

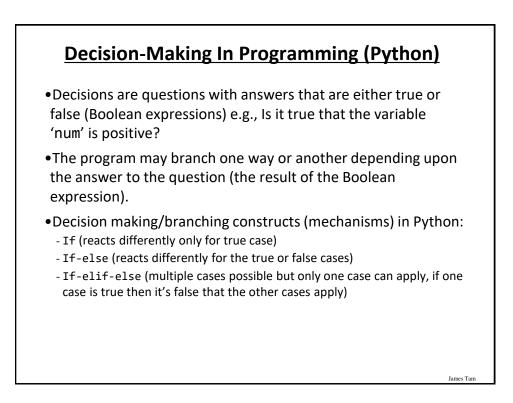
How To Determine If Branching Can Be Applied

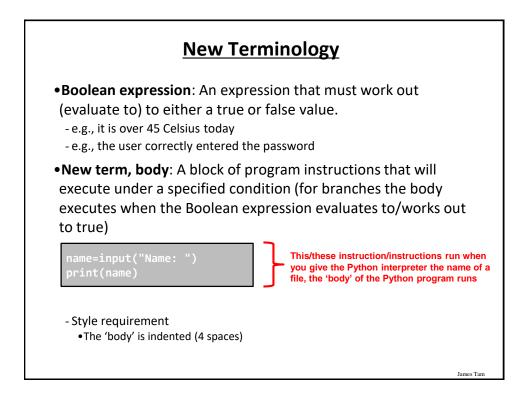
- •Under certain circumstances or conditions events will occur (the program reacts in a certain way if certain conditions have been met).
 - The branch determines if the event occurred and reacts accordingly.

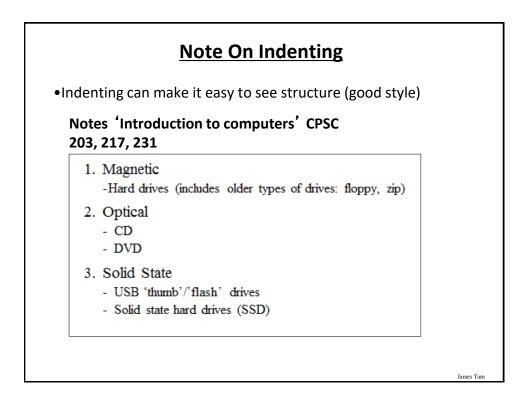
•Examples:

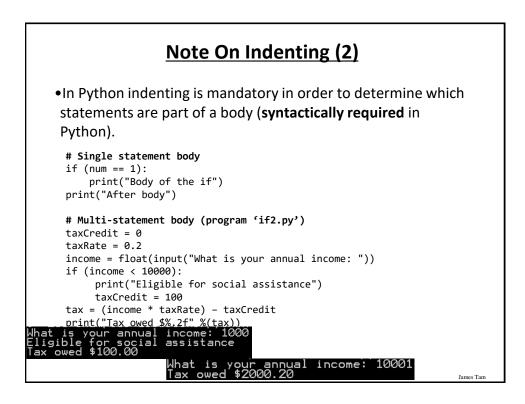
- If users who don't meet the age requirement of the website he/she will not be allowed to sign up (conversely if users do meet the age requirement he/she will be allowed to sign up).
- If an employee is deemed as too inexperienced and too expensive to keep on staff then he/she will be laid off.
- If a person clicks on a link on a website for a particular location then a video will play showing tourist 'hot spots' for that location.
- If a user enters invalid age information (say negative values or values greater than 114) then the program will display an error message.

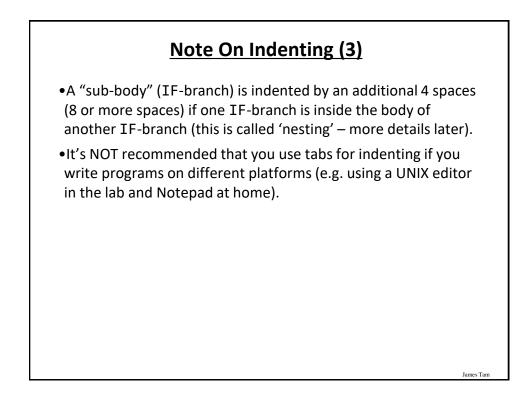
James Tar

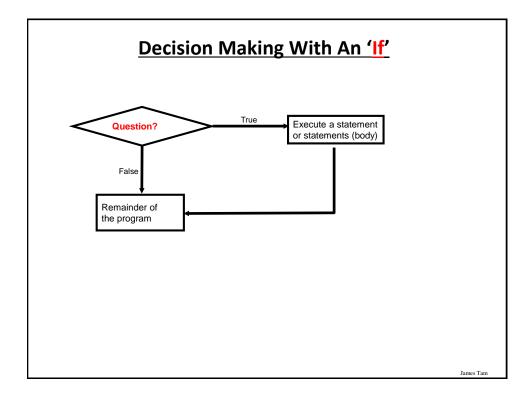


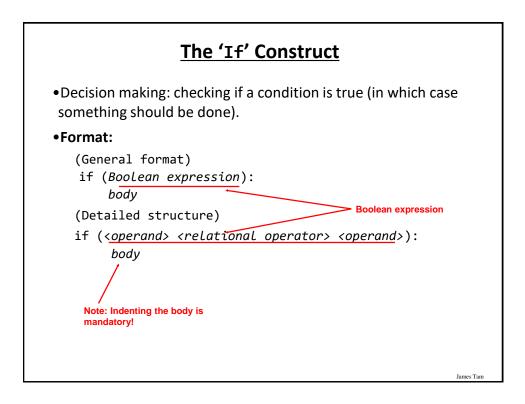






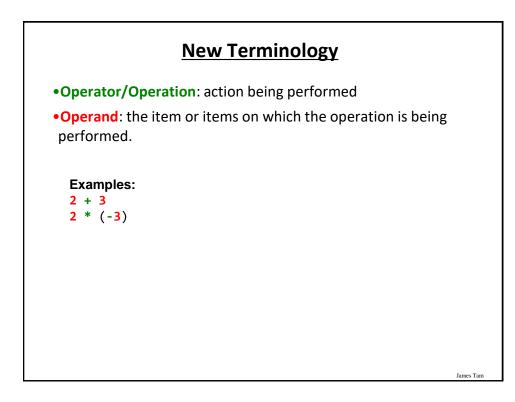


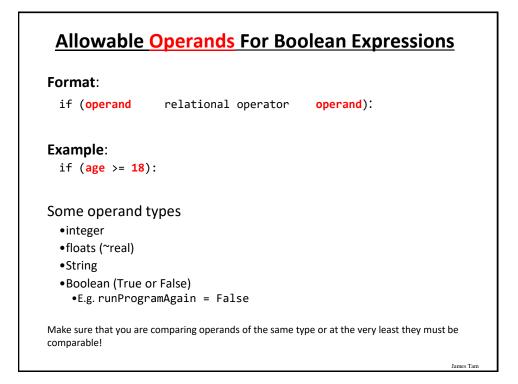




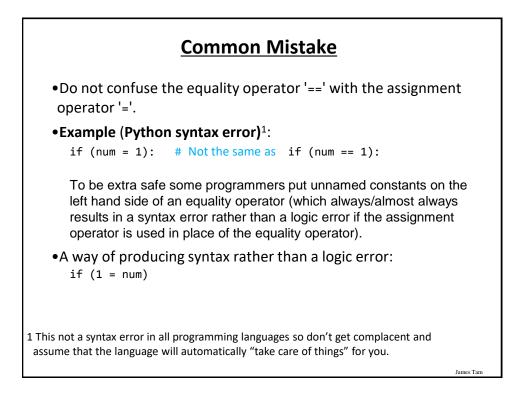
The 'If' Construct (2)

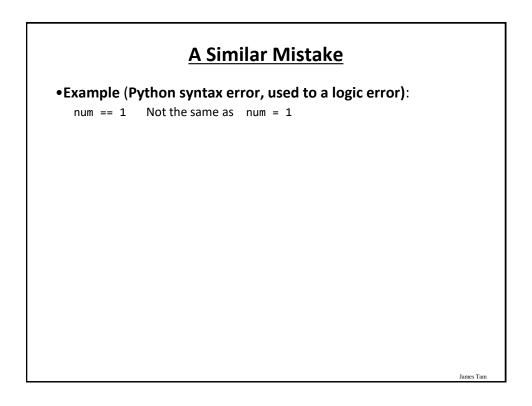
•Example (if1.py):
 age = int(input("Age: "))
 if (age >= 18):
 print("You are an adult")

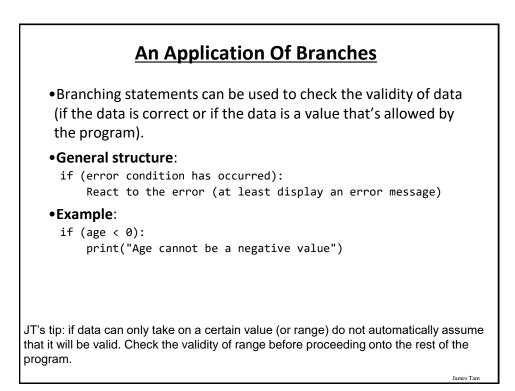


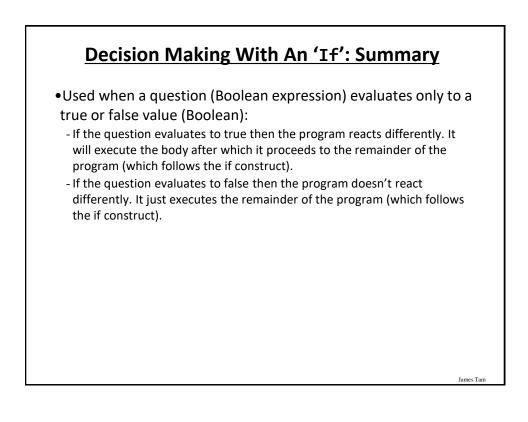


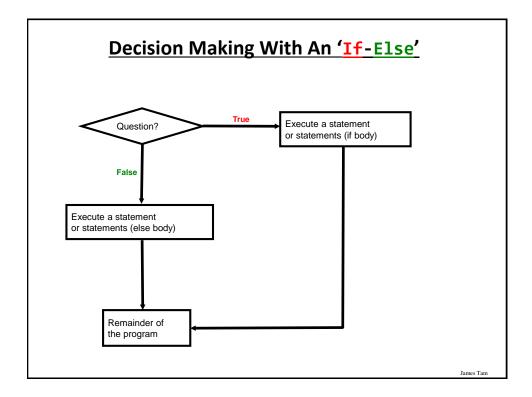
<u>Allowab</u>		l Operators For B ressions	Boolean	
if (operand	relational) then	
Python	Mathematical			
operator	equivalent	Meaning	Example	
<	<	Less than	5 < 3	
>	>	Greater than	5 > 3	
==	=	Equal to	5 == 3	
<=	≤	Less than or equal to	5 <= 5	
>=	≥	Greater than or equal to	5 >= 4	
!=	≠	Not equal to	x != 5	
				James Tam

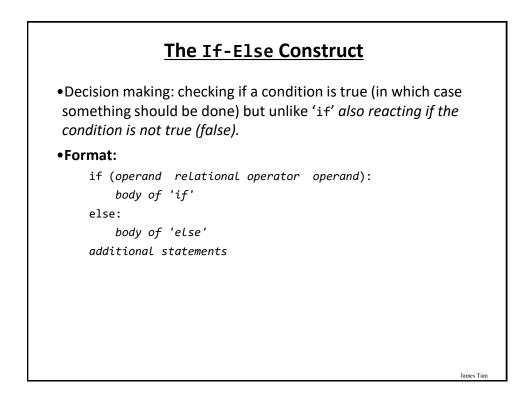


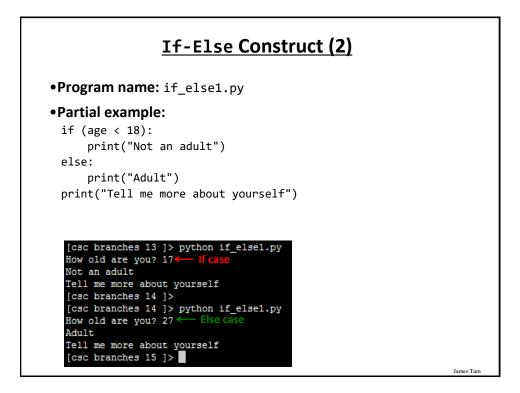


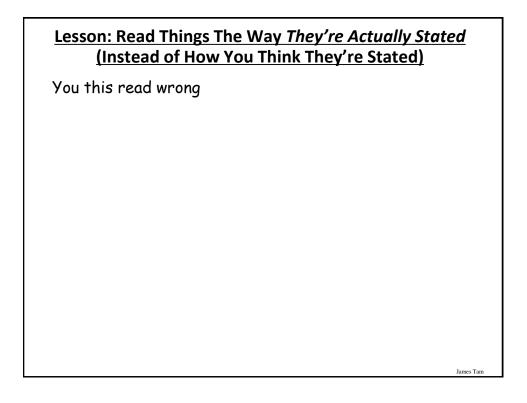










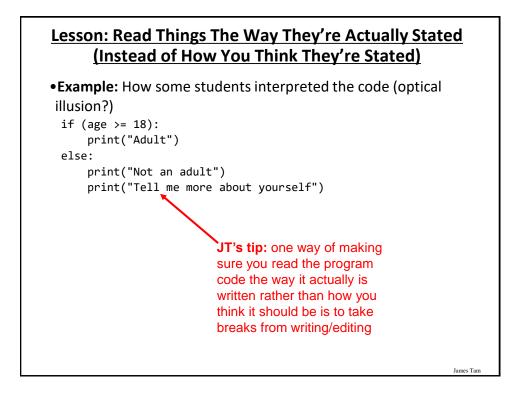


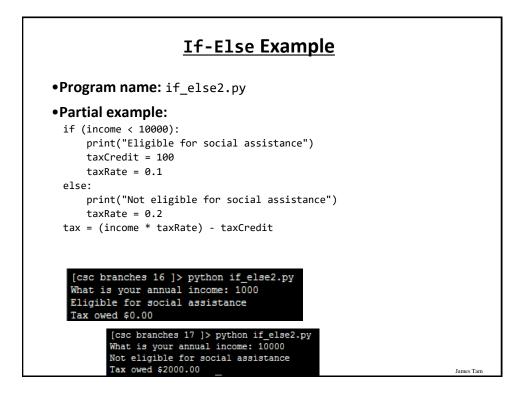
Lesson: Read Things The Way They're Actually Stated (Instead of How You Think They're Stated)

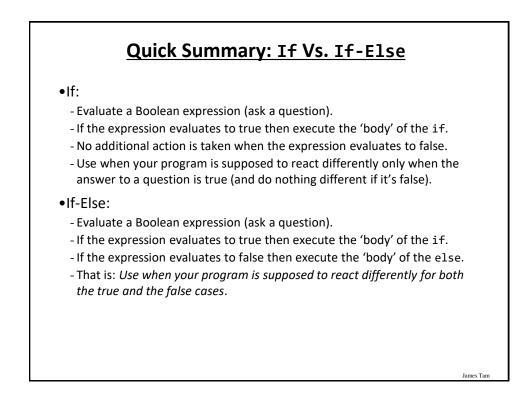
•Example: Actual Code (previous version <=2012)

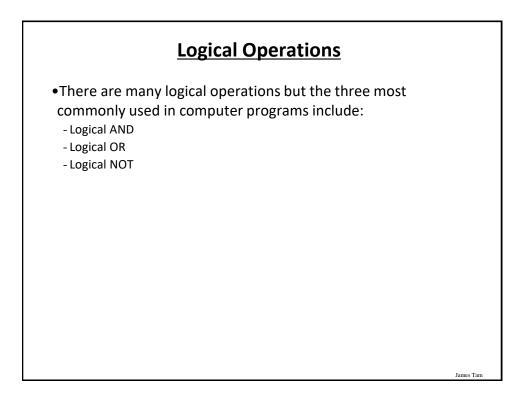
```
if (age >= 18):
    print("Adult")
else:
    print("Not an adult")
print("Tell me more about yourself")
```

JT's note: this version of the program is logically equivalent (does the same thing) as the version you just saw. For practice trace by hand both versions to convince yourself that this is the case. Then run both versions to verify.



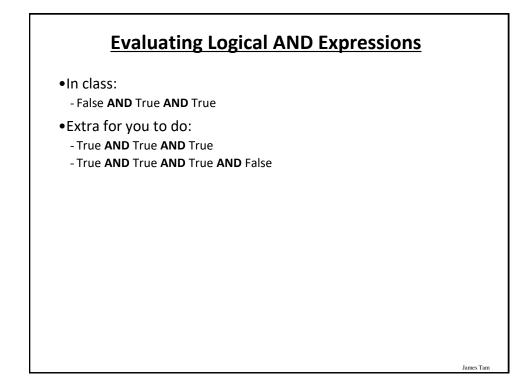






•The popular usa conditions must			en ALL
•Logical AND can truth table.	be specified mo	re formally in th	e form of a
	Truth table (AND)]
C1	C2	C1 AND C2	
False	False	False	
False	True	False	
True	False	False	
True	True	True	
			James Tam

	Ti	ruth table	
C1	C2	C3	C1 AND C2 AND C
False	False	False	False
False	False	True	False
False	True	False	False
False	True	True	False
True	False	False	False
True	False	True	False
True	True	False	False
True	True	True	True

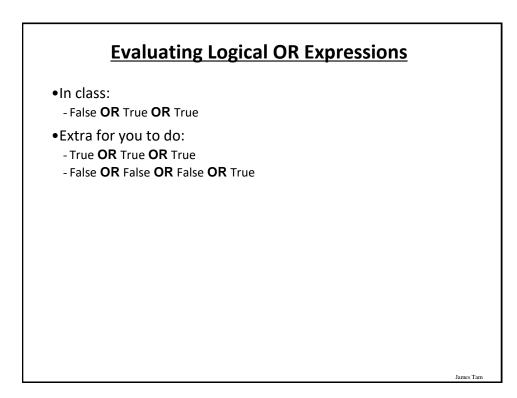


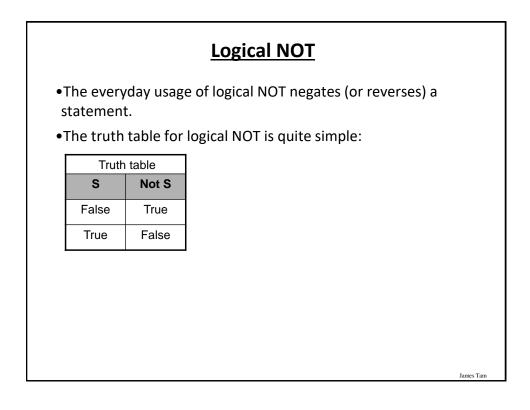
Logical OR

•The correct everyday usage of the logical OR applies when *ATLEAST* one condition must be met.

	Truth table	
C1	C2	C1 OR C2
False	False	False
False	True	True
True	False	True
True	True	True

Logical OR: Three Input Truth Table			
	· · · ·	Truth table	
C1	C2	C3	C1 OR C2 OR C3
False	False	False	False
False	False	True	True
False	True	False	True
False	True	True	True
True	False	False	True
True	False	True	True
True	True	False	True
True	True	True	True





Evaluating More Complex Logical Expressions

- •Order of operation (left to right evaluation if the 'level' is equal)
 - 1. Brackets (inner first)
 - 2. Negation
 - 3. AND
 - 4. OR

Evaluating More Complex Logical Expressions

James Tam

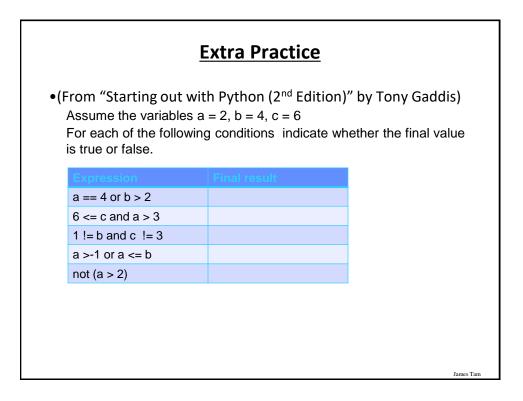
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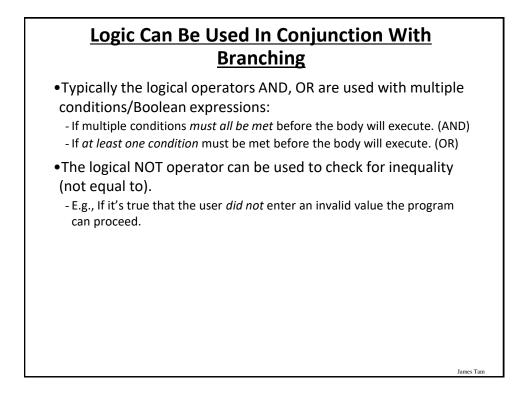
•In class:

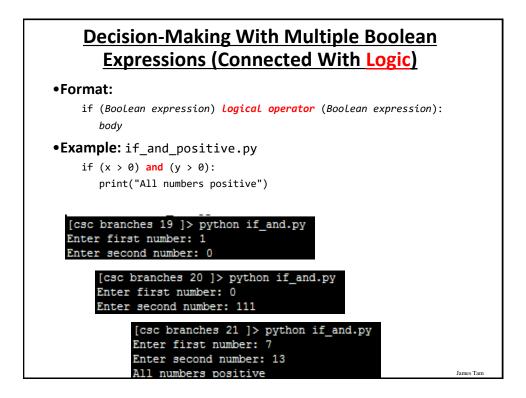
- True **OR** False **AND** False
- (True OR False) AND False
- NOT False
- NOT NOT False

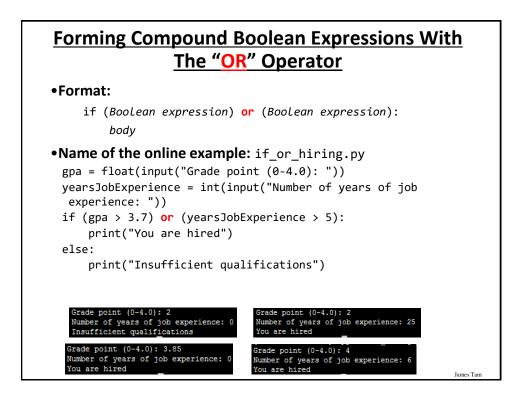
•Extra for you to do:

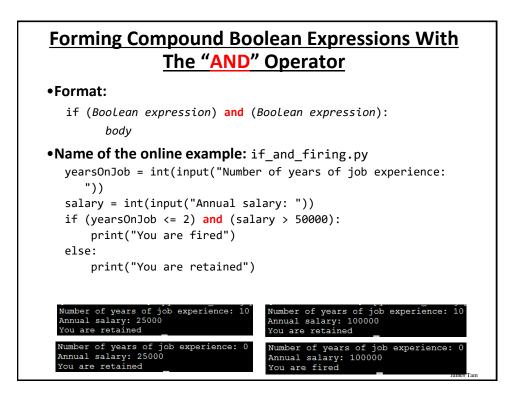
- NOT (False OR True) OR True
- (False AND False) OR (False AND True)
- NOT NOT NOT NOT True
- NOT NOT NOT False

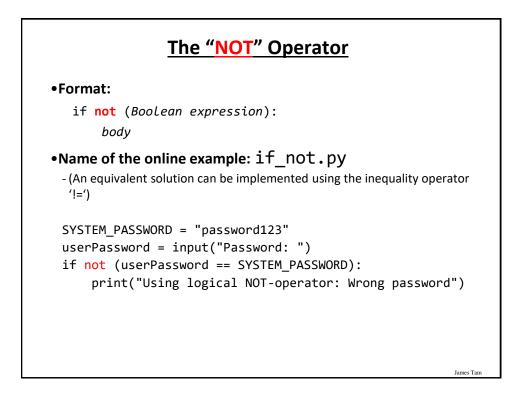


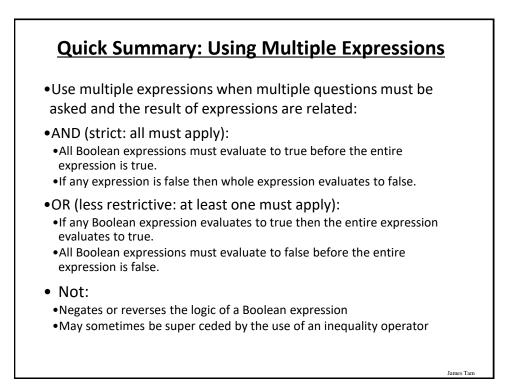


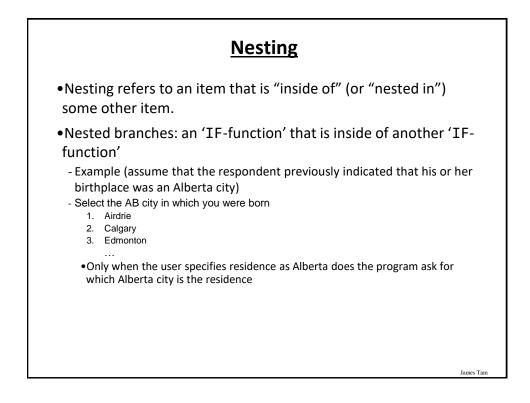


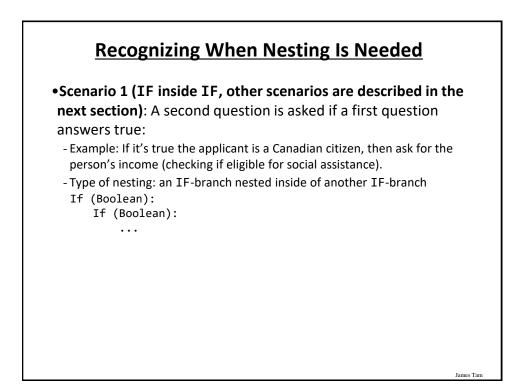


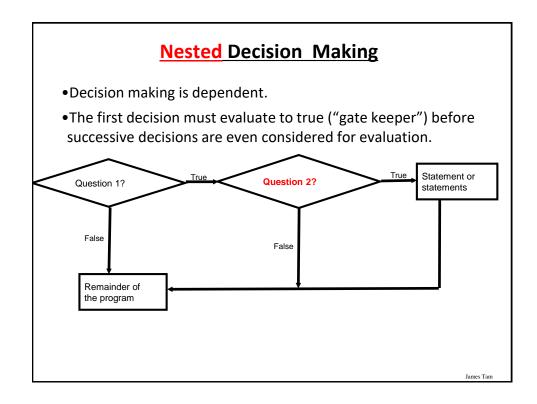


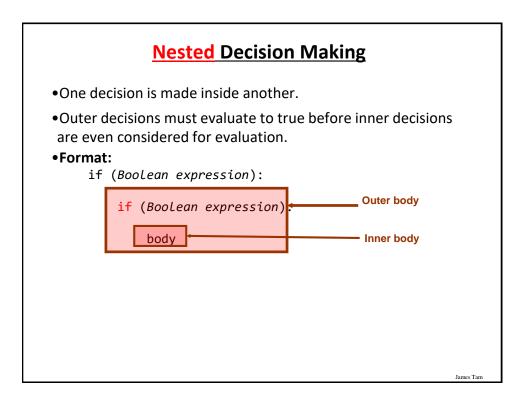


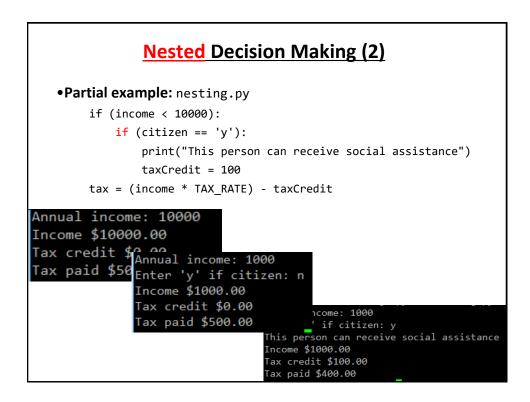












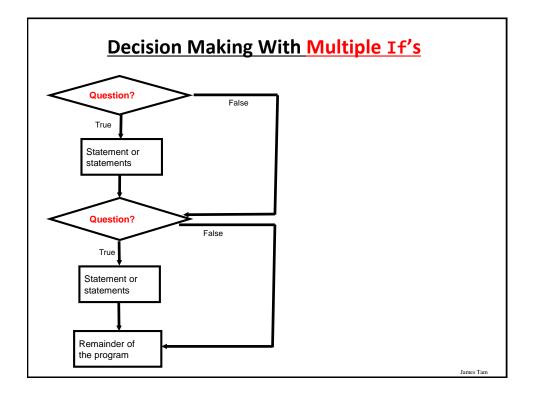
Question

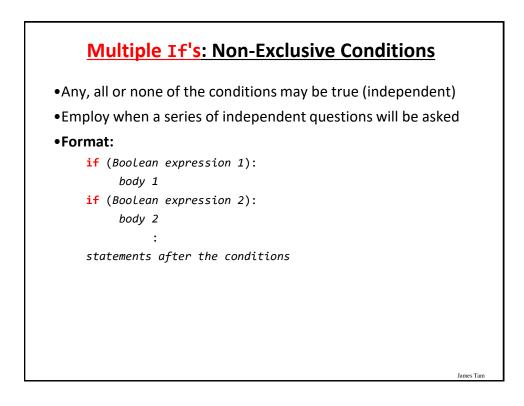
•What's the difference between employing nested decision making and a logical AND?

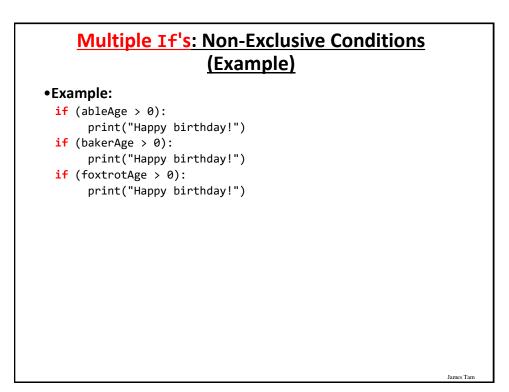
Decision-Making With Multiple Alternatives/Questions

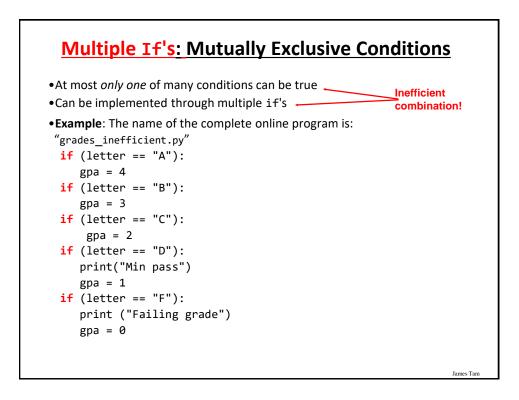
James Tam

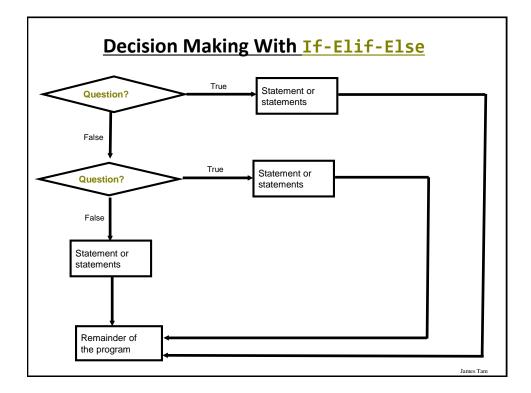
- IF (single question)
 - Checks a condition and executes a body if the condition is true
- IF-ELSE (single question)
 - Checks a condition and executes one body of code if the condition is true and another body if the condition is false
- Approaches for multiple (two or more) questions
 - Multiple IF's
 - IF-ELIF-ELSE

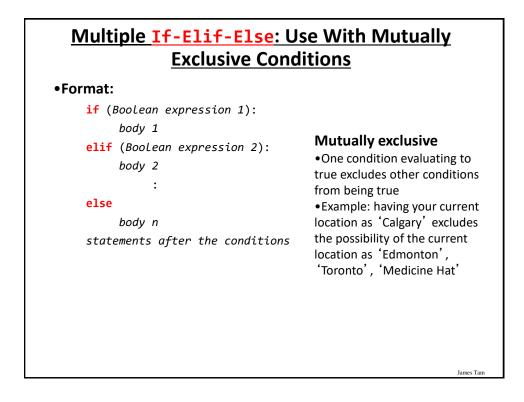


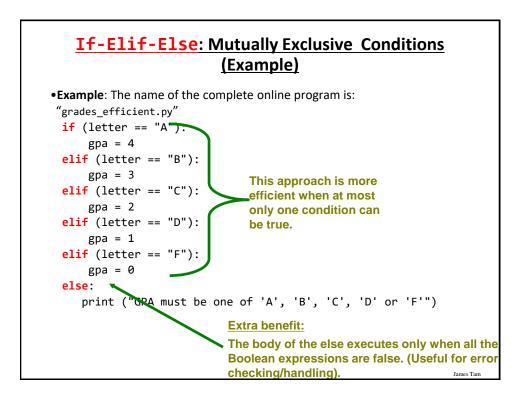


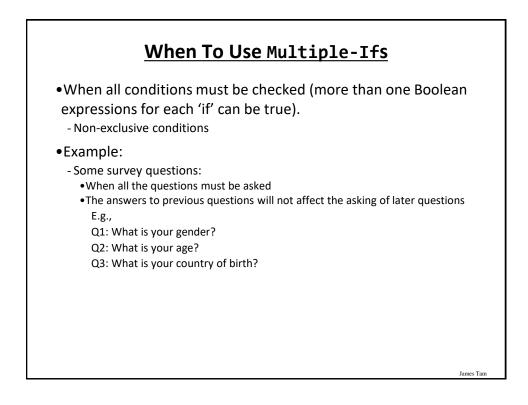


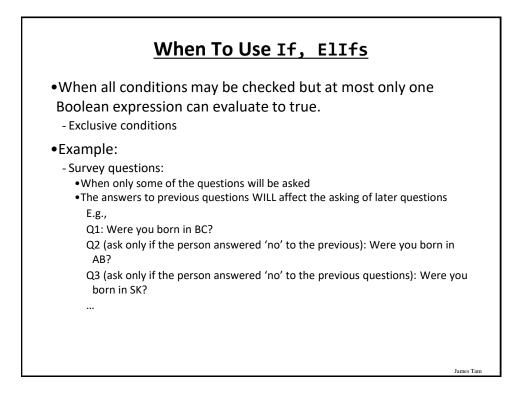


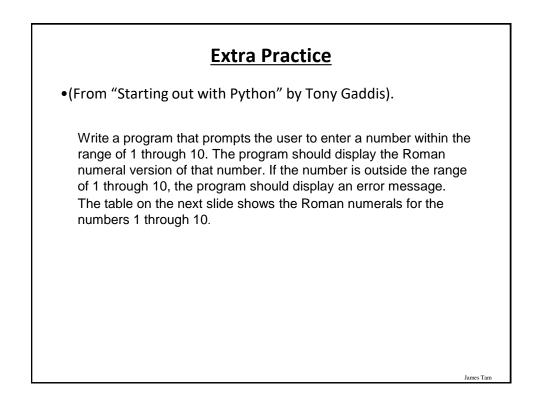












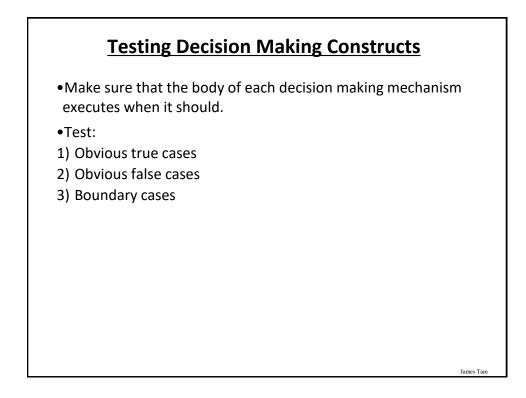
Extra Practice (2)		
Number	Roman Numeral	
1	1	
2	II	
3	III	
4	IV	
5	V	
6	VI	
7	VII	
8	VIII	
9	IX	
10	X	
	James Ta	

Recap: What Decision Making Mechanisms Are Available /When To Use Them

Mechanism	When To Use
If	Evaluate a Boolean expression and execute some code (body) if it's true
If-else	Evaluate a Boolean expression and execute some code (first body: 'if') if it's true, execute alternate code (second body: 'else') if it's false
Multiple if's	Multiple Boolean expressions need to be evaluated with the answer for each expression being independent of the answers for the others (non-exclusive). Separate instructions (bodies) can be executed for each expression.
If-elif- else	Multiple Boolean expressions need to be evaluated but zero or at most only one of them can be true (mutually exclusive). Zero bodies or exactly one body will execute. Also it allows for a separate body (else-case) to execute when all the if-elif Boolean expressions are false.

Recap: When To Use Compound And Nested Decision Making

Mechanism	When To Use
Compound decision making	There may have to be more than one condition to be considered before the body can execute. All expressions must evaluate to true (AND) or at least one expression must evaluate to true (OR).
Nested decision making	The outer Boolean expression ("gate keeper") must be true before the inner expression will even be evaluated. (Inner Boolean expression is part of the body of the outer Boolean expression).



Testing Decisions: An Example

Program name: first_test_example.py

```
num = int(input("Type in a value for num: "))
if (num >= 0):
    print("Num is non-negative. ")
else:
    print("Num is negative. ")
```

Lesson: Avoid Using A Float When An Integer Will Do

James Tam

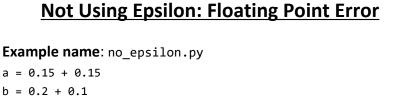
Program name: real_test.py num = 1.0 - 0.55 if (num == 0.45): print("Forty five") else: print("Not forty five") [csl branches 13]> python real_test.py Not forty five

<u>Epsilon</u>

•Because floating point numbers are only approximations of real numbers when performing a comparison "seeing if two numbers are 'close' to each other" sometimes an Epsilon is used instead of zero.

•Epsilon is a very small number.

•If the absolute difference between the numbers is less than the Epsilon then the numbers are pretty close to each other (likely equal).



James Tam

James Tam

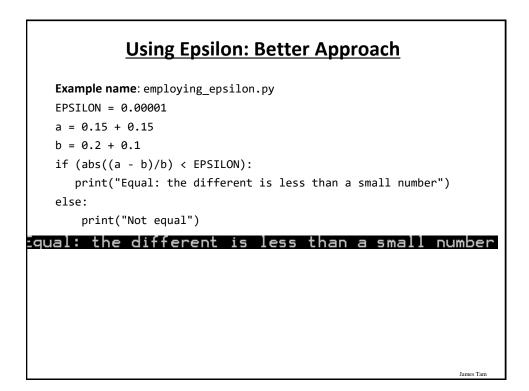
b = 0.2 + 0.1if (a == b):

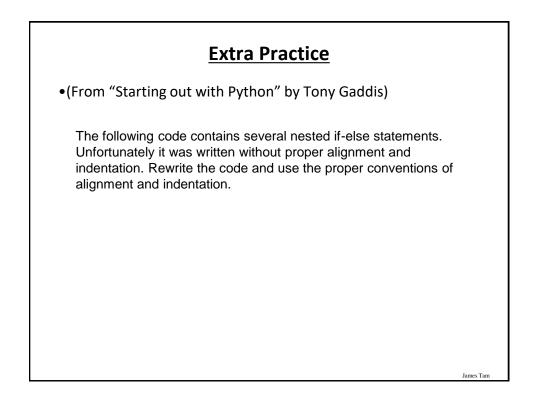
else:

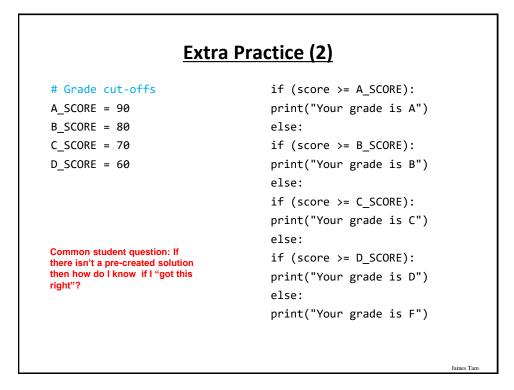
print("Equal")

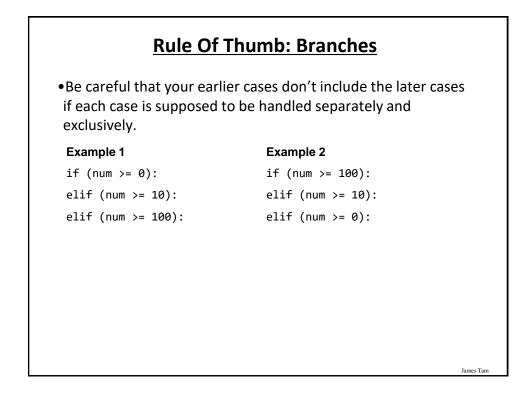
print("Not equal")

C:∖217>python epsilon.py Not equal



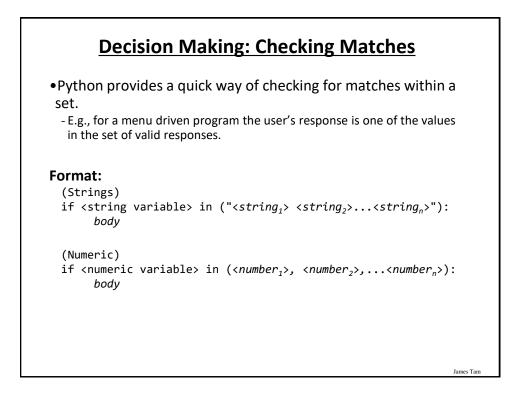






Extra Practice: Grades

```
•Write a program that converts percentages to one of the
following letter grades: A (90 - 100%), B (80 - 89%), C (70 -
79%), D (60 - 69%), F (0 - 59%).
# First approach
if (percentage <= 100) or (percentage >= 90):
letter = 'A'
elif (percentage <= 89) or (percentage >= 80):
letter = 'B'
Etc.
# Second approach
if (percentage <= 100) and (percentage >= 90):
letter = 'A'
elif (percentage <= 89) and (percentage >= 80):
letter = 'A'
Etc.
```



Decision Making: Checking Matches (2)

Example:

```
(String):
if "the" in ("thetheretheir"):
    print("the is a sub-string of thetheretheir ")
else:
    print("not sub-string")
answer = input("Selection: ")
if answer in ("one two seven"):
    print("selection taken")
else:
    print("selection taken")
else:
    print("selection available")
(Numeric):
if num in (1, 2, 3):
    print("in set")
```

```
.<section-header>prove the prove the prove of the prov
```

