
Outline for April 29, 2009

Reading: text, §7.1–7.3

Guest Lecturer: Justin Cummins

1. Decision structures
 - a. If statement
 - b. Executes once, based on condition
 - c. Syntax (added condition to `superkondit.py`)
2. Conditions
 - a. Resolves to boolean value
 - b. Literal booleans: `True`, `False`
 - c. Testable as true or false
 - d. Relational operators (extended condition in `superkondit.py`)
 - i. Use two arithmetic expressions to create a boolean
 - ii. `>`, `>=`, `<`, `<=`, `==`, `!=`
 - iii. Resolved after arithmetic operators
 - iv. `6 > 2`; `"UCD" == "Sac State"`
 - v. Python allows all sorts of comparison (even confusing ones)
3. Two-way decisions
 - a. If-else statements
 - b. One condition, two possible code blocks
 - c. Syntax (extended `superkondit.py`)
 - d. Else very powerful when the positive condition is easy to describe but not the negative
 - e. String comparison example (see `bad_login.py`)
4. Multi-way decisions
 - a. Can execute code based on several conditions
 - b. `elif` (else if) introduced
 - c. Syntax (extended `superkondit.py`)
 - d. `elif` only reached if all previous conditions false