Lecture 11 – if ... else, if ... elif statements, nested ifs
Learning outcomes

At the end of this lecture, students should:

• be able to use conditional statements which contain an else block (if...else statements)
• be able to use nested ifs
• be able to use if...elif statements
From lecture 10

- boolean expressions evaluate to either True or False
- There are only two boolean values True and False
- Relational operators (>, <, <=, >= and ==) are used to compare values
- Logical operators (not, and, or) can be used to build more complex boolean expressions
- An if statements is used when a block of code is to be executed only if a particular condition is True

```python
def copyright_check(current_y, death_y):
    if current_y - author_death_y >= 50:
        print("Out of copyright")

def main():
    current_year = 2018
    author_death_year = input("Enter year of author's death: ")
    author_death_year = int(author_death_year)
    copyright_check(current_year, author_death_year)
main()
```

Enter year of author's death: **1960**
Out of copyright
Python syntax for an if...else statement

In an **if...else** statement the code in the 'if block' is executed if the condition evaluates to **True** and the code in the 'else block' is executed if the condition evaluates to **False**.

```
if boolean_expression:
    statement1
    statement2
else:
    statement3
    statement4
```
def what_to_wear(temperature):
    if temperature > 25:
        print("Wear shorts."")
    else:
        print("Not hot today!")
        print("Wear long pants.")
    print("Enjoy yourself.")

def main():
    what_to_wear(20)
    print()
    what_to_wear(30)

main()


```python
def show_output(number):
    if number >= 45 and number < 60:
        print("A")
        number = number - 10
    else:
        print("B")
        number = number + 10
    if number % 9 == 0:
        print("C")
        number = number - 5
    else:
        print("D")
        number = number + 6
    print(number)

def main():
    show_output(45)
main()
```

Give the output
Complete the function

Complete the `add_bonus()` function which prints "Good job!" and returns 30000 plus the salary if the parameter is a value greater than 150000. Otherwise it prints "Superb performance!" and returns 300 plus the salary.

```python
def add_bonus(salary):

def main():
    salary = 34000
    new_salary = add_bonus(salary)
    print("old salary: $" + str(salary))
    print("new salary: $" + str(new_salary))
    print()
    salary = 250000
    new_salary = add_bonus(salary)
    print("old salary: $" + str(salary))
    print("new salary: $" + str(new_salary))
main()
```

Superb performance!
old salary: $34000
new salary: $34300

Good job!
old salary: $250000
new salary: $280000
Nested if's - example

Any statements, including other if statements, can be used inside if statements. For example:

```python
def ice_cream_info(scoops, with_extras, on_cone):
    price = scoops * 1.50
    message = "scoops: " + str(scoops)
    if with_extras:
        message = message + ", plus extras"
        if on_cone:
            message = message + ", on cone"
            price = price + 2.5
        else:
            message = message + ", in cup"
            price = price + 1.5
    else:
        if on_cone:
            message = message + ", on cone"
            price = price + 2
        else:
            message = message + ", in cup"
            price = price + 1
    print(message + " $" + str(price))

def main():
    ice_cream_info(3, True, False)
    ice_cream_info(2, False, False)
    ice_cream_info(4, True, True)

main()
```

Three calls to the `ice_cream_info()` function

- scoops: 3, plus extras, in cup $6.0
- scoops: 2, in cup $4.0
- scoops: 4, plus extras, on cone $8.5
def display_output(x, y, z):
    if x == 5 or y > 5:
        if x > 4 and z == 8:
            print("A")
        else:
            if y == 6 and z >= x:
                print("B")
            else:
                print("C")
    else:
        print("D")

def main():
    display_output(4, 6, 8)
main()
Sometimes you have a situation when you wish to execute one block of code from many options, e.g., if you wish to print one statement depending on the number entered by the user.

```python
def what_to_do_now():
    message = "Time to"
    user_choice = int(input("Enter selection (1, 2, or 3): "))

    if user_choice == 1:
        print(message, "eat")
    else:
        if user_choice == 2:
            print(message, "play")
        else:
            if user_choice == 3:
                print(message, "sleep")
            else:
                print("incorrect selection!")
```

Note how the indentation increases at every nested if and this moves the code further and further to the right hand side.
Complete the compare_nums1() function which is passed two integers and returns a string. The function compares the first number to the second number and returns one of the following three strings (i.e., the string which is applicable):

"equal to" OR "less than" OR "greater than"

```python
def compare_nums1(            ):

def main():
    num1 = random.randrange(1, 100)
    num2 = random.randrange(1, 100)
    comparison = compare_nums1(num1, num2)
    print(num1, "is", comparison, num2)
main()
```

Use a nested if to write the code

85 is greater than 21
64 is equal to 64
16 is less than 86
Python syntax of an if...elif statement

The **if...elif statement** allows at most one option (only one) to be executed out of many options. The else option (the last block) is optional.

As soon as a match is found, the corresponding block of code is executed, then the if...elif statement is exited.

Note: at most one option is executed in an if...elif statement.
Python syntax for an if...elif statement

- The following diagram shows an **if...elif** situation. As soon as a match is found, the corresponding block of code is executed, then the if...elif statement is exited.

Note: at most one option is executed in an if...elif statement.
An if...elif statement - example

A clearer way of writing the program from slide 10 is to use an if...elif statement:

```python
def what_to_do_now():
    message = "Time to"
    prompt = "Enter selection (1, 2, or 3): "
    user_choice = int(input(prompt))

    if user_choice == 1:
        print(message, "eat")
    elif user_choice == 2:
        print(message, "play")
    elif user_choice == 3:
        print(message, "sleep")
    else:
        print("incorrect selection!")
```

Enter selection (1, 2, or 3): 2
Time to  play
Complete the function

Complete the compare_nums2() function which is passed two integers and returns a string. The function compares the first number to the second number and returns one of the following three strings (i.e., the string which is applicable):

"equal to" OR "less than" OR "greater than"

```python
def compare_nums2():
    # Use an if...elif to write the code

def main():
    num1 = random.randrange(1, 100)
    num2 = random.randrange(1, 100)
    comparison = compare_nums2(num1, num2)
    print(num1, "is", comparison, num2)
main()
```

16 is less than 86
64 is equal to 64
85 is greater than 21
A year is a leap year if it is divisible by 400, or divisible by 4 but not divisible by 100, e.g., 1900, 2011 and 2100 are not a leap years whereas 2000, 2008 and 2400 are leap years. Complete the is_leap_year() function.

```python
def is_leap_year(year):

def main():
    print(is_leap_year(1900))
    print(is_leap_year(2011))
    print(is_leap_year(2100))
    print(is_leap_year(2000))
    print(is_leap_year(2008))
    print(is_leap_year(2018))
main()
```

False
False
False
True
True
False
If statements – example

Complete the get_random_horoscope() function which returns a random message. The function has 4 chances in 10 of returning "Amazing day ahead", 3 chances in 10 of returning "Romance is very likely", 1 chance in 10 of returning "Proceed with caution" and 2 chances in 10 of returning "Lucky lucky you".

```python
import random
def get_random_horoscope():
    message1 = "Amazing day ahead"
    message2 = "Romance is very likely"
    message3 = "Proceed with caution"
    message4 = "Lucky lucky you"
    return random.choice([message1, message2, message3, message4])

def main():
    print("Today's message:" , get_random_horoscope())
    print("Today's message:" , get_random_horoscope())
    main()

main()
```
get_random_horoscope() – solution 1

A solution to the function on the previous slide:

```python
def get_random_horoscope():
    message1 = "Amazing day ahead"
    message2 = "Romance is very likely"
    message3 = "Proceed with caution"
    message4 = "Lucky lucky you"
    message = ""
    number = random.randrange(0, 10)
    if number >= 0 and number < 4:
        message = message1
    if number >= 4 and number < 7:
        message = message2
    if number >= 7 and number < 8:
        message = message3
    if number >= 8 and number < 10:
        message = message4
    return message
```
A second solution to the function on slide 17:

```python
def get_random_horoscope():
    message1 = "Amazing day ahead"
    message2 = "Romance is very likely"
    message3 = "Proceed with caution"
    message4 = "Lucky lucky you"
    message = ""
    number = random.randrange(0, 10)

    if number < 4:
        message = message1
    elif number < 7:
        message = message2
    elif number < 8:
        message = message3
    else:
        message = message4

    return message
```
def get_random_horoscope():
    message1 = "Amazing day ahead"
    message2 = "Romance is very likely"
    message3 = "Proceed with caution"
    message4 = "Lucky lucky you"
    message = message4
    number = random.randrange(0, 10)

    if number < 4:
        message = message1
    elif number < 7:
        message = message2
    elif number < 8:
        message = message3

    return message
get_random_horoscope() – solution 4

A fourth solution to the function on on slide 17:

def get_random_horoscope():
    message1 = "Amazing day ahead"
    message2 = "Romance is very likely"
    message3 = "Proceed with caution"
    message4 = "Lucky lucky you"

    number = random.randrange(0, 10)

    if number < 4:
        return message1
    elif number < 7:
        return message2
    elif number < 8:
        return message3
    else:
        return message4
A fifth solution to the function on slide 17:

```python
def get_random_horoscope():
    message1 = "Amazing day ahead"
    message2 = "Romance is very likely"
    message3 = "Proceed with caution"
    message4 = "Lucky lucky you"

    number = random.randrange(0, 10)

    if number < 4:
        return message1
    elif number < 7:
        return message2
    elif number < 8:
        return message3

    return message4
```
get_random_horoscope() – solution 6

A sixth solution to the function on slide 17:

```python
def get_random_horoscope():
    message1 = "Amazing day ahead"
    message2 = "Romance is very likely"
    message3 = "Proceed with caution"
    message4 = "Lucky lucky you"

    number = random.randrange(0, 10)

    if number < 4:
        return message1
    if number < 7:
        return message2
    if number < 8:
        return message3
    return message4
```
def get_random_horoscope():
    message1 = "Amazing day ahead"
    message2 = "Romance is very likely"
    message3 = "Proceed with caution"
    message4 = "Lucky lucky you"

    if random.randrange(0, 10) < 4:
        return message1
    elif random.randrange(0, 10) < 7:
        return message2
    elif random.randrange(0, 10) < 8:
        return message3

    return message4
In a Python program:

- the if block of an if...else statement is executed only if the boolean expression evaluates to True, otherwise the else block is executed.
- if statements can be nested inside other if statements.
- if...elif statements are useful if there is a situation where at most one option is to be selected from many options. The if...elif statement has an optional final else part.
Examples of Python features used in this lecture

if temperature > 25:
    print("Wear shorts.")
else:
    print("Not hot today!")
    print("Wear long pants.")

message = "Time to "
user_choice = int(input("Enter selection (1, 2, or 3): "))

if user_choice == 1:
    print(message, "eat")
elif user_choice == 2:
    print(message, "play")
elif user_choice == 3:
    print(message, "sleep")
else:
    print("incorrect selection!")