', 'a']
```

- To reverse the original order of a list, you can use the **reverse()** method.

```
1 >>> t = ['d', 'c', 'e', 'b', 'a']
2 >>> t.reverse()
3 >>> print(t)
4 ['a', 'b', 'e', 'c', 'd']
```

- The **reverse()** method changes the order of a list permanently, but you can revert to the original order anytime by applying **reverse()** to the same list a second time.

Some Functions

- To maintain the original order of a list but present it in a sorted order, you can use the `sorted()` function .

```
1 >>> t = ['d', 'c', 'e', 'b', 'a']
2 >>> print(sorted(t))
3 ['a', 'b', 'c', 'd', 'e']
4
5 >>> print(t)
6 ['d', 'c', 'e', 'b', 'a']
```

- You can quickly find the length of a list by using the `len()` function.

```
1 >>> s = [3, 8, 10, 7]
2 >>> len(s)
3 4
4 >>> min(s)
5 3
6 >>> max(s)
7 10
8 >>> sum(s)
9 28
```

```
1 >>> x = ['banana', 'jack', 'jessica']
2 >>> min(x)
3 banana
4 >>> max(x)
5 jessica
6 >>> sum(x)
7
8 TypeError: unsupported operand
9 type(s) for +: 'int' and 'str'
```

Lists: Summary

- The element can be number, string, list, and empty [].
- Features: Ordered, Repeatable
- Operator: + for concatenation and * for repetition.
- The indices start at 0. Index -1 means the last item. (编号: 从零开始)
- The item can be changed by reassign a new item. (修改: 直接赋值)
- In slicing, the start is inclusive, and the end is exclusive. (切片: 左闭右开)
- Methods (方法):
 - append, extend, insert (添加)
 - pop, remove (删除, del)
 - sort, reverse (整理)

Functions (函数): sorted(), len(), sum(), max(), min()

Summary

- Boolean Expressions
- Conditional Execution
- Lists
 - Reading: Python for every body Chapter 3, 8.1-8.7

