



Conditional Statements

Code Girls 2021-22



Basic Data Types

- int
 - You can also do other bases!
- float (values with a decimal point)
 - 4.2, 4.0, 0.2,
- complex
- str
- bool
 - True or False

Prefix	Interpretation	Base
0b (zero + lowercase letter 'b') 0B (zero + uppercase letter 'B')	Binary	2
0o (zero + lowercase letter 'o') 0O (zero + uppercase letter 'O')	Octal	8
0x (zero + lowercase letter 'x') 0X (zero + uppercase letter 'X')	Hexadecimal	16

```
>>> 2+3j
(2+3j)
>>> type(2+3j)
<class 'complex'>
```

```
>>> 4.2
4.2
>>> type(4.2)
<class 'float'>
>>> 4.
4.0
>>> .2
0.2

>>> .4e7
4000000.0
>>> type(.4e7)
<class 'float'>
>>> 4.2e-4
0.00042
```



str

- Single or double quotes
- Escape sequences
 - Use a backslash (\)
 - Apply special interpretation to characters in a string

\"	Print the next character as a double quote, not a string closer
\'	Print the next character as a single quote, not a string closer
\n	Print a new line character (remember our print statements?)
\t	Print a tab character
\r	Print a carriage return (not used very often)
\\$	Print the next character as a dollar, not as part of a variable
\\	Print the next character as a backslash, not an escape character



str

- Raw Strings
 - Preceded by r or R
 - `print(r'foo\nbar')` or `print(R'foo\\bar')`
 - Backslashes aren't translated and are left in the string
- Triple-Quoted Strings
 - Single quotes, double quotes, and newlines can be included without escaping them



Type Conversion

Function	Description
<code>ascii()</code>	Returns a string containing a printable representation of an object
<code>bin()</code>	Converts an integer to a binary string
<code>bool()</code>	Converts an argument to a Boolean value
<code>chr()</code>	Returns string representation of character given by integer argument
<code>complex()</code>	Returns a complex number constructed from arguments
<code>float()</code>	Returns a floating-point object constructed from a number or string

<code>hex()</code>	Converts an integer to a hexadecimal string
<code>int()</code>	Returns an integer object constructed from a number or string
<code>oct()</code>	Converts an integer to an octal string
<code>ord()</code>	Returns integer representation of a character
<code>repr()</code>	Returns a string containing a printable representation of an object
<code>str()</code>	Returns a string version of an object
<code>type()</code>	Returns the type of an object or creates a new type object



Random

`import random`

<code>getrandbits(k)</code>	Returns a Python integer with k random bits
<code>randrange(start, stop[, step])</code>	Returns a random integer from the range
<code>randint(a, b)</code>	Returns a random integer between a and b inclusive
<code>choice(seq)</code>	Return a random element from the non-empty sequence
<code>shuffle(seq)</code>	Shuffle the sequence
<code>sample(population, k)</code>	Return a k length list of unique elements chosen from the population sequence
<code>random()</code>	Return the next random floating point number in the range [0.0, 1.0)
<code>uniform(a, b)</code>	Return a random floating point number between a and b inclusive
<code>triangular(low, high, mode)</code>	Return a random floating point number between low and high, with the specified mode between those bounds



Conditional Operators

- Return boolean (True or False)
- Important for if/elif/else statements

Operator	Name	Example
<code>==</code>	Equal	<code>5 == 5</code>
<code>!=</code>	Not equal	<code>26 != 3</code>
<code>></code>	Greater than	<code>100 > 67</code>
<code><</code>	Less than	<code>89 < 216</code>
<code>>=</code>	Greater than or equal to	<code>90 >= 54</code>
<code><=</code>	Less than or equal to	<code>23 <= 77</code>



Syntax of if/else

if ([statement]):

 [do stuff]

elif ([statement]):

 [do stuff]

else:

 [do stuff]

if ([statement]):

 [do stuff]

else:

 [do stuff]

if ([statement]):

 [do stuff]

elif ([statement]):

 [do stuff]

elif ([statement]):

 [do stuff]

else:

 [do stuff]



Practice - Die Simulator

- **Die Simulator (Demo)**
 - Roll a standard 6-sided (or higher) die
 - Display number and die face to user

Replit link:

<https://replit.com/@CodeGirls1/21-22-Python-Lecture-2-DieRoller?v=1>



Practice - Rock, Paper, Scissors

- **Rock, Paper, Scissors**
 - Ask user input
 - Display computer's random choice
 - Print out win/loss/tie

Replit link:

<https://replit.com/@CodeGirls1/21-22-Python-Lecture-2-Rock-Paper-Scissors?v=1>



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