

CMSC201

Computer Science I for Majors

Lecture 04 – Decision Structures

Last Class We Covered

- Python's operators
 - Arithmetic operators
 - Mod and integer division
 - Assignment operators
 - Comparison operators
 - Boolean operators
- The order of operations

Any Questions from Last Time?

Today's Objectives

- To get practice using the Boolean data type
- To understand how to use decision structures
 - One-way (using `if`)
 - Two-way (using `if` and `else`)
 - Multi-way (using `if`, `elif`, and `else`)
- To learn about nested decision structures

Quick Note about `main()`

main ()

- In Lab 2, we introduced the code `def main () :` as the first line of code in our file
- `main ()` is an example of a **function**
- We can use functions to organize our code
 - We'll cover them in detail later this semester

Functions

- For now, think of functions as something similar to a variable
 - Variables hold data
 - Functions hold code
- We use the variable's name to access its data
- We use the function's name to access its code

Using `main()` for Your Code

- From now on, use `main()` in your code
 - It's fine if your HW1 doesn't have `main()`

```
def main():
```

declaring our `main()` function

```
    className = input("What class is this? ")  
    print(className, "is awesome!")
```

```
main()
```

calling our `main()` function

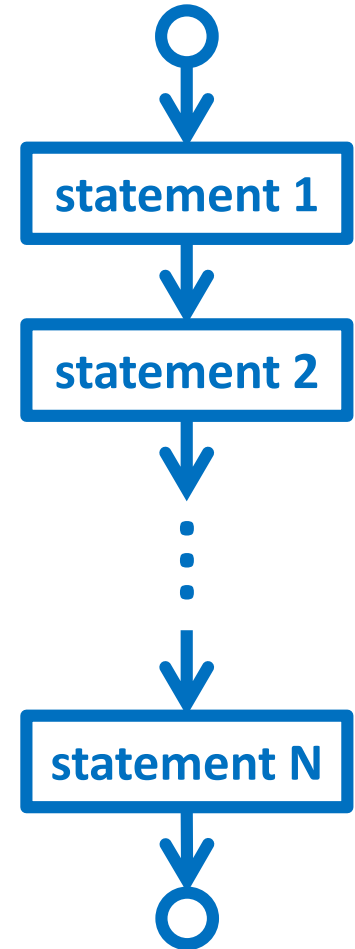
Control Structures

Control Structures

- Structures that control how the program “flows” or operates, and in what order
- Sequence ✓ we've already seen this
- Decision Making what we're covering today
- Looping

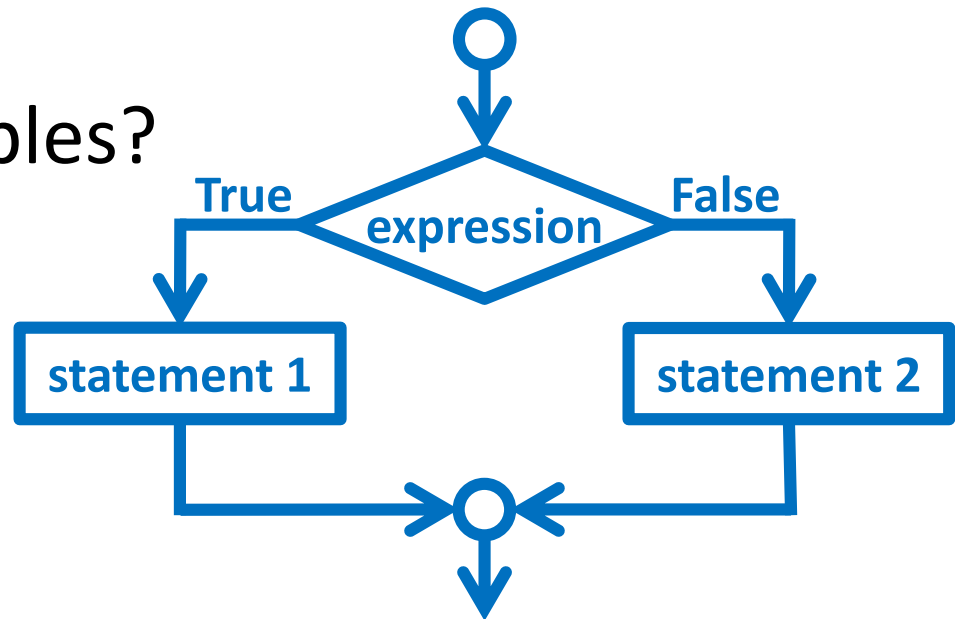
Sequence

- One step after another, with no choices to make
- Homework 1 is full of these
- What are some real life examples?
 - Dialing a phone number
 - Purchasing and paying for groceries



Decision Making

- Selecting one choice from many based on a specific reason or condition
 - If something is true, do **A** ... if it's not, do **B**
- Some real life examples?
 - What homework to work on tonight
 - Choosing where to eat lunch



Decision Making

- Why did we spend so much time on comparison operators and logical operators last time?
- Because we can use them to *control* how our program works and what code it runs
 - Using the decision structures

One-Way Decision Structures

One-Way Decision Structures

- Decision structures let Python make choices
 - Based on some condition

```
def main():  
    weight = float(input("How heavy is your bag? "))  
    if weight > 50:  
        print("That bag is too heavy.")  
        print("There will be a $25 charge.")  
  
    print("Thank you for your business.")
```

```
main()
```

“if” Statements

- The Python `if` statement is used to implement the decision

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

- The **condition** must evaluate to **True** or **False**
- The **body** is a sequence of one or more statements indented under the `if` heading

Formatting Decision Structures

- Each **if** statement must close with a colon
 - Two vertical dots (:)
- Code in the **body** (that is executed as part of the **if** statement) must be indented
 - By four spaces
 - Hitting the “Tab” key in many editors (including emacs) will automatically indent it by four spaces

“if” Semantics

- The semantics of the **if** should be clear
 - First, the condition in the heading is evaluated
 - If the condition is **True**
 - The statements in the body are executed
 - Control passes to the next statement in the program
 - If the condition is **False**
 - The statements in the body are skipped
 - Control passes to the next statement in the program

One-Way Decisions

- The body of the **if** either executes or not depending on the condition
- Control then passes to the next (non-body) statement after the **if**
- This is a *one-way* or *simple* decision



One-Way Example: Temperature

- You're studying abroad, and need to convert the temperature from Celsius to Fahrenheit

```
def main():  
    celsius = float(input("What is temp in Celsius? "))  
    fahrenheit = 9/5 * celsius + 32  
  
    print("The temperature is", fahrenheit, \  
          "degrees Fahrenheit.")  
  
main()
```

Temperature Warnings

- Let's now modify the program to print a warning when the weather is extreme
- Any temperature that is...
 - Over 95 degrees Fahrenheit
 - Will cause a hot weather warning
 - Lower than 32 degrees Fahrenheit
 - Will cause a cold weather warning

Temperature Example Code

```
def main():
    celsius = float(input("What is temp in Celsius? "))
    fahrenheit = 9 / 5 * celsius + 32
    print("The temperature is", fahrenheit, \
          "degrees Fahrenheit.")
    if fahrenheit > 95:
        print("It's really hot out there, be careful!")
    if fahrenheit < 32:
        print("Brrrrrr. Be sure to dress warmly!")

main()
```

Temperature Example Code

```
def main():  
    celsius = float(input("What is temp in Celsius? "))  
    fahrenheit = 9 / 5 * celsius + 32  
    print("The temperature is", fahrenheit, \  
          "degrees Fahrenheit.")  
    if fahrenheit > 95:  
        print("It's really hot out there, be careful!")  
    if fahrenheit < 32:  
        print("Brrrrrr. Be sure to dress warmly!")
```

main()

this is the
main level of
our program

this level of the code is
only executed if
fahrenheit > 95

this level of the code is
only executed if
fahrenheit < 32

Two-Way Decision Structures

Two-Way Decisions

- In Python, a *two-way decision* can be used by adding an **else** clause onto an **if** clause
- This is called an **if-else** decision structure:

```
if <condition>:  
    <codeA statements>  
else:  
    <codeB statements>
```

How Python Handles `if-else`

- Python will evaluate the condition, and then...
 - If the condition is **True**, the set of **codeA** statements under the **if** are executed
 - If the condition is **False**, the set of **codeB** statements under the **else** are executed
- The code that comes after the `if-else` is executed only after one of the sets of statements is executed

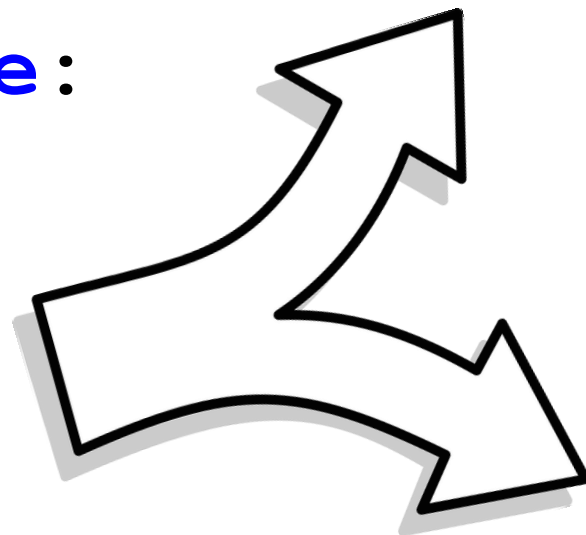
Two-Way Code Framework

```
if theCondition == True:
```

```
    <codeA statements>
```

```
else:
```

```
    <codeB statements>
```



- Only execute **codeA** if **theCondition** is True
- If **theCondition** is not True, run **codeB**

Simple Two-Way Example

```
def main():  
    x = int(input("What is the value of x? "))  
    if x > 5:  
        print("X is larger than five!")  
    else:  
        print("X is less than or equal to five!")
```

main()

this is the
main level of
our program

this statement is
only executed if
 $x > 5$ is True

this statement is
only executed if
 $x > 5$ is False

only one of these will execute

Simple Two-Way Example #2

```
def main():  
    num = int(input("Enter a number: "))  
  
    if num % 2 == 0:  
        print("Your number is even.")  
    else:  
        print("Your number is odd.")  
  
    print(num, "is a good number!")  
main()
```

when is this
line executed?

Multi-Way Decision Structures

Bigger (and Better) Decision Structures

- One-way and two-way structures are limited
- What if we have multiple exclusive outcomes?
 - **Exclusive** outcomes do not overlap with each other
 - *e.g.*, value of a playing card, letter grade in a class
- What could we use to represent these?

“elif” Statements

- The Python `elif` statement is used to handle additional exclusive conditions
 - Must have a “starting” `if` statement
 - The `elif` statements must have a *condition*

short for
“else if”



```
if <condition1>:  
    <codeA statements>  
elif <condition2>:  
    <codeB statements>
```


Multi-Way Code Framework

```
if <condition1>:
```

```
    <codeA statements>
```

```
elif <condition2>:
```

```
    <codeB statements>
```

```
elif <condition3>:
```

```
    <codeC statements>
```

```
# more "elif" statements if needed
```

```
else:
```

```
    <codeD statements>
```

as many "elif"
cases as are needed

"else"
statement
is optional



Multi-Way Decision Example

- A computer science professor gives a five-point quiz at the beginning of every class
- Possible grades are as follows:

5 points: A	3 points: C	1 point: F
4 points: B	2 points: D	0 points: F
- To print out the letter grade based on the raw points, what would the code need to look like?

Multi-Way Decision Solution

```
def main():
    score = int(input("Your quiz score out of 5: "))
    if score == 5:
        print("You earned an A")
    elif score == 4:
        print("You earned a B")
    elif score == 3:
        print("You earned a C")
    elif score == 2:
        print("You earned a D")
    else:
        print("You failed the quiz")
```

```
main()
```

Multi-Way Decision Solution

```
def main():  
    score = int(input("Your quiz score out of 5: "))  
    if score == 5:  
        print("You earned an A")  
    elif score == 4:  
        print("You earned a B")  
    elif score == 3:  
        print("You earned a C")  
    elif score == 2:  
        print("You earned a D")  
    else:  
        print("You failed the quiz")
```

these are five
separate statements

since this is an
if-elif-else
block, only one of the
five statements
will be executed

main()

Multi-Way Decision Solution

```
def main():  
    score = int(input("Your quiz score out of 5: "))  
    if score == 5:  
        print("You earned an A")  
    elif score == 4:  
        print("You earned a B")  
    elif score == 3:  
        print("You earned a C")  
    elif score == 2:  
        print("You earned a D")  
    else:  
        print("You failed the quiz")
```

How would
you update
this to handle
floats?

```
main()
```

Multi-Way Decision Solution

```
def main():  
    score = float(input("Your quiz score out of 5: "))  
    if score >= 5:  
        print("You earned an A")  
    elif score >= 4:  
        print("You earned a B")  
    elif score >= 3:  
        print("You earned a C")  
    elif score >= 2:  
        print("You earned a D")  
    else:  
        print("You failed the quiz")  
  
main()
```

How would you update this to handle floats?

What would happen if we just used "if" statements instead?

Multi-Way Decision Solution

```
def main():  
    score = float(input("Your quiz score out of 5: "))  
    if score >= 5:  
        print("You earned an A")  
    if score >= 4:  
        print("You earned a B")  
    if score >= 3:  
        print("You earned a C")  
    if score >= 2:  
        print("You earned a D")  
    else:  
        print("You failed the quiz")  
  
main()
```

What would print
out for a score of 5?

You earned an A
You earned a B
You earned a C
You earned a D

Using only “if” statements
give us the wrong answer!

Exclusive Conditions

- Using the **if-elif-else** block lets you have exclusive conditions more easily
 - No need to check `if score < 5 and score >= 4`
- Also, with a block, the **else** is only used if none of the other conditionals are **True**
- The **if-elif-else** block is evaluated from the top down, so the order of statements does matter

Nested Decision Structures

Nested Decision Structures

- Up until now, we have only used a single level of decision making
- What if we want to make decisions within decisions?
- These are called *nested* decision structures

Nested Decision Structures

- Python allows you to nest decision structures
 - As many levels deep as you want
 - Nesting can occur inside **if**, **elif**, or **else** statements
- Only “rule” is that every inside level must start with an “**if**”
 - Having matching **elifs** or an **else** is not required



Nested Decision Structure Example

- For example, we may
 - Ask the user if they have a pet
 - **if** they have a pet
 - Ask the user what type of pet
 - **if** they have a dog, take it for a walk
 - **elif** they have a cat, clean the litter box
 - **else** clean the cage/stable/tank

Nested Decision Structure Example

```
def main():  
    ans = input("Do you have a pet? (yes/no) ")  
  
    if ans != "no":  
        pet = input("What kind of pet do you have? ")  
  
        if pet == "dog":  
            print("Take it for a walk")  
        elif pet == "cat":  
            print("Clean the litter box")  
        else:  
            print("Clean the cage/stable/tank")  
  
main()
```

Nested Decision Structures Code

```
if <condition1>:  
    if <condition2>:  
        <codeA statements>  
    elif <condition3>:  
        <codeB statements>  
    else:  
        <codeC statements>  
else:  
    <codeD>
```

Nested Decision Structures Code

```
if <condition1>:  
    if <condition2>:  
        <codeA statements>  
    elif <condition3>:  
        <codeB statements>  
    else:  
        <codeC statements>  
else:  
    <codeD>
```

this is the main level
of our program:
an if-else block

this is the next level,
inside the first
if statement

codeA, codeB, and codeC
are separate statements

since this is an
if-elif-else
block, only one of them
will be executed

if condition1 was false,
Python will go straight here
and execute codeD

Nested Decision Structure Example

- You recently took a part-time job to help pay for your student loans at a local cell phone store
- If you sell at least \$1000 worth of phones in a pay period, you get a bonus
 - Your bonus is 3% if you sold at least 3 iPhones, otherwise your bonus is only 2%

Nested Decision Solution

```
def main():
    totalSales = float(input("Please enter your total sales:"))

    if totalSales >= 1000.00:
        # only ask this if they are eligible for a bonus
        iPhonesSold = int(input("Enter the number of iPhones sold:"))

        if iPhonesSold >= 3:
            bonus = totalSales * 0.03
        else:
            bonus = totalSales * 0.02

        print("Your bonus is $", bonus)

    else:
        print("Sorry, you do not get a bonus this pay period.")

main()
```

Daily emacs Shortcut

- **CTRL+A**
 - Moves your cursor to the front of the line
 - (To remember: A is at the *front* of the alphabet)

- **CTRL+E**
 - Moves your cursor to the end of the line
 - (To remember: E stands for “end”)

Announcements

- Your discussions started this week!
- HW 1 is out on Blackboard now
 - You must complete a Quiz to see it
 - Due by Friday (Sept 15th) at 8:59:59 PM
- Pre Lab 3 Quiz will come out Friday @ 10 AM
 - Must be completed by 10 AM Monday morning

Image Sources

- One way sign (adapted from):
 - <https://pixabay.com/p-438122>
- Splitting arrow:
 - <https://pixabay.com/p-154512/>
- Three decisions:
 - <https://pixabay.com/p-1020289/>
- Nest with eggs (adapted from):
 - <https://pixabay.com/p-1485378>