

# Control structures

- `input()`
- `if-elif-else`
- `while-break-continue`

# input

- The builtin function `input (message)` prints *message*, and waits for the user provides a line of input and presses return. The line of input is returned as a `str`
- If you e.g. expect input to be an `int`, then remember to convert the input using `int ()`

`name_age.py`

```
name = input("Name: ")  
age = int(input("Age: "))  
print(name, "is", age, "years old")
```

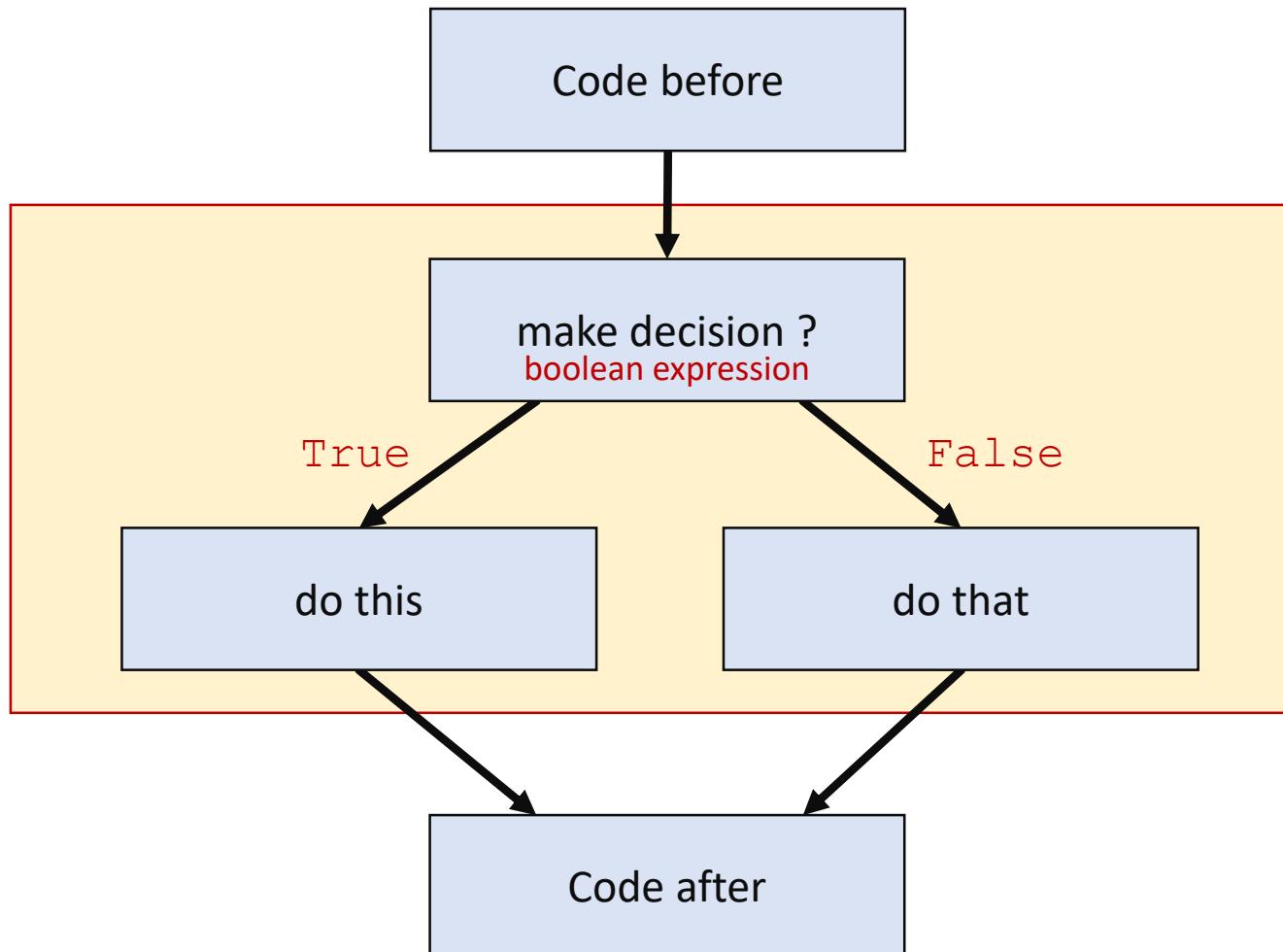
`Output`

Name: Donald Duck

Age: 84

Donald Duck is 84 years old

# Branching – do either this or that ?



# Basic if-else

*if boolean expression:*

identical  
indentation

code

code

code

*else:*

identical  
indentation

code

code

code

**if-else.py**

```
if x%2 == 0:  
    print("even")  
else:  
    print("odd")
```

Identical indentation for a sequence of lines = the same spaces/tabs should precede code

# pass

- `pass` is a Python statement doing nothing. Can be used where a statement is required but you want to skip (e.g. code will be written later)
- Example (bad example, since `else` could just be omitted):

```
if-else.py
if x%2 == 0:
    print("even")
else:
    pass
```

# if-elif-else

```
if condition:  
    code  
elif condition: # zero or more “elfi” ≡ “else if”  
    code  
else: # optional  
    code
```

```
if (condition) {  
    code  
} else if (condition) {  
    code  
} else {  
    code  
}
```

Java, C, C++ syntax

```
if.py  
if x == 0:  
    print("zero")
```

```
if-else.py  
if x%2 == 0:  
    print("even")  
else:  
    print("odd")
```

```
elif.py  
if x < 0:  
    print("negative")  
elif x == 0:  
    print("zero")  
elif x == 1:  
    print("one")  
else:  
    print(">=2")
```

Other languages using indentation for blocking:  
ABC (1976), occam (1983), Miranda (1985)

# Questions – What value is printed?

```
x = 1  
if x == 2:  
    x = x + 1  
else:  
    x = x + 1  
    x = x + 1  
x = x + 1  
print(x)
```

a) 1

b) 2

c) 3

 d) 4

e) 5

f) Don't know

# Nested if-statements

`nested-if.py`

```
if x < 0:
    print("negative")
elif x%2 == 0:
    if x == 0:
        print("zero")
    elif x == 2:
        print("even prime number")
    else:
        print("even composite number")
else:
    if x == 1:
        print("one")
    else:
        print("some odd number")
```

# *if-else expressions*

- A very common computation is

```
if test:  
    x = true-expression  
else:  
    x = false-expression
```

- In Python there is a shorthand for this:

```
x = true-expression if test else false-expression
```

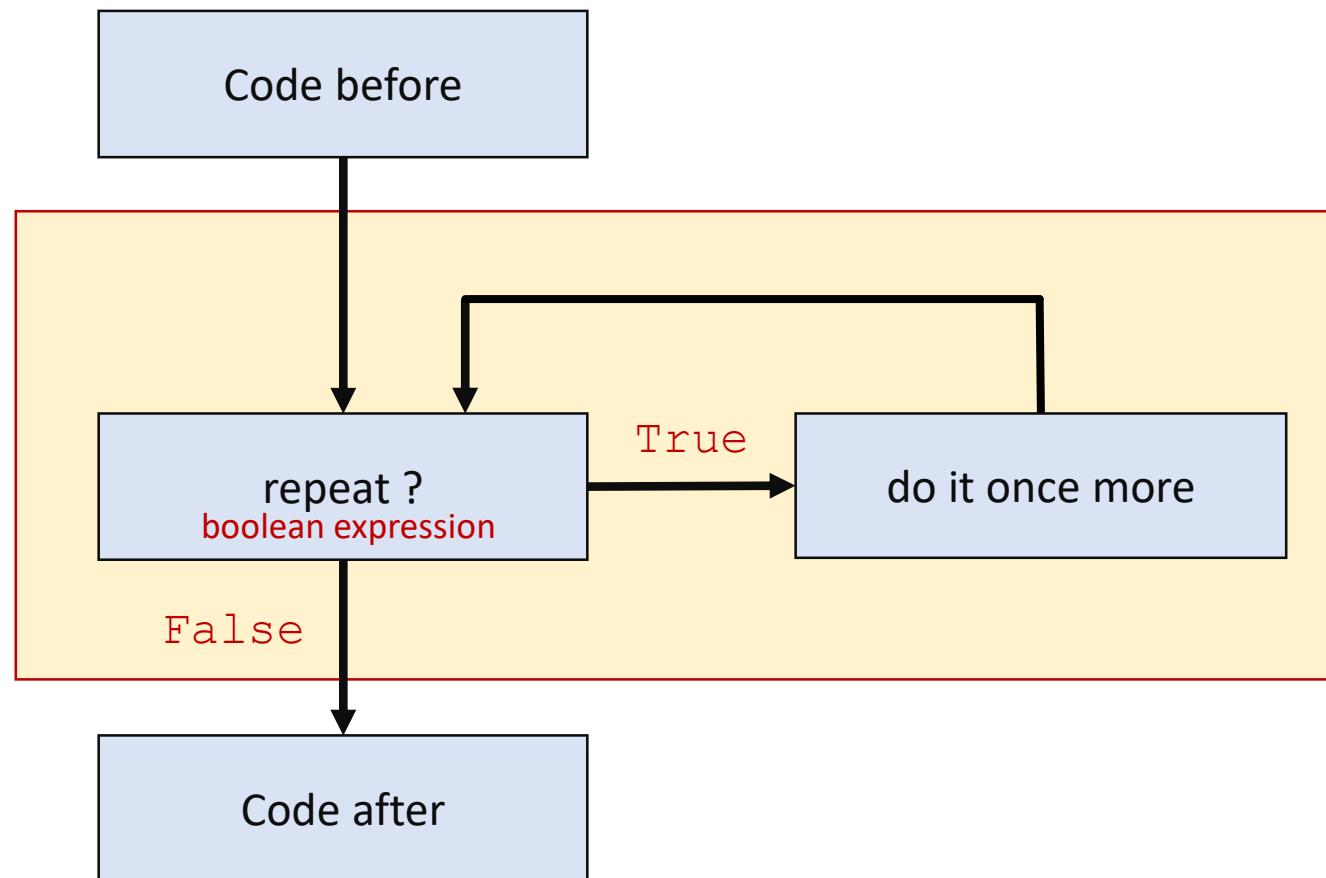
think of this as the  
“common case” and the  
“exceptional case”

(see [What's New in Python 2.5 - PEP 308: Conditional Expressions](#))

- In C, C++ and Java the equivalent notation is (note the different order)

```
x = test ? true-expression : false-expression
```

# Repeat until done



# while-statement

while *condition*:

*code*

...

break # jump to code after while loop

...

continue # jump to condition at the  
... # beginning of while loop

```
while (condition) {  
    code  
}  
Java, C, C++ syntax
```

count.py

```
x = 1  
while x <= 10:  
    print(x)  
    x = x + 1
```

int-sqrt.py

```
low = 0  
high = x+1  
while True: # low <= sqrt(x) < high  
    if low+1 == high:  
        break  
    mid = (high+low) // 2  
    if mid*mid <= x:  
        low = mid  
    continue  
    high = mid  
print(low) # low = floor(sqrt(x))
```