

DS2000

9/24-Tues.

Admin

- Hw2 due Fri 9pm
- Next Fri 10/4 mini exam #1! ↴
↳ DAS accommodation - reach out to them!

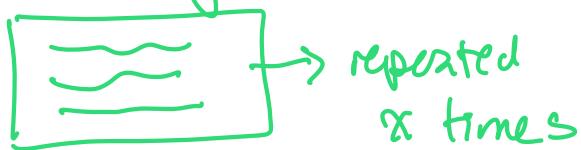
Agenda

1. Conditionals ::
2. Booleans
3. Python

Q. Review

- read from a file that's big ↴

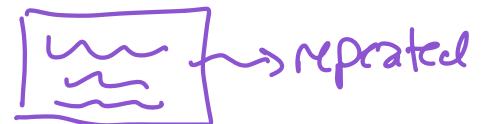
for i in range(x):



with open(filename, "r") as inf:

for line in inf:

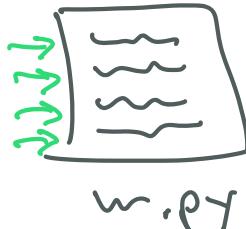
repeat ↴



preview! ↴

1. Conditionals

Flow of control



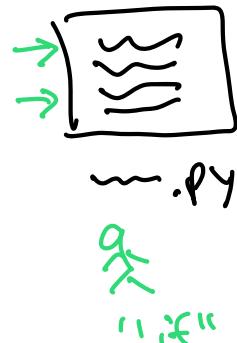
if [condition1]:

do if cond1 is true

elif [condition2]:

do if cond2 is true

But sometimes!



"otherwise, if"

DS program

1. gather data

2. comp

3. communicate

→ random numbers
import random

:
random.randint (x, y)

else:

do it nothing was true

"otherwise"

↳ catchall

if → one! elif → zero or more else → zero or one

Ex) 6-sided die

3 6 4

odd even even

if $\{2, 4, 6\}$:

 print("even")

else:

 print("odd")

if/else → exactly one block executes

Ex) if $\{2, 4, 6\}$:

6 2 4 1

even even even ??

 print("even")

elif $\{3, 5\}$:

if/elif → at most one code

 print("odd")

block executes

Ex) if $\{1, 3, 5\}$:

2 4 5

 print("odd")

prime ?? odd

if $\{2, 3, 5\}$:

prime

 print("prime")

if/elif → 0, 1, or both blocks execute

2. Booleans

↳ Fill in $\{2, 4, 6\}$ or [condition]

if _____:

booleans!

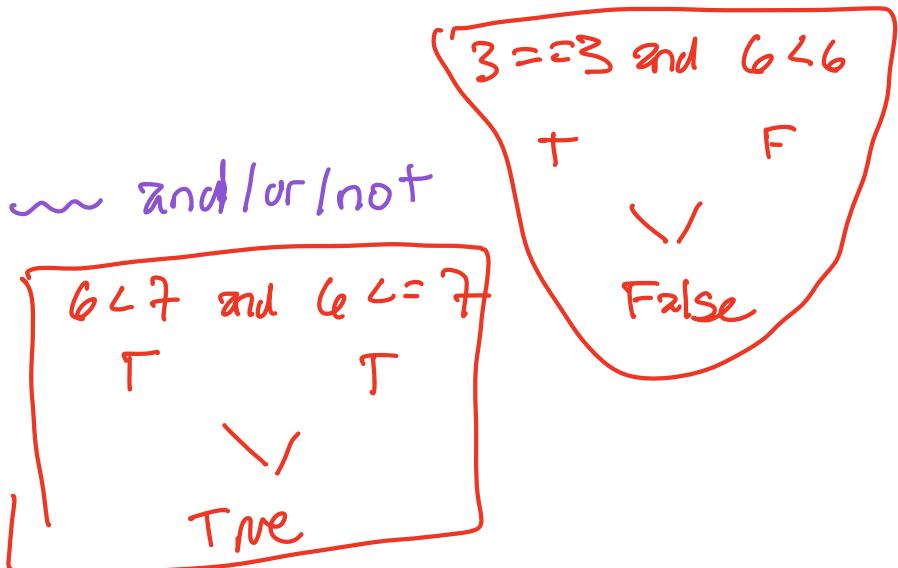
elif _____:

True or False

< <= ==

> >= !=

<u>Ex</u>	6 < 7	True
	6 <= 7	True
	6 < 6	False
	6 <= 6	True
	3 == 3	True
	3 != 3	False



3. Python

`random.randint(1, 6)` \rightarrow roll two dice!

Lazy gets \$ in some cases!

What are our conditions? (Don't worry about Python yet!)

Ex `roll1 < roll2`

roll1 same as roll2

roll1 + roll2 > 6

roll1 same as roll2 but sum's $\geq x$