

The Practice of Computing Using

# PYTHON

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**Chapter 2**

**Control**



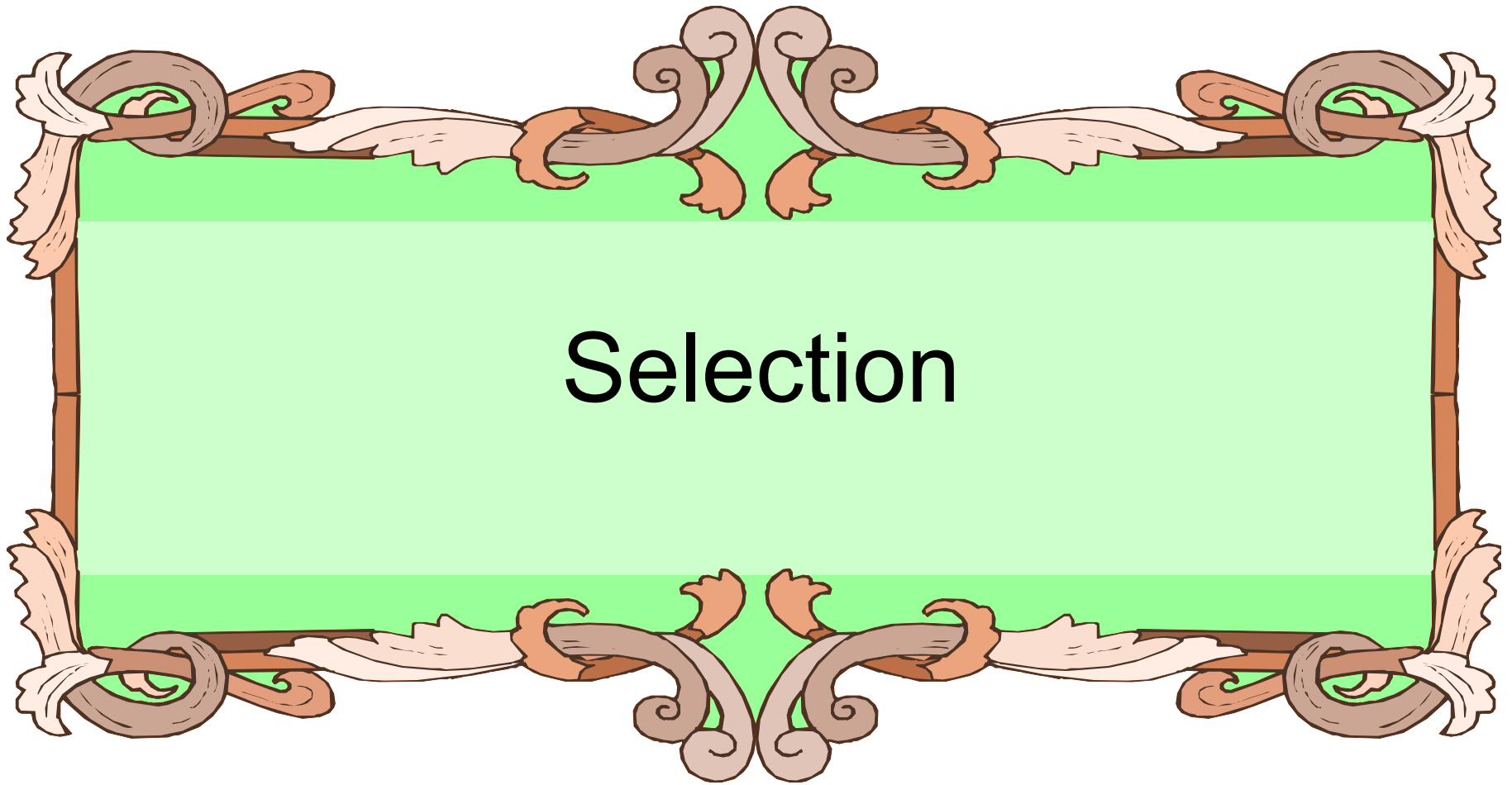
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# Control: A Quick Overview

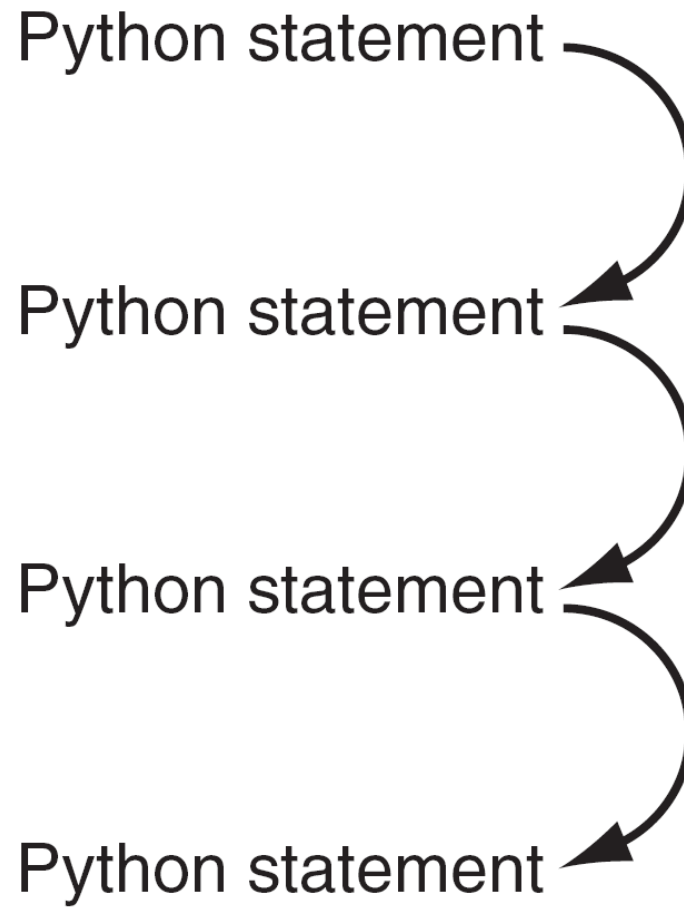




# Selection

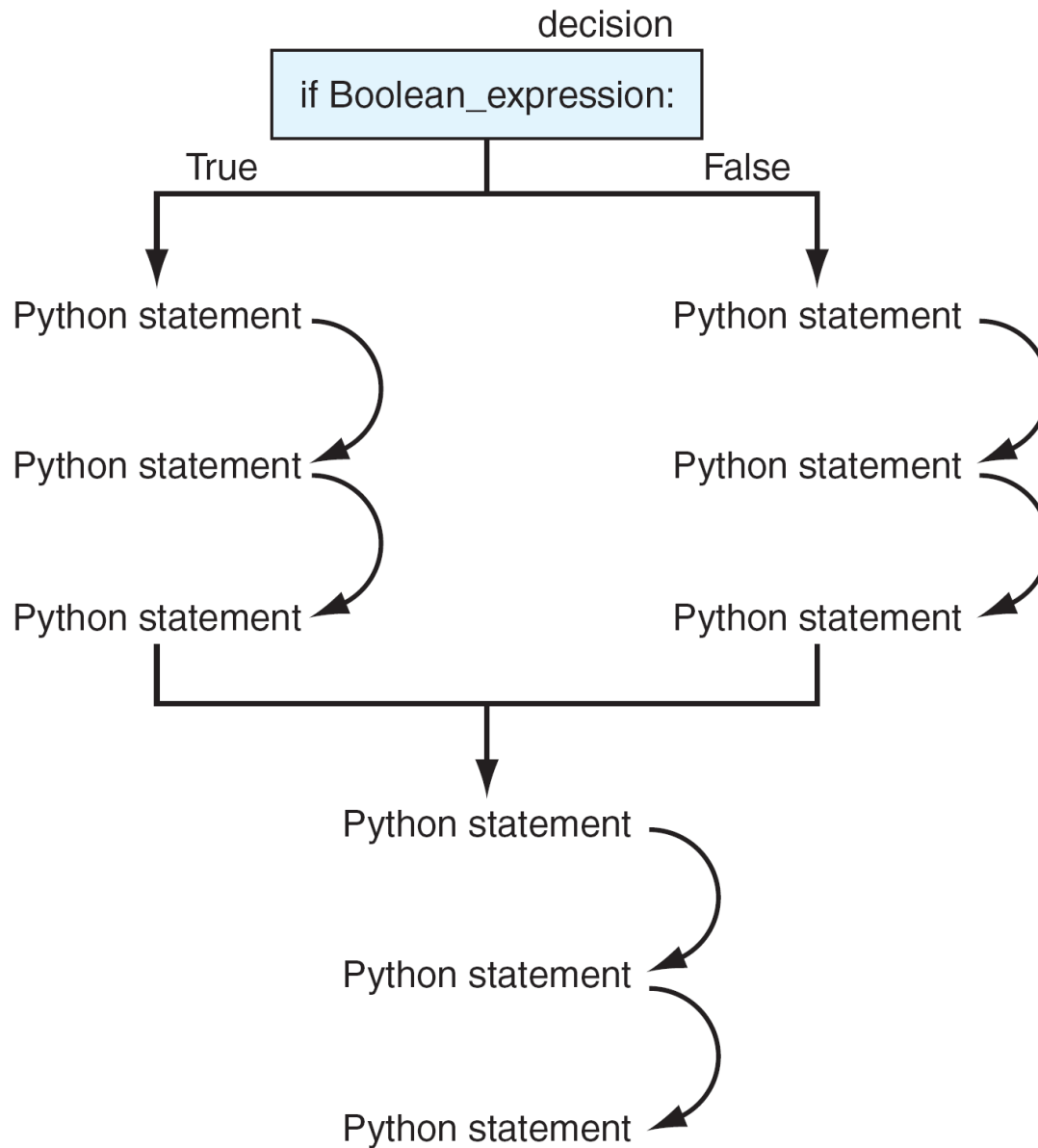
- Selection is how programs make choices, and it is the process of making choices that provides a lot of the power of computing





**FIGURE 2.1** Sequential program flow.





**FIGURE 2.2** Decision making flow of control.



# Relational Operators

- Less than: <
- Greater than: >
- Equal to: == (Not the same as =)
- Not equal to: !=
- Less than or equal to: <=
- Greater than or equal to: >=



# Python if Statement

- if boolean expression :
  - suite
- evaluate the boolean (True or False)
- if True, execute all statements in the suite





# Warning About Indentation

- Elements of the “suite” must all be indented the same number of spaces/tabs
- Python only recognizes suites when they are indented the same “distance”
- You must be careful to get the indentation right to get suites right.



# Python Selection, Round 2

if boolean expression:

    suite1

else:

    suite2

The process is:

- evaluate the boolean
- if True, run suite1
- if False, run suite2



# Safe Lead in Basketball

- Algorithm due to Bill James ([www.slate.com](http://www.slate.com))
- under what conditions can you safely determine that a lead in a basketball game is insurmountable?



# The Algorithm

- Take the number of points one team is ahead
- Subtract three
- Add  $\frac{1}{2}$  point if team that is ahead has the ball, subtract  $\frac{1}{2}$  point otherwise
- Square the result
- If the result is greater than the number of seconds left, the lead is safe



## Code Listing 2.5



```
# 3. Add a half-point if the leading team has the ball,  
# subtract a half-point if the other team has the ball.
```

```
has_ball = raw_input("Does the lead team have\  
the ball (Yes or No): ")
```

```
if has_ball == 'Yes':  
    points = points + 0.5  
else:  
    points = points - 0.5
```



## Code Listing 2.6



```
# 3. Add a half-point if the leading team has the ball,  
# subtract a half-point if the other team has the ball.
```

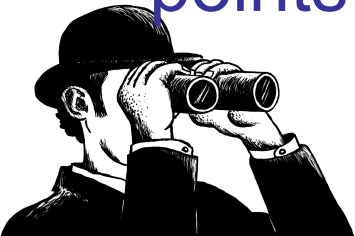
```
has_ball = raw_input("Does the lead team have\  
the ball (Yes or No): ")
```

```
if has_ball == 'Yes':  
    points = points + 0.5
```

```
else:  
    points = points - 0.5
```

```
# numbers less than 0 become 0
```

```
if points < 0:  
    points = 0
```





## Code Listing 2.8



```
# 5. If the result is greater than the number of seconds  
# left in the game, the lead is safe.
```

```
seconds = int(raw_input("Enter the number of\  
seconds remaining: "))
```

```
if points > seconds:  
    print "Lead is safe."  
else:  
    print "Lead is not safe."
```



# Repetition: A Quick Overview



# Repeating Statements

- Besides selecting which statements to execute, a fundamental need in a program is repetition
  - repeat a set of statements under some conditions
- With both selection and repetition, we have the two most necessary programming statements



# While and For Statements

- The while statement is the more general repetition construct. It repeats a set of statements while some condition is True.
- The for statement is useful for iteration, moving through all the elements of data structure, one at a time.

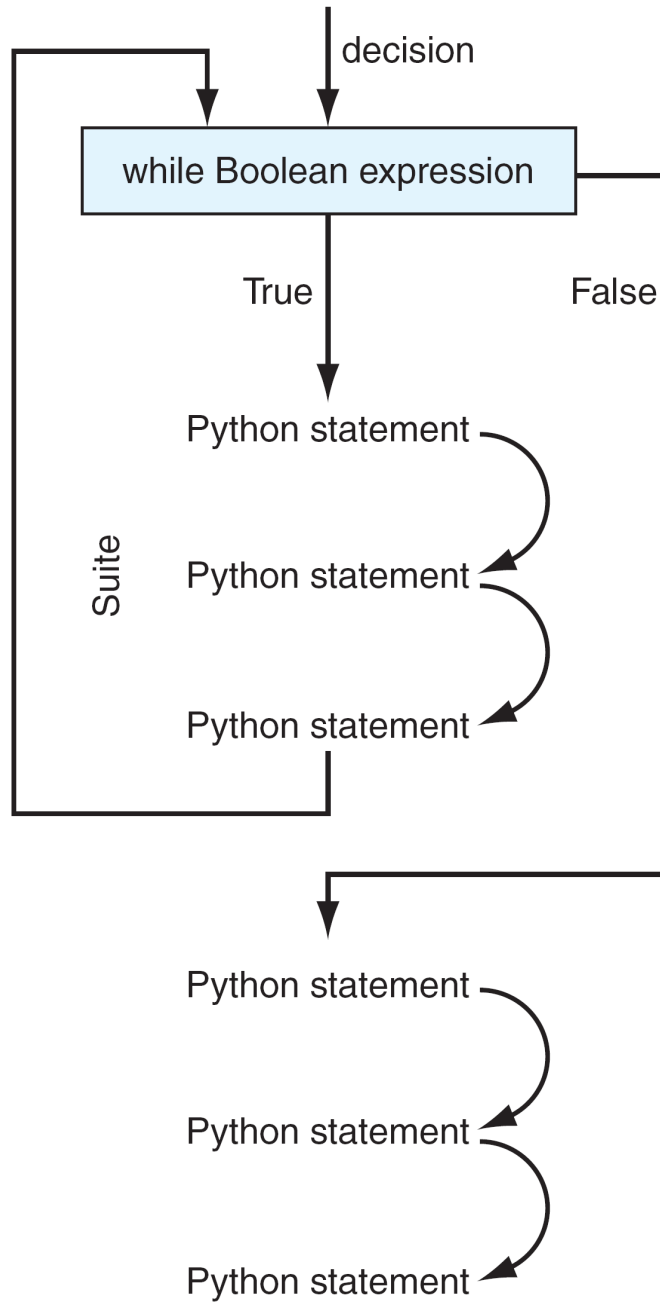


# while Loop

- Top-tested loop (pretest)
  - test the boolean before running
  - test the boolean before each iteration of the loop

while boolean expression:  
statementSuite





**FIGURE 2.3** *while* loop.



# Repeat While the Boolean is True

- while loop will repeat the statements in the suite while the boolean is True (or its Python equivalent)
- If the boolean expression never changes during the course of the loop, the loop will continue forever.





# Code Listing 2.10



```
# simple while
```

```
x_int = 0    # initialize loop-control variable
```

```
# test loop-control variable at beginning of loop
```

```
while x_int < 10:
```

```
    print x_int,      # print x_int each time
```

```
    x_int = x_int + 1 # change loop variable
```

```
# bigger than value printed in loop!
```

```
print
```

```
print "Final value of x_int: ", x_int
```



# General Approach to a While

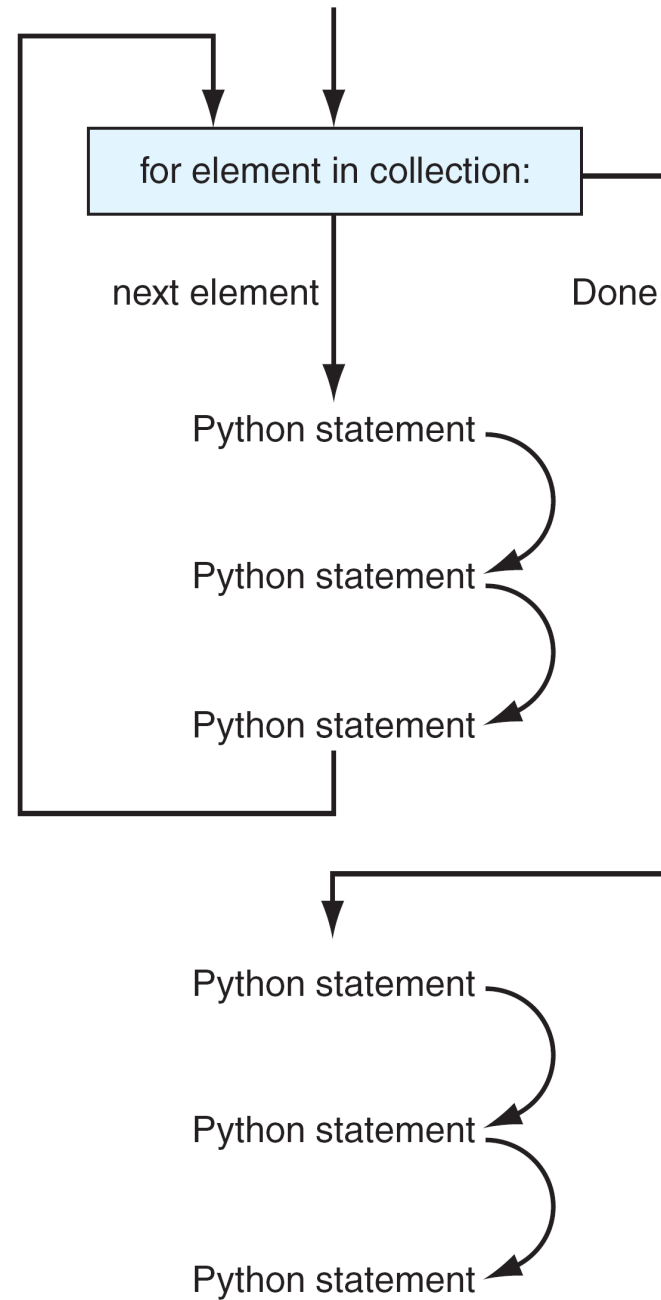
- outside the loop, initialize the boolean
- somewhere inside the loop you perform some operation which changes the state of the program, eventually leading to a False boolean and exiting the loop
- Have to have both!



# For and Iteration

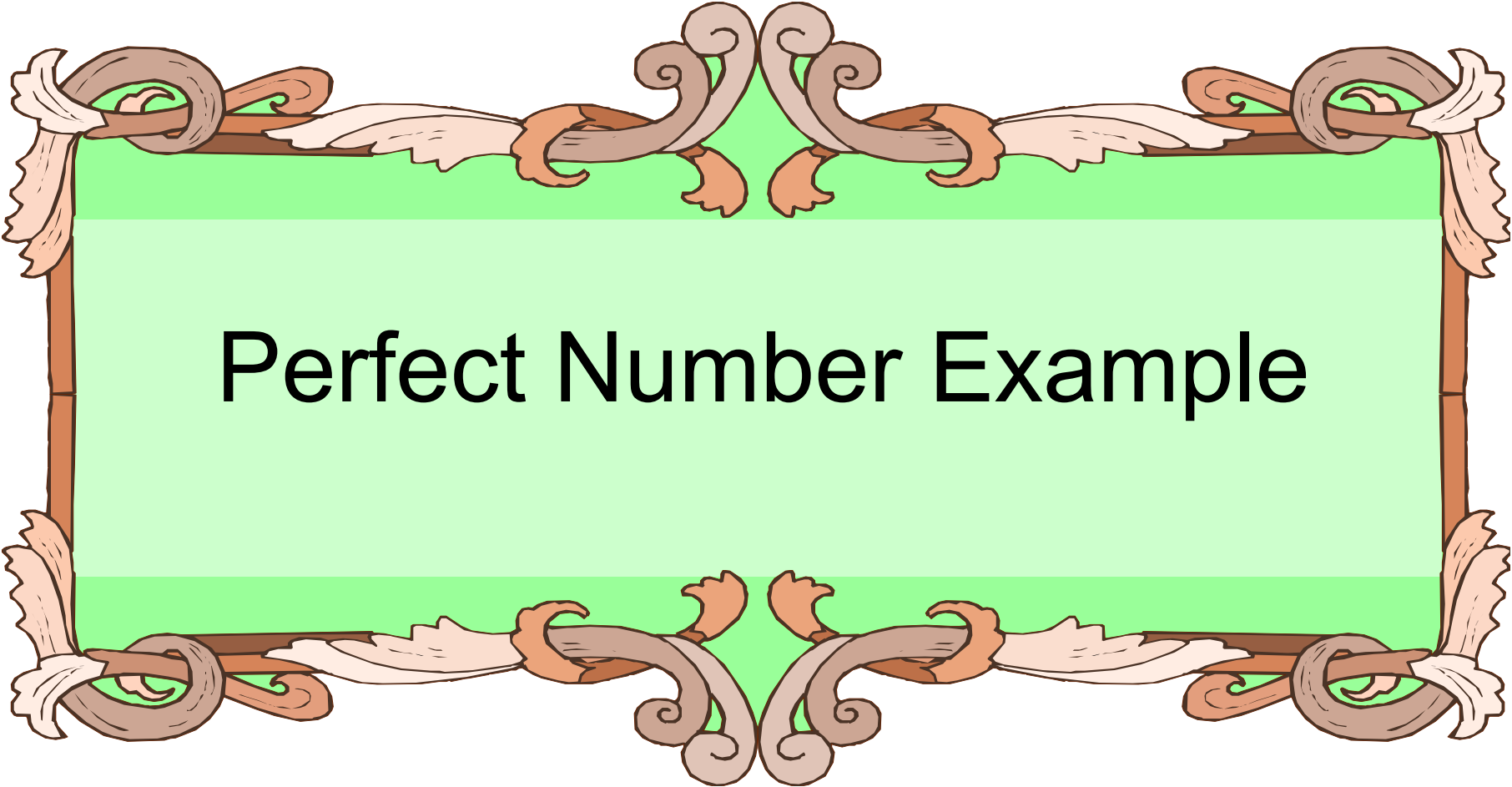
- One of Python's strengths is its rich set of built-in data structures
- The for statement is a common statement for manipulation of a data structure
  - for each element in the datastructure
    - perform some operation on that element





**FIGURE 2.4** Operation of a *for* loop.





# Perfect Number Example



# A Perfect Number

- numbers and their factors were mysterious to the Greeks and early mathematicians
- They were curious about the properties of numbers as they held some significance
- A perfect number is a number whose sum of factors (excluding the number) equals the number
- First perfect number is:  $6 (1+2+3)$



# Abundant, Deficient

- abundant numbers summed to more than the number.
  - 12:  $1+2+3+4+6 = 16$
- deficient numbers summed to less than the number.
  - 13: 1





# Design

- prompt for a number
- for the number, collect all the factors
- once collected, sum up the factors
- compare the sum and the number and respond accordingly





Code Listing 2.13  
Check Perfection



```
if theNum == sumOfDivisors:  
    print theNum, "is perfect"  
else:  
    print theNum, "is not perfect"
```





## Code Listing 2.14 Finding Factors



divisor = 1

sumOfDivisors = 0

while divisor < theNum:

    if theNum % divisor == 0: # divisor evenly

        # divides theNum

        sumOfDivisors = sumOfDivisors + divisor

    divisor = divisor + 1



# Improving the Perfect Number Program

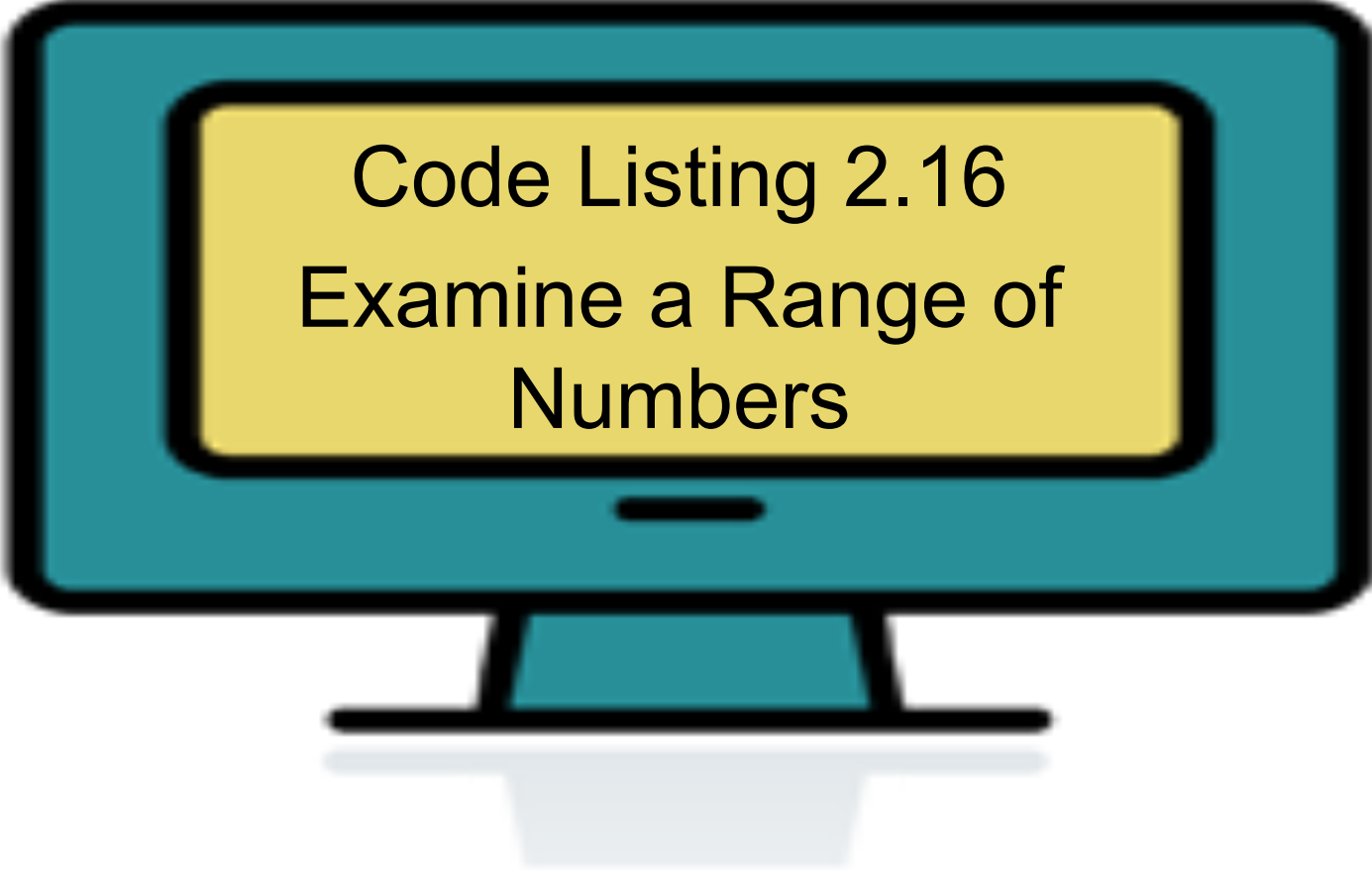
Work with a range of numbers

For each number in the range of numbers:

- collect all the factors
- once collected, sum up the factors
- compare the sum and the number and respond accordingly

Print a summary





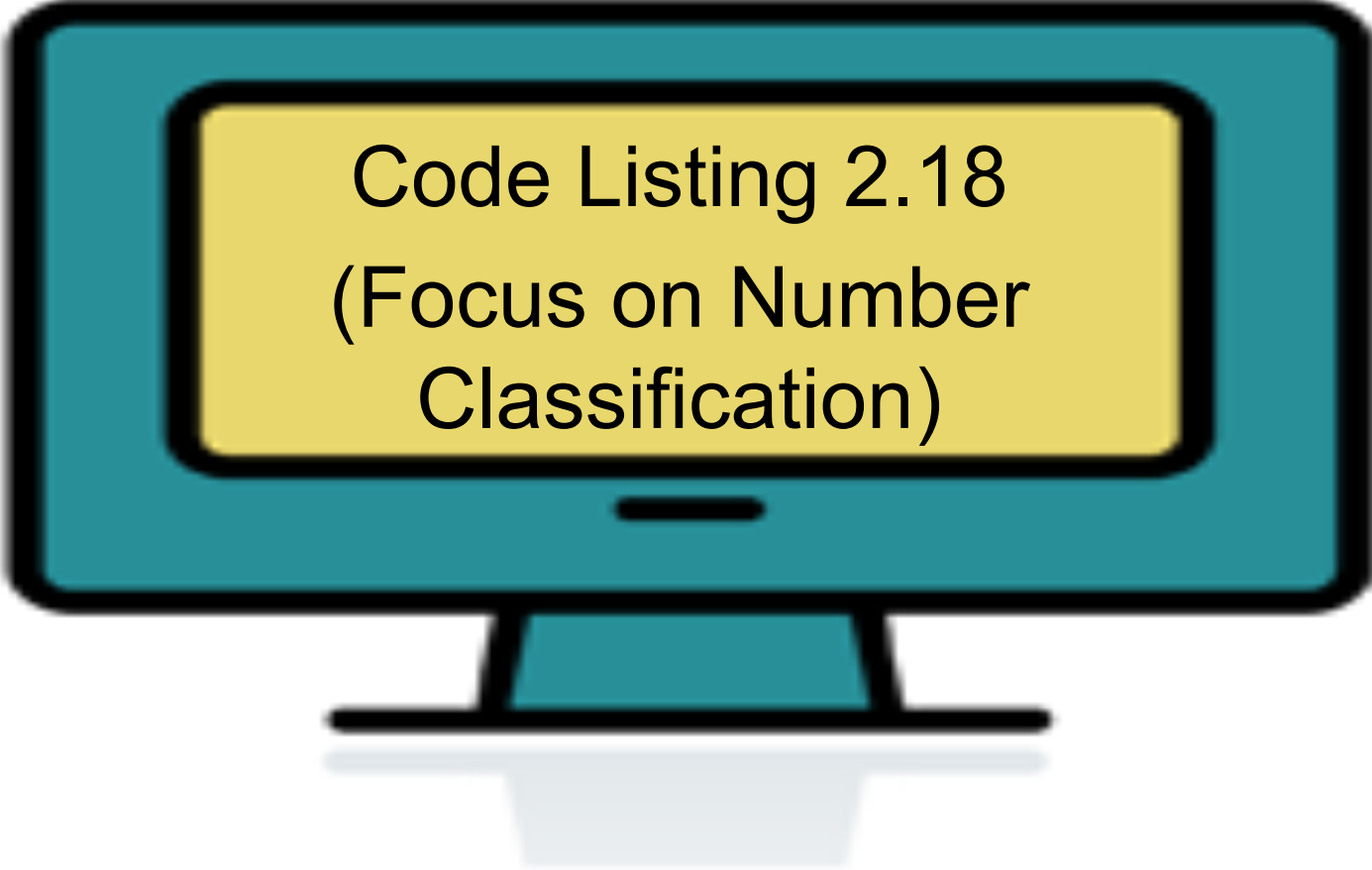
Code Listing 2.16  
Examine a Range of  
Numbers



```
topNumStr = raw_input("What is the upper\  
                                number for the range:")  
topNum = int(topNumStr)  
theNum=2  
while theNum <= topNum:  
    # sum the divisors of theNum  
    # classify the number based on its divisor  
    sum  
    theNum += 1
```





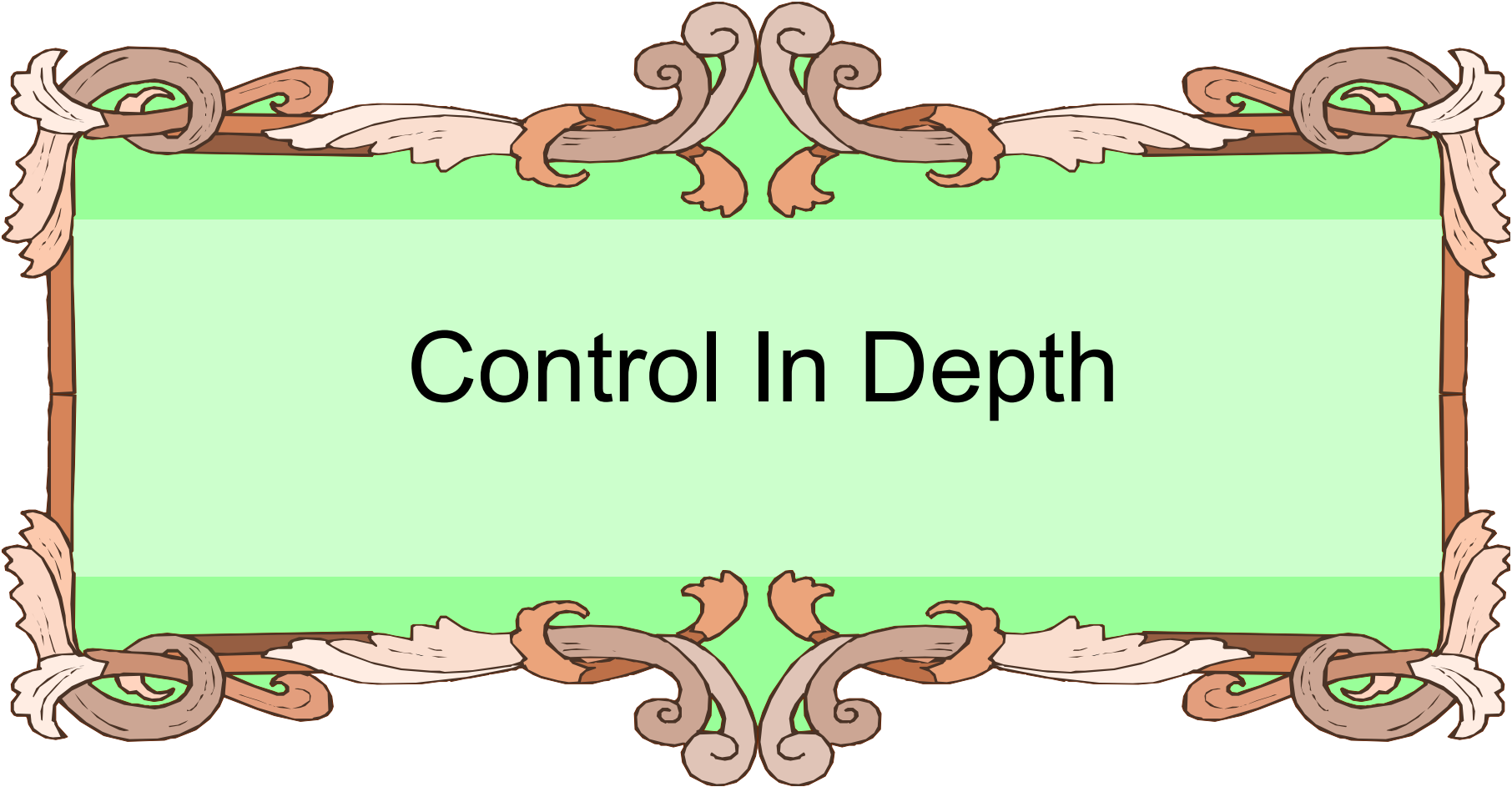


Code Listing 2.18  
(Focus on Number  
Classification)



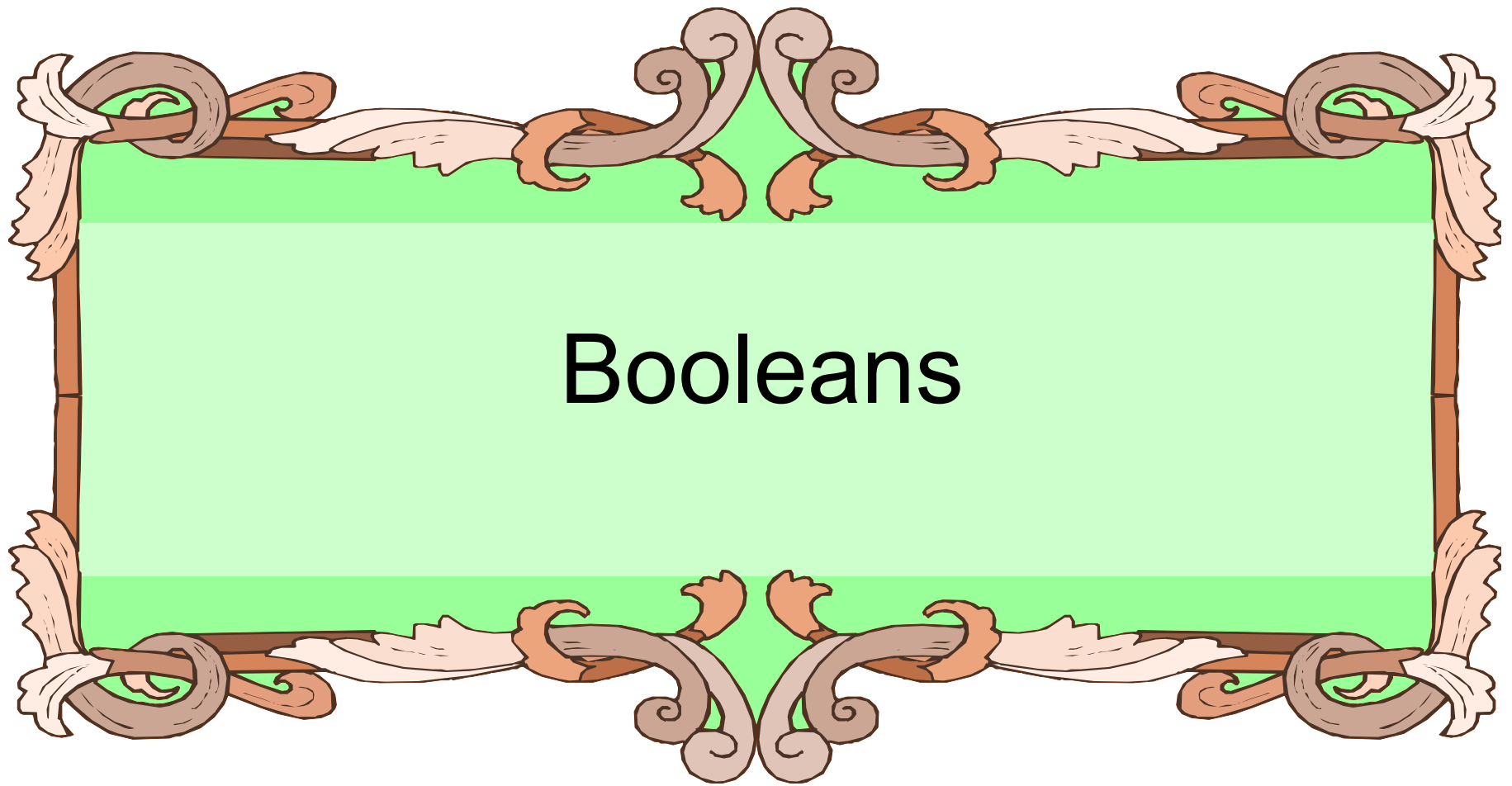
```
topNum = raw_input("Upper range number:")
topNum = int(topNum)
theNum=2
while theNum <= topNum:
    # sum up the divisors, see Code Listing 2.17
    # classify the number based on its divisor sum
    if theNum == sumOfDivisors:
        print theNum,"is perfect"
    if theNum < sumOfDivisors:
        print theNum,"is abundant"
    if theNum > sumOfDivisors:
        print theNum,"is deficient"
    theNum += 1
```





# Control In Depth





# Boolean Expressions

- George Boole's (mid-1800's) mathematics of logical expressions
- Boolean expressions (conditions) have a value of True or False
- Conditions are the basis of choices in a computer, and, hence, are the basis of the appearance of intelligence in them.



# What is True, and What is False

- true: any nonzero number or nonempty object. 1, 100, “hello”, [a,b]
- false: a zero number or empty object. 0, “”, []
- Special values called “True” and “False”, which are just standins for 1 and 0. However, they print nicely (True or False)
- Also a special value, “None”, less than everything and equal to nothing



# Boolean Expression

- Every boolean expression has the form:
  - expression booleanOperator expression
- The result of evaluating something like the above is also just true or false.
- However, remember what constitutes true or false in Python!



# Relational Operators

- In Python 2.x, you can compare different types and get an answer
  - just don't do it! Weird answers (fixed in 3.x)
- Relational Operators have low preference
  - $5 + 3 < 3 - 2$
  - $8 < 1$
  - False





# Examples

- If the value of integer `myInt` is 5, then the value of expression `myInt < 7` is
  - True
- If the value of char `myChar` is 'A', then the value of expression `myChar == 'Q'` is
  - False

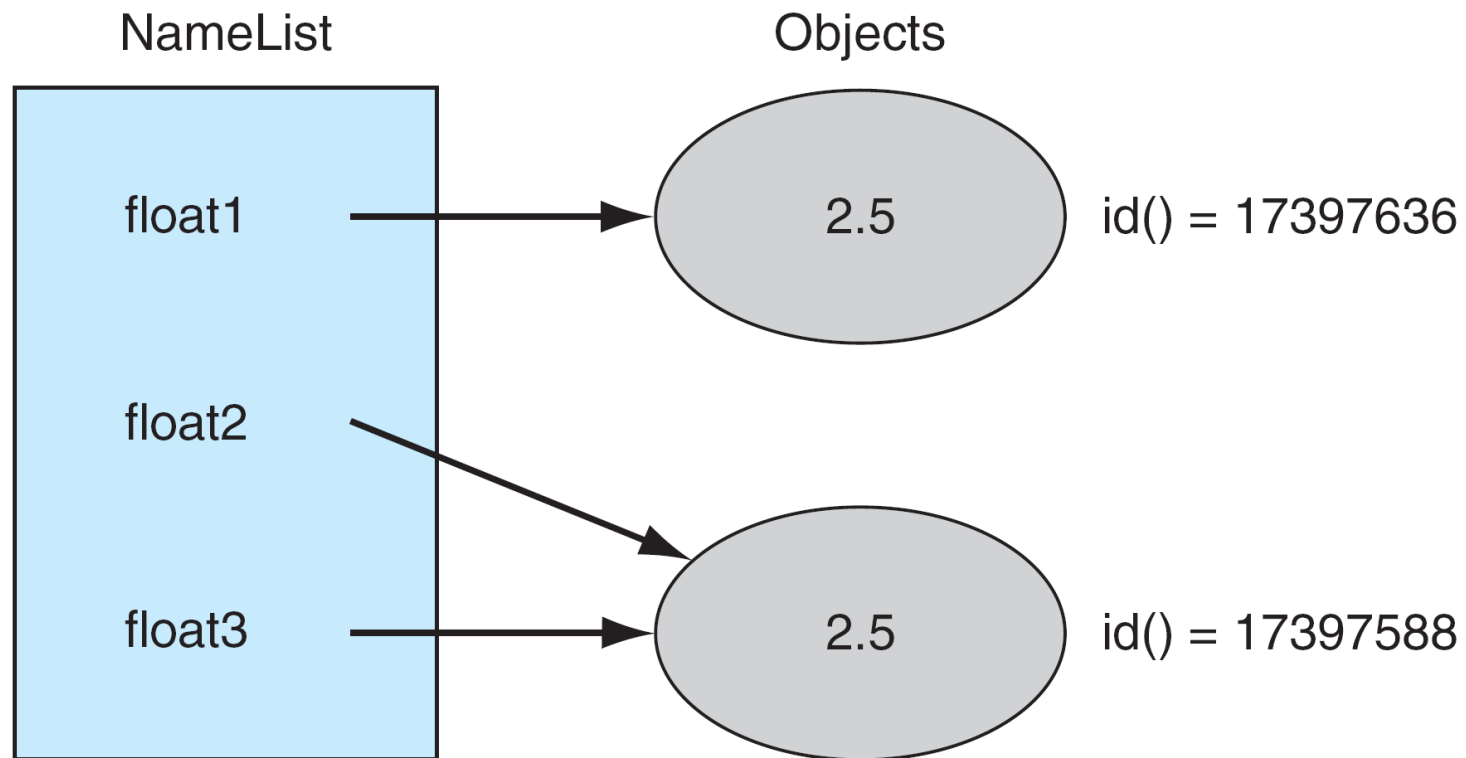


# What Does Equality Mean?

- Two senses of equality
- two variables refer to objects with the same values
- two variables refer to the same object. The `id()` function used for this.



```
float1 = 2.5  
float2 = 2.5  
float3 = float2
```



**FIGURE 2.5** What is equality?



# Chained Comparisons

- In python, chained comparisons work just like you would expect in a mathematical expression:
- Given myInt has the value 5
  - $0 \leq \text{myInt} \leq 5$
  - True
  - $0 < \text{myInt} \leq 5 > 10$
  - False



# Pitfall

- Be careful of floating point equality comparisons, especially with zero, e.g. `myFloat==0`. Use the converse `“!=“` whenever possible.
- `Result = 2/2.00000000000000000001`
- `Result == 1.0`
  - True



# Compound Expressions

- Logically  $0 < X < 3$  is actually  $(0 < X)$  and  $(X < 3)$
- Logical Operators (lower case)
  - and
  - or
  - not



# Truth Tables

p	q	not p	p and q	p or q
True	True			
True	False			
False	True			
False	False			



# Truth Tables

p	q	not p	p and q	p or q
True	True	False		
True	False	False		
False	True	True		
False	False	True		





# Truth Tables

p	q	not p	p and q	p or q
True	True		True	
True	False		False	
False	True		False	
False	False		False	



# Truth Tables

p	q	not p	p and q	p or q
True	True			True
True	False			True
False	True			True
False	False			False



# Truth Tables

p	q	not p	p and q	p or q
True	True	False	True	True
True	False	False	False	True
False	True	True	False	True
False	False	True	False	False



# Compound Evaluation

- Logically  $0 < X < 3$  is actually  $(0 < X)$  and  $(X < 3)$
- Evaluate using  $X$  with a value of 5:  
 $(0 < X)$  and  $(X < 3)$
- Parenthesis first: (True) and (False)
- Final value: False
  
- (Note: parentheses are not necessary in this case.)



# Precedence & Associativity

- Relational operators have precedence and associativity just like numerical operators.
- See Table 2.2



# Booleans vs. Relationals

- Relational operations always return True or False
- Booleans are different in that:
  - They can return values (that represent True or False)
  - They have “short circuiting”



# Remember!

- 0, "", [] or other “empty” objects are equivalent to False
- anything else is equivalent to True

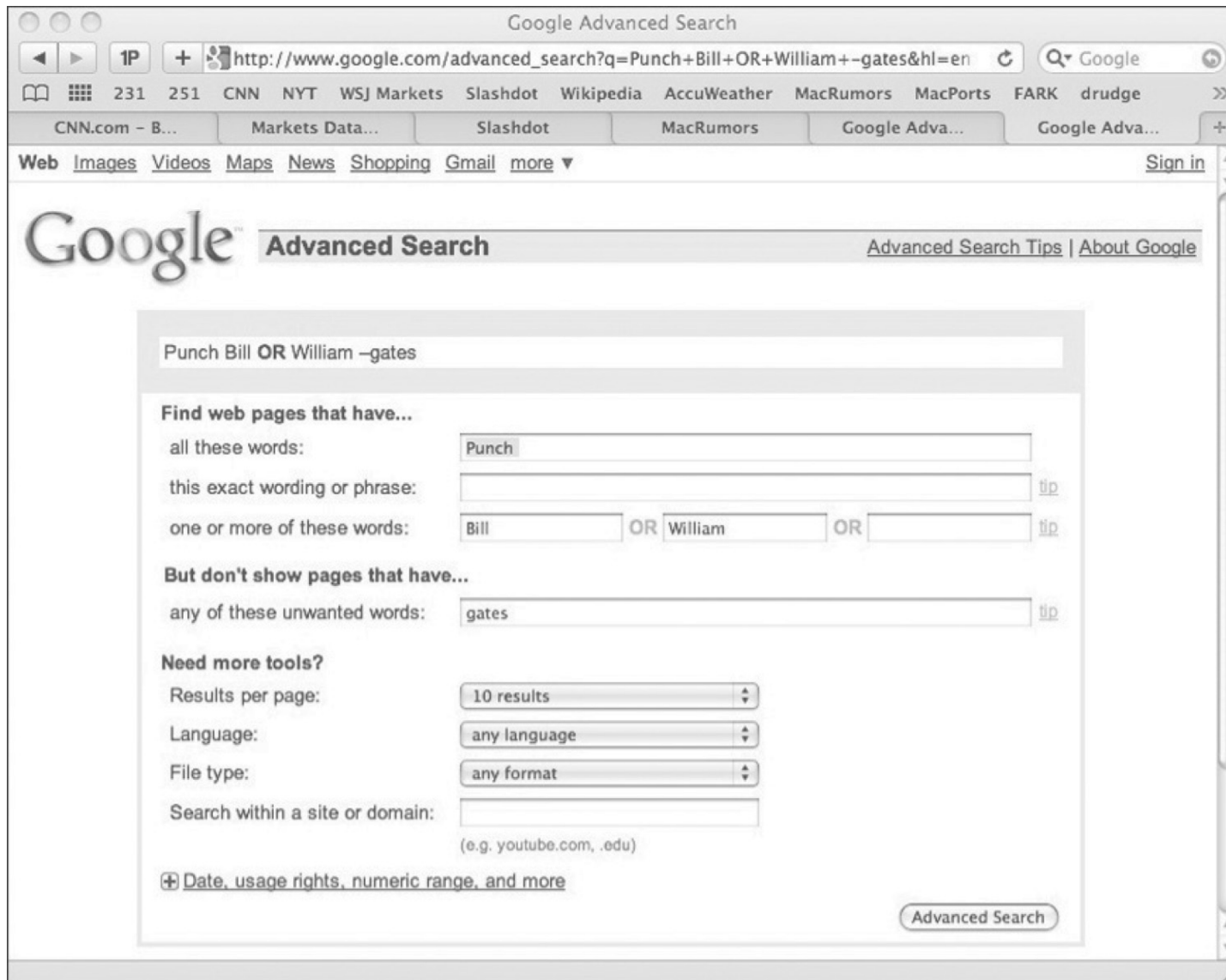


# Ego Search on Google

- Google search uses Booleans
- by default, all terms are and'ed together
- you can specify or (using OR)
- you can specify not (using -)
- Example is:
  - 'Punch' and ('Bill' or 'William') and not 'gates'

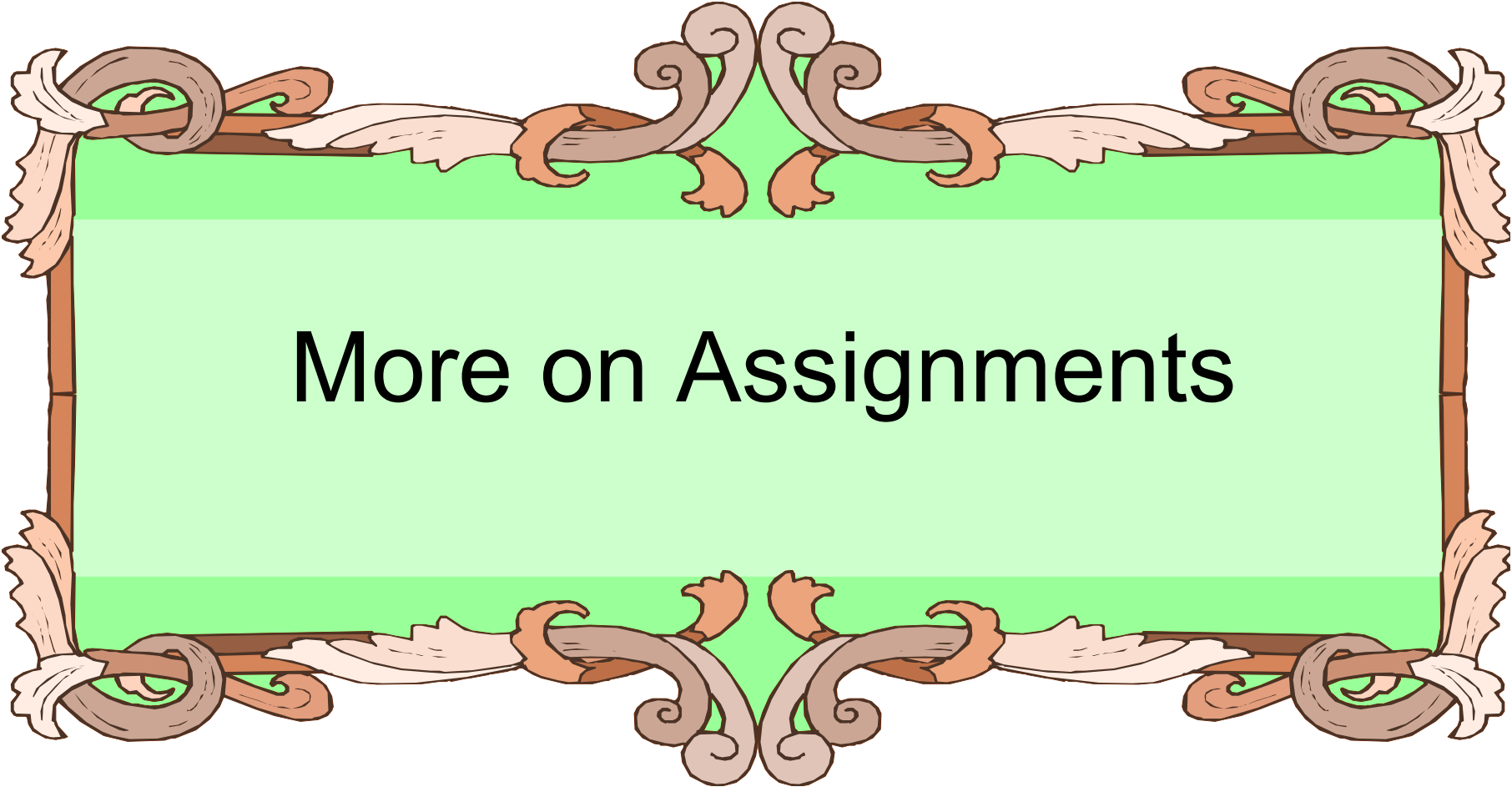






**FIGURE 2.7** The Google advanced search page after our egosearch.





# More on Assignments



# Remember Assignments?

- Format: lhs = rhs
- Behavior:
  - expression in the rhs is evaluated producing a value
  - the value produced is placed in the location indicated on the lhs



# Can do Multiple Assignments

- `x, y = 2, 3` # assigns `x=2` and `y=3`
- `print x, y` # prints `2 3`



# Swap

- Initial values: X is 2, Y is 3
- Behavior: swap values of X and Y
  - Note: X=Y Y=X doesn't work
  - introduce extra variable "temp"
    - temp = X // save X's value in temp
    - X=Y // assign Y's value to X
    - Y=temp // assign temp's value to Y



# Swap Using Multiple Assignment

- `x, y = 2, 3`
  - `print x, y`      `# prints 2 3`
- `x, y = y, x`
  - `print x, y`      `#prints 3 2`



# Chaining

- `x = y = 5`
- `print x, y` # prints 5 5





# More Control: Selection

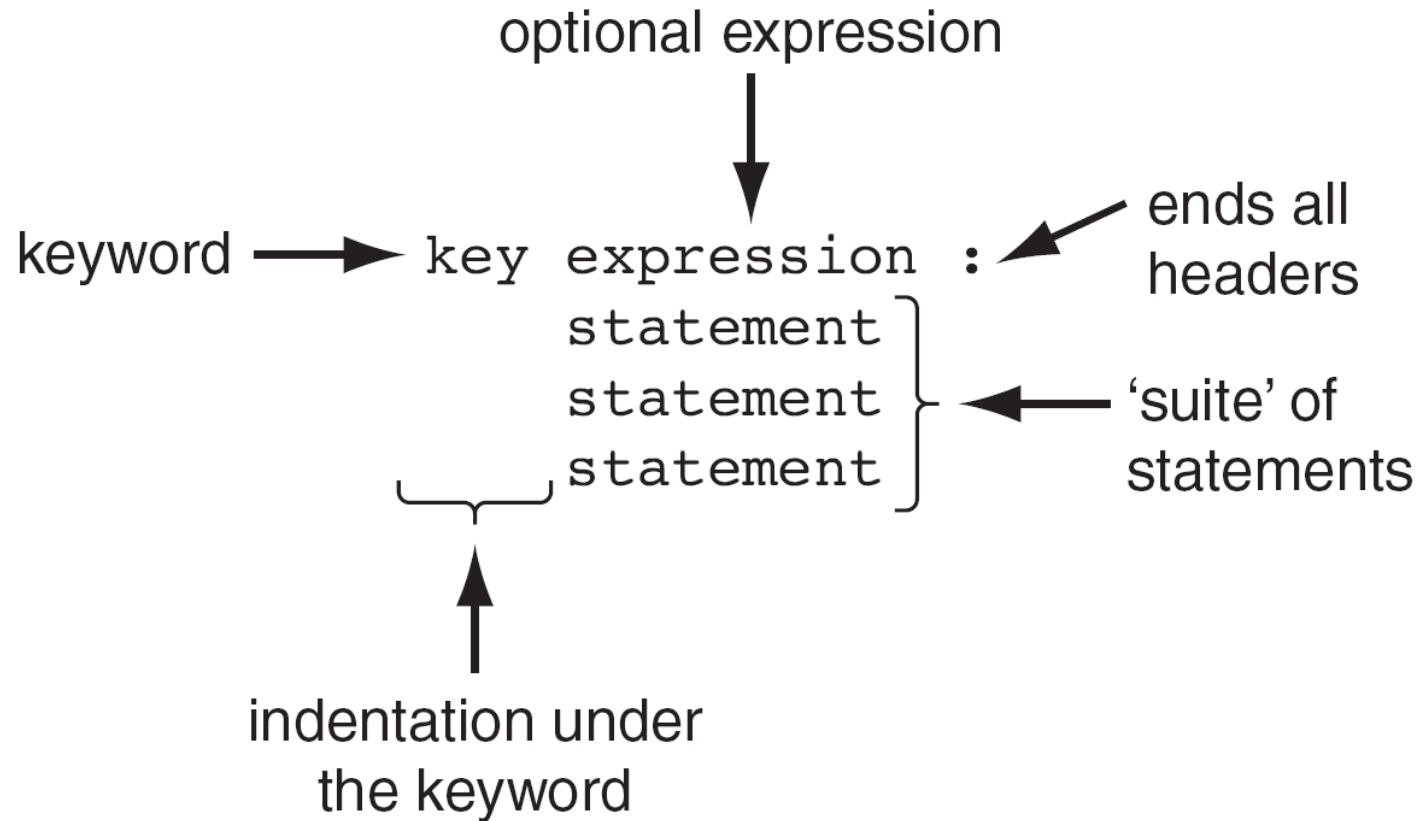




# Compound Statements

- Compound statements involve a set of statements being used as a group
- Most compound statements have:
  - a header, ending with a “:”
  - a “suite” of statements to be executed
- if, for, while are examples of compound statements





**FIGURE 2.8** Control expression.



# Have Seen 2 Forms of Selection

if boolean expression:  
    suite

if boolean expression:  
    suite  
else:  
    suite



# Python Selection, Round 3


```
if boolean expression1:  
    suite1  
elif boolean expression2:  
    suite2  
(as many elif's as you want)  
else:  
    suiteLast
```



# if, elif, else, the Process

- evaluate boolean expressions until:
  - the boolean expression returns True
  - none of the boolean expressions return True
- if a boolean returns True, run the corresponding suite. Skip the rest of the if
- if no boolean returns True, run the else suite, the default suite



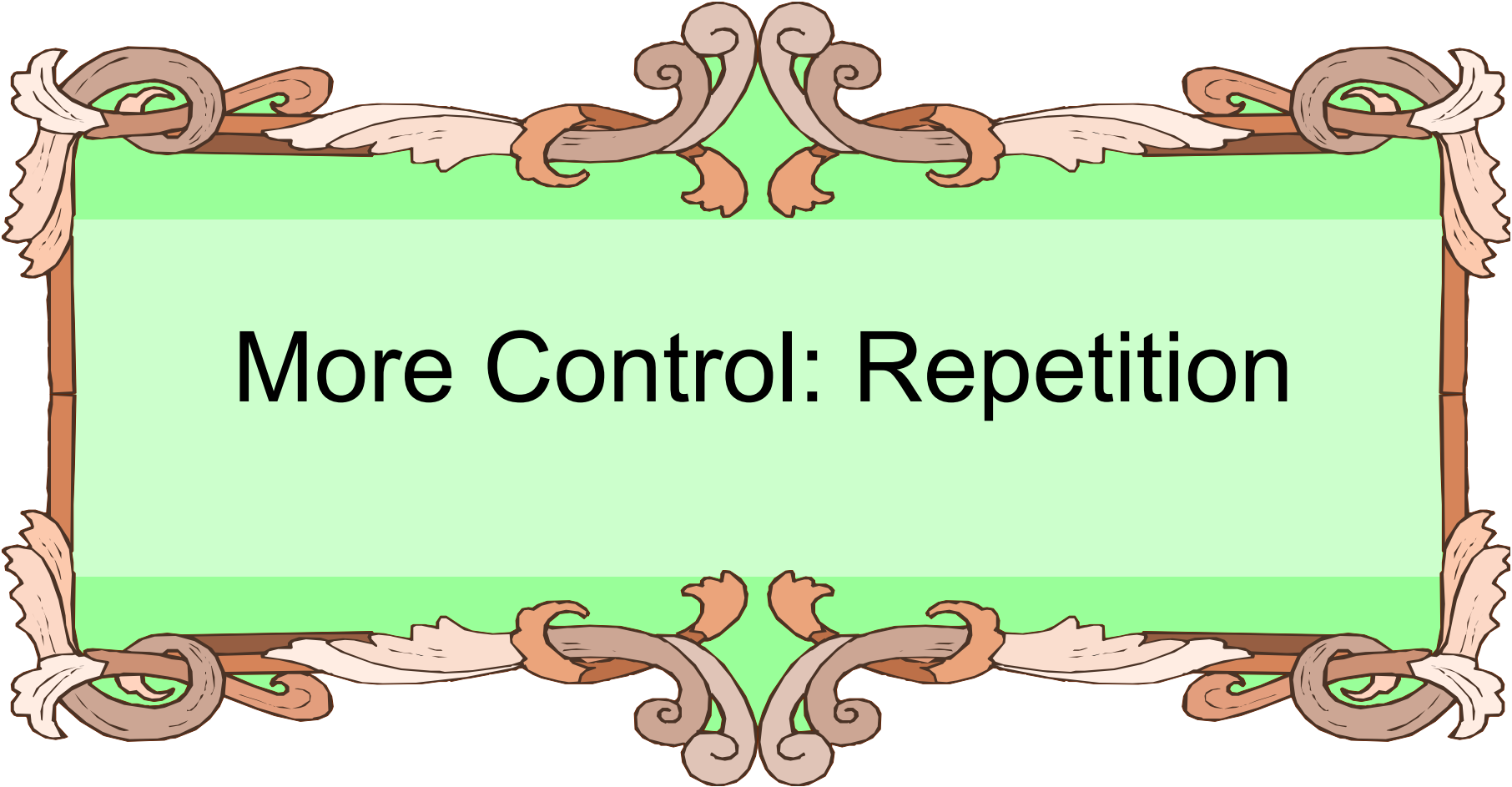


Code Listing 2.20  
Updated Perfect  
Number classification



```
# classify the number based on its divisor sum
if theNum == sumOfDivisors:
    print theNum, "is perfect"
elif theNum < sumOfDivisors:
    print theNum, "is abundant"
else:
    print theNum, "is deficient"
theNum += 1
```





# More Control: Repetition





# While Loop, Round Two

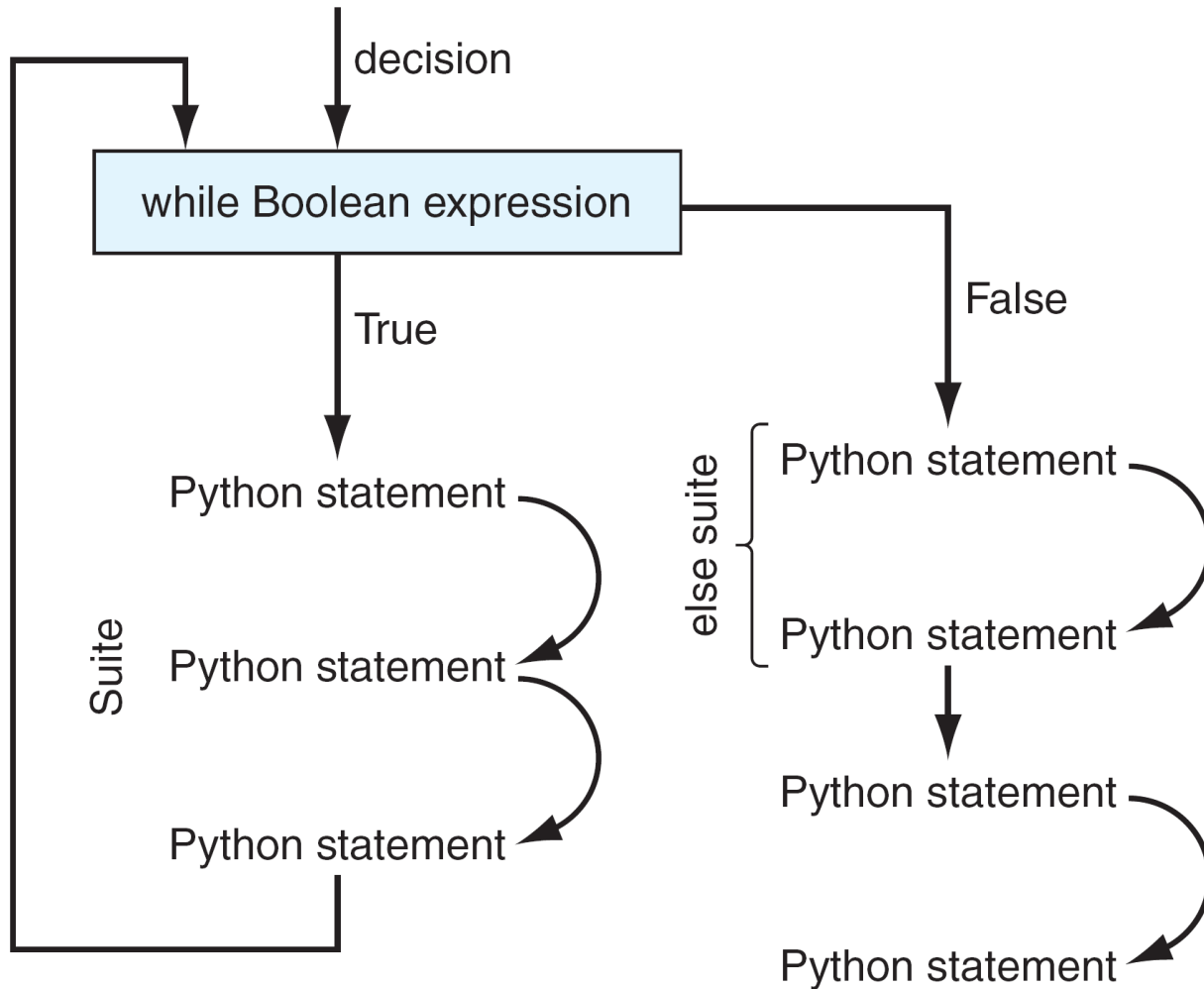
- while loop, oddly, can have an associated else statement
- else statement is executed when the loop finishes under normal conditions
  - basically the last thing the loop does as it exits



# While with Else

```
while booleanExpression:  
    suite  
    suite  
else:  
    suite  
    suite  
rest of the program
```





**FIGURE 2.9** while-else.



# Break Statement

- A break statement in a loop, if executed, exits the loop
- It exists immediately, skipping whatever remains of the loop and the else statement (if it exists) of the loop





Code Listing 2.21  
Essential Part of the  
Guessing Game



```
# while guess is range, keep asking
while 0 <= guess <= 100:
    if guess > number:
        print "Guessed Too High."
    elif guess < number:
        print "Guessed Too Low."
    else:          # correct guess, exit with break
        print "You guessed it. The number was:",number
        break

# keep going, get the next guess
guessString = raw_input("Guess a number: ")
guess = int(guessString)

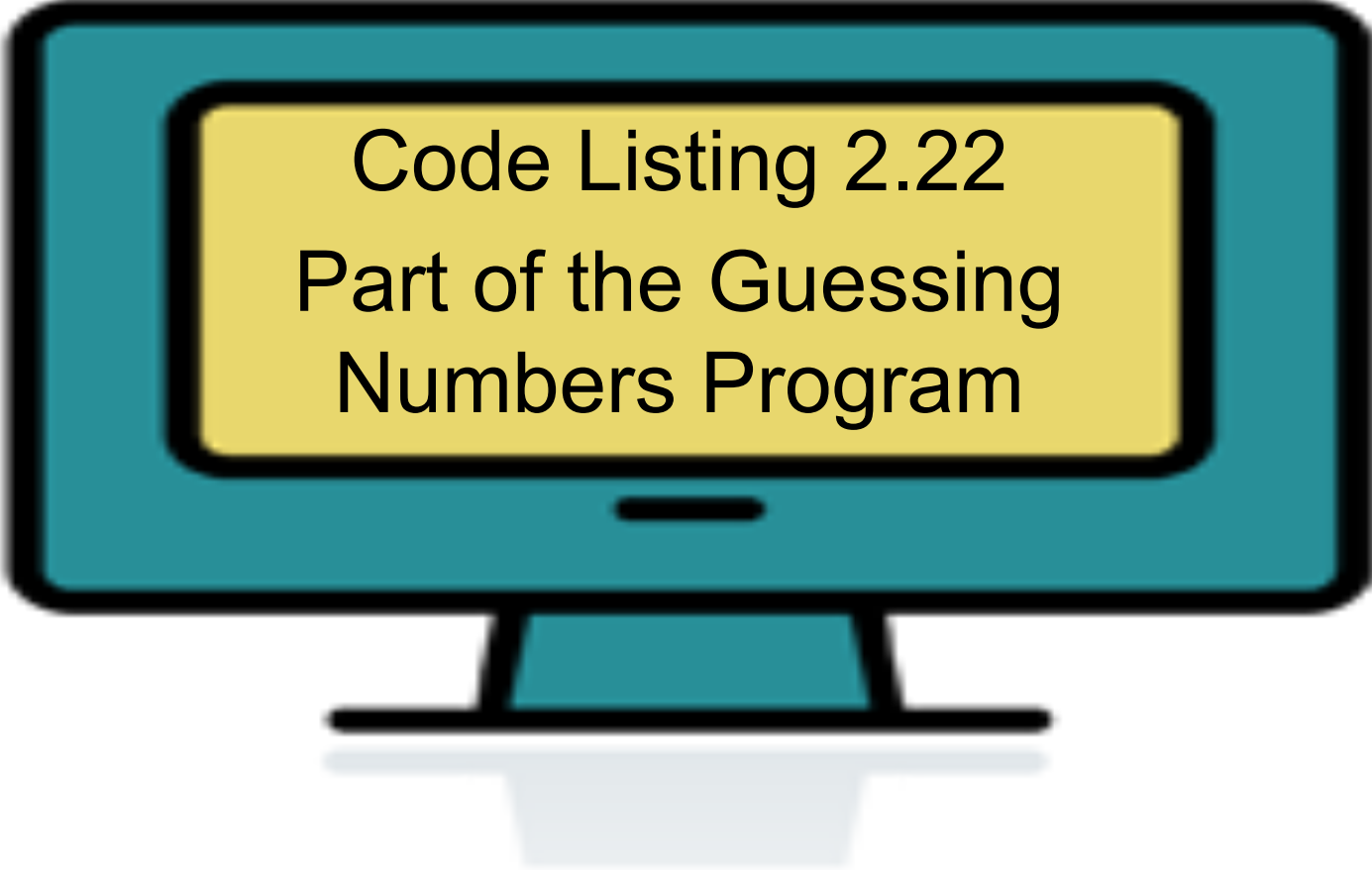
else:
    print "You quit early, the number was:",number
```



# Continue Statement

- A continue statement, if executed in a loop, means to immediately jump back to the top of the loop and re-evaluate the conditional
- Any remaining parts of the loop are skipped for the one iteration when the continue was executed





Code Listing 2.22  
Part of the Guessing  
Numbers Program





```
# Stop if a period (.) is entered
while theNumStr != "." :
    if not theNumStr.isdigit():        # not a
number, an error
        print "Error, only numbers please"
        theNumStr = raw_input("Number:")
        continue    # if the number is bad, ignore it
    theSum += int(theNumStr)
    theNumStr = raw_input("Number:")
```



# Change in Control: Break and Continue

- While loops are easiest read when the conditions of exit are clear
- Excessive use of continue and break within a loop suite make it more difficult to decide when the loop will exit and what parts of the suite will be executed each loop.
- Use them judiciously.



# While Overview

```
while test1:  
    statement_list_1  
    if test2: break      # Exit loop now; skip else  
    if test3: continue  # Go to top of loop now  
    # more statements  
else:  
    statement_list_2    # If we didn't hit a 'break'  
  
# 'break' or 'continue' lines can appear anywhere
```



# Range and for Loop



# Range Function

- The range function generates a sequence of integers
- `range(5) => [0, 1, 2, 3, 4]`
  - assumed to start at 0
  - goes up to, **but does not include**, the provided number argument.
- `range(3,10) => [3, 4, 5, 6, 7, 8, 9]`
  - first argument is the number to begin with
  - second argument is the end (not included!)



# Iterating Through the Sequence

```
for num in range(1,5):  
    print num
```

- range generates the sequence [1, 2, 3, 4]
- for loop assigns num each of the values in the sequence, one at a time in sequence
- prints each number (one number per line)



# Hailstone Example



# Collatz

- The Collatz sequence is a simple algorithm applied to any positive integer
- In general, by applying this algorithm to your starting number you generate a sequence of other positive numbers, ending at 1
- Unproven whether every number ends in 1 (though strong evidence exists)





# Algorithm

while the number does not equal one

- If the number is odd, multiply by 3 and add 1
- If the number is even, divide by 2
- Use the new number and reapply the algorithm



# Even and Odd

Use the remainder operator

- if `num % 2 == 0`: # even
- if `num % 2 == 1`: # odd
- if `num % 2`: # odd (why???)





Code Listing 2.26  
Hailstone Sequence,  
Loop



```
while num > 1: # stop when the sequence reaches 1
    if num%2:  # num is odd
        num = num*3 + 1
    else:      # num is even
        num = num/2
    print num,",", # add num to sequence

    count +=1    # add to the count

else:
    print # blank line for nicer output
    print "Sequence is ",count," numbers long"
```

