

○ print(“Hello, World!”)

- NCSS Challenge - Beginners
Week 2 Part 1





○ What will we cover?

- Making decisions;
- Decisions with two options;
- Decisions about numbers;
- Complex decisions.

○ What does this cover?

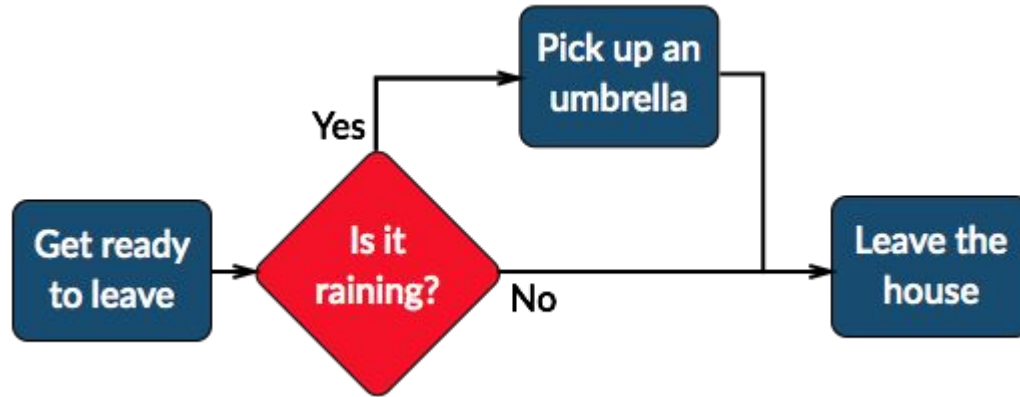
- Define simple problems, and **describe and follow a sequence of steps and decisions** (algorithms) needed to solve them (ACTDIP010)
- Implement simple digital solutions as visual programs with algorithms involving **branching (decisions)** and **user input** (ACTDIP011)
- Design algorithms represented diagrammatically and in English, and trace algorithms to **predict output for a given input** and to identify errors (ACTDIP029)



1 Making Decisions with Code

Hello, World!

○ Programs without decisions get a bit boring!



○ Programs without decisions get a bit boring!

Get ready to leave

If it is raining:

Pick up an umbrella

Leave the house

○ if statements determine True and False

- if statements work out if a condition is **True** or **False**. If the condition is **True** then the block controlled by the **if** statement will be run.

```
raining = input('Is it raining? ')
if raining == 'yes':
    print('Pick up an umbrella.')
print('Leave the house.')
```

○ Indentation woes!

- Indentation makes a big difference in Python. It controls how a program flows.
- Encourage students to always use a consistent level of indentation - two spaces, for instance.

○ Testing equivalence with ==

- Assign a value to a variable using =

```
flavour = 'mango'
```

Think: Let flavour equal 'mango'

- Test whether a value equals another value using ==

```
if flavour == 'mango':
```

Think: Is flavour equivalent to 'mango'

○ Equals and Equivalent Errors!

- It's very easy to get = and == mixed up!

○ Doing multiple things in an `if` statement block:

```
food = input('What food do you like? ')  
if food == 'cake':  
    print('Wow, I love cake too!')  
    print('Did I tell you I like cake?')
```

○ Indentation matters!

- The lines of code that are indented under the **if** statement are run *only if* that condition is true
- If one line is indented with two spaces, and the next line with three, Python will raise an *IndentationError: unexpected indent*

○ Doing multiple things in an `if` statement block:

- You can use a `print` statement to test conditional expressions:

```
name = "Nicky"  
print(name == "Nicky")  
    → True
```

○ Pedagogical Philosophy - Interpreter to the rescue!

- You can use the interpreter to 'inspect' whether a conditional expression evaluates to **True** or **False**:

```
>>> name = "Nicky"
```

```
>>> name == "Nicky"
```

```
True
```

```
>>> name == "Sam"
```

```
False
```

```
>>>
```



Test it out!

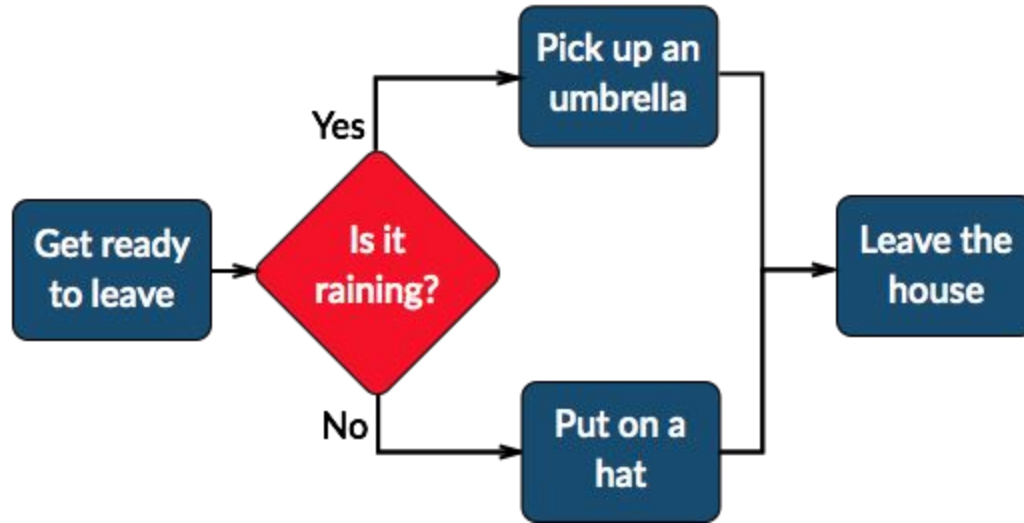
Try the first question now!



2

Decisions with two options

○ Decisions with two options



○ Decisions with two options: the `else` keyword

```
raining = input('Is it raining? ')
if raining == 'yes':
    print('Pick up an umbrella.')
else:
    print('Put on a hat.')
```

○ Teacher Aside: The case of the forgotten colon.

- Watch out for those colons! Students often forget the colon at the end of a condition. One easy way for students to notice this is if automatic indentation doesn't seem to be working correctly!



Test it out!

Try the second question now!



3 Comparing Things



○ Comparison operators for use in `if` statements

Operation	Operator
equal to	<code>==</code>
not equal to	<code>!=</code>
less than	<code><</code>
less than or equal to	<code><=</code>
greater than	<code>></code>
greater than or equal to	<code>>=</code>

○ Comparison Operators, bigger, smaller, equal or not!

- Now that we have more comparison operators, we can make decisions on lots more things!

```
x = 5
```

```
print(x <= 10)
```

```
→ True
```

○ Teacher Aside! Gotchas with comparisons:

- Comparing things that aren't the same type!

```
>>> '10' < 10
```

```
Traceback (most recent call last):
```

```
  File "<stdin>", line 1, in <module>
```

```
TypeError: unorderable types: str() < int()
```

```
>>> '10' != 10
```

```
True
```

```
>>> '10' == 10
```

```
False
```

```
>>>
```


○ Making decisions with numbers

- We can use the conditional operators to make decisions based on numerical input:

```
height = int(input('How tall in cm? '))
if height > 120:
    print("Tall enough for this ride.")
else:
    print("Not tall enough for this ride.")
```



Test it out!

Try the third question now!



3 Nested decisions

○ Making decisions in decisions!

- The body of an `if` statement may contain another `if` statement. This is called *nesting*.

```
x = int(input('Enter a number: '))
if x <= 3:
    print('It is less than or equal to three')
    if x >= 3:
        print('It is greater than or equal to
three')
```

○ Making decisions between multiple options

- You could nest decisions inside one another...

```
x = int(input('Enter a number: '))
if x < 3:
    print('x is less than three')
else:
    if x == 3:
        print('x is equal to three')
    else:
        print('x is greater than three')
```

○ Elif often makes for a much nicer option

```
x = int(input('Enter a number: '))
if x < 3:
    print('x is less than three')
elif x == 3:
    print('x is equal to three')
else:
    print('x is greater than three')
```

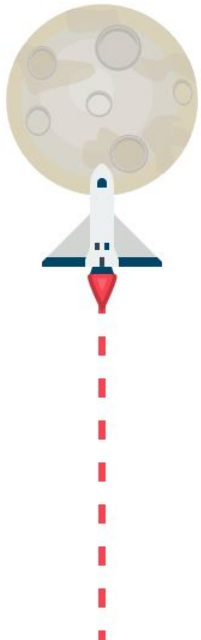


Test it out!

Try the third question now!

○ Teacher Aside!

- Nested if statements are a tricky one to grasp. We don't test them here - only introduce them as a concept. We'll keep working up to them!



Any Questions?

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