

DS2000 – Programming with Data

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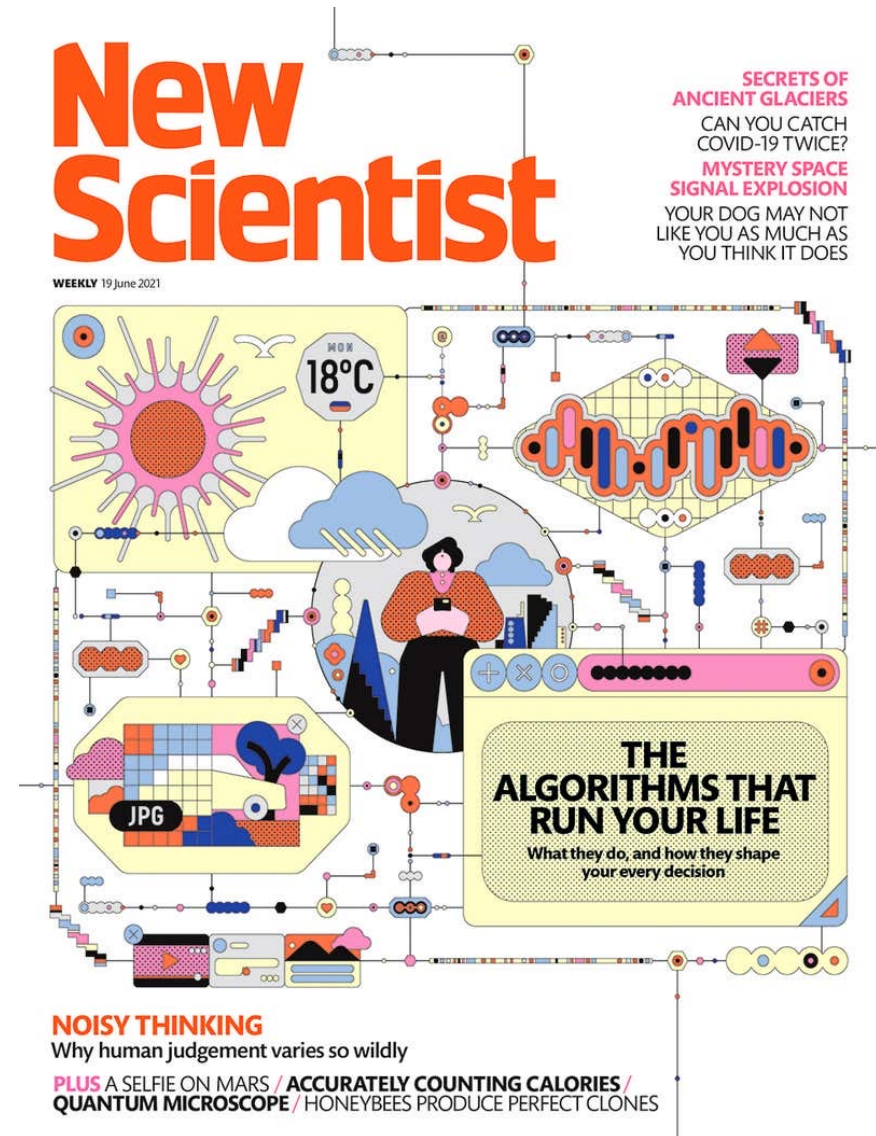
# Control Flow

# Algorithms

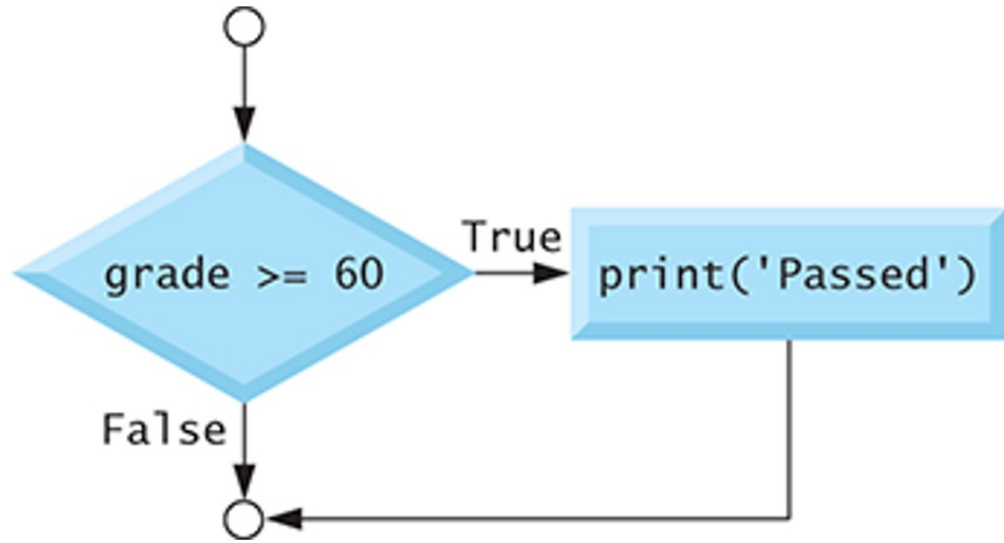
An *algorithm* is a finite sequence of instructions, typically implemented in some programming language such as *Python*, used to carry out some computational task. Computer Scientists try to design algorithms that are both correct and efficient.

**Correct:** The algorithm carries out the calculation correctly often according to a well-defined specification.

**Efficient:** The program runs quickly and without using a lot of processing and memory resources.



# if: A simple branch



```
grade = 90
```

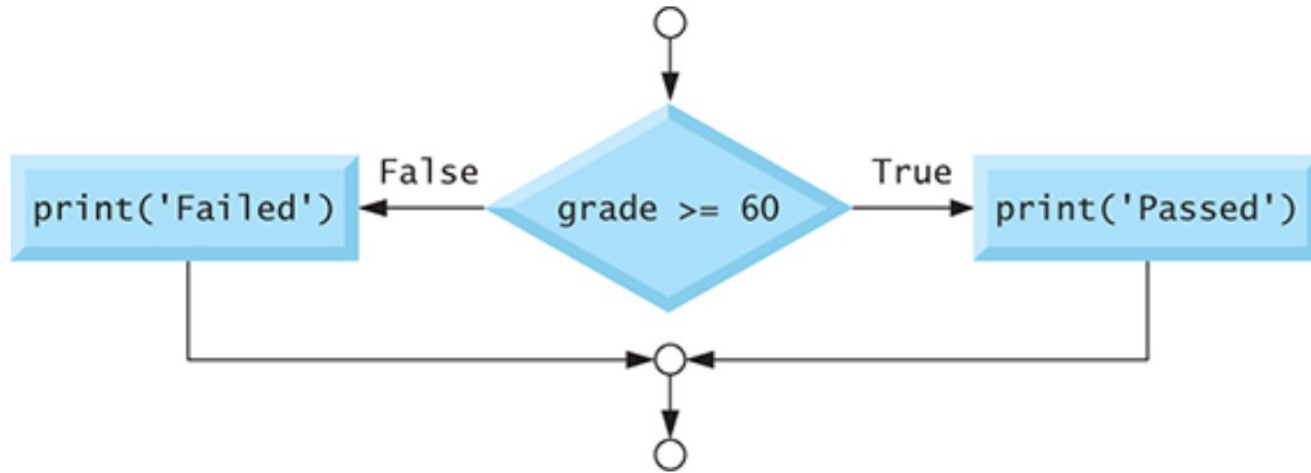
```
if grade >= 60:  
    print("Passed")
```

If the test is **True**, branch.

Otherwise continue on with the rest of the program.



# if...else



```
grade = 59
```

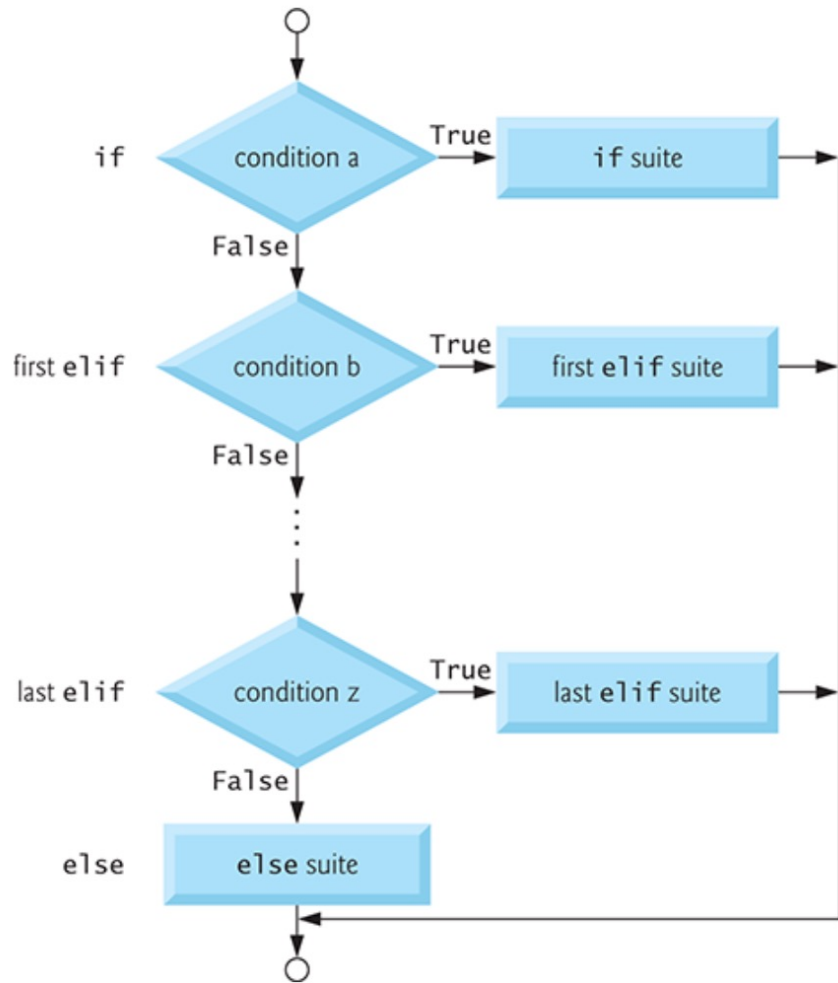
```
if grade >= 60:  
    print("Passed")  
else:  
    print("Failed")
```

If the test succeeds, branch one way.  
Otherwise (else) branch a different way.

Exactly **ONE** of the branches will execute because the test is either **True** or **False**.



# if..elif...else: Multiple possible branches



Run a series of tests.

As soon as one test succeeds, branch.

If no test succeeds run the **else** branch (if there is one).

```
grade = 86
```

```
if grade >= 90:  
    print("A")  
elif grade >= 80:  
    print("B")  
elif grade >= 70:  
    print("C")  
else:  
    print("F")
```

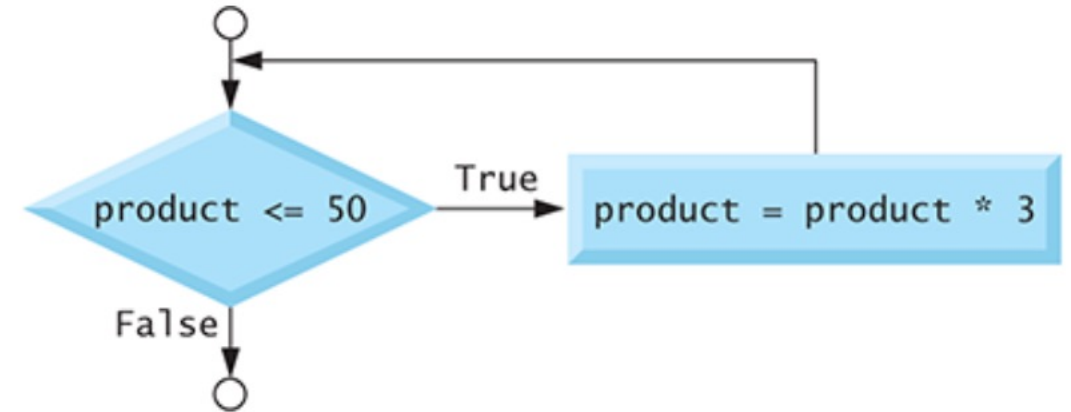


# while

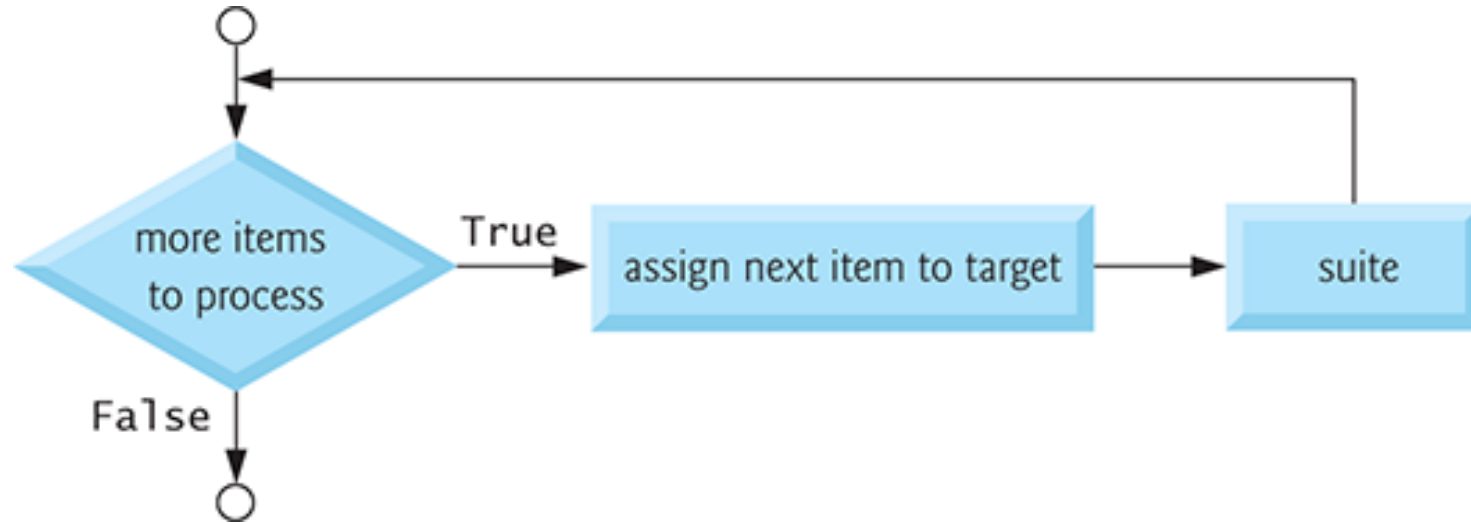
```
1 product = 3
```

```
1 while product <= 50:  
2     product = product * 3  
3     print(product)
```

```
9  
27  
81
```



# for



# Comparison operators

| Algebraic operator | Python operator    | Sample condition | Meaning                         |
|--------------------|--------------------|------------------|---------------------------------|
| $>$                | <code>&gt;</code>  | $x > y$          | x is greater than y             |
| $<$                | <code>&lt;</code>  | $x < y$          | x is less than y                |
| $\geq$             | <code>&gt;=</code> | $x \geq y$       | x is greater than or equal to y |
| $\leq$             | <code>&lt;=</code> | $x \leq y$       | x is less than or equal to y    |
| $=$                | <code>==</code>    | $x == y$         | x is equal to y                 |
| $\neq$             | <code>!=</code>    | $x != y$         | x is not equal to y             |





# Operator precedence

| Operators | Grouping      | Type   |
|-----------|---------------|--|
| ()        | left to right | parentheses  |
| **        | right to left | exponentiation   |
| * / // %  | left to right | multiplication, true division, floor division, remainder           |
| + -       | left to right | addition, subtraction  |
| > <= < >= | left to right | less than, less than or equal, greater than, greater than or equal |
| == !=     | left to right | equal, not equal   |

2 \*\* 3 / 4 - 1

8 / 4 - 1

2.0 - 1

1.0

