

Lesson 4:

More branches

Year 8 – Intro to Python programming



Strange weather

```
print("Where do you live?")
location = input()
print("Weather in", location, "now?")
weather = input()
```

How would you **extend** this program to give advice to the user on how to dress **depending** on the weather?

Provide a rough outline of what your Python code would look like.

Give advice for when the **weather** is **cloudy**, **rainy**, or **snowy**.

In any other case, display a generic message.



Discuss in pairs and write an answer together.

In this lesson, you will...

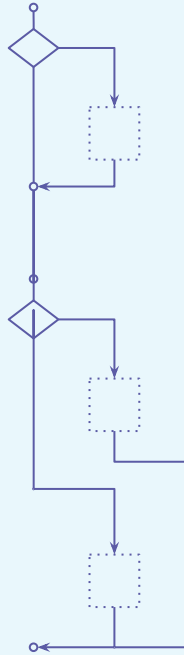
- Explore how **selection** can handle more than two possible **branches**
- Use **iteration** (`while` statements) to allow the flow of program execution to include **loops**

Selection

if condition :
block of
statements

if condition :
block of
statements

else:
block of
statements



These versions of selection check **one condition** and select one out of **two branches** to follow.

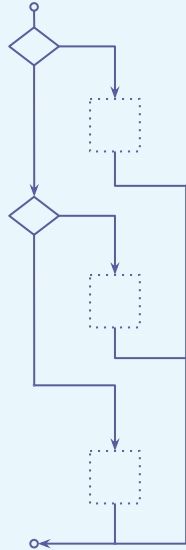
What if there are more than two cases in the problem?

What if there are **multiple branches**?

Think of the weather example:
“Give advice for when the weather is cloudy, rainy, or snowy.”

Multi-branch selection

```
if condition :  
    block of  
    statements  
elif condition :  
    block of  
    statements  
else:  
    block of  
    statements
```



Multi-branch selection (`if`, `elif`, `else`) checks **successive conditions** and selects one out of **multiple branches** to follow.

You will need an `if` block with `elif` blocks: when there are **more than two mutually exclusive paths** for your program to follow.

You can use multiple `elif` blocks.

The `else` and its block are optional.

You can **nest** anything inside the blocks of statements, even more `if` statements.

Strange weather

```
print("Where do you live?")
location = input()
print("Weather in", location, "now?")
weather = input()
```

Extend this program using `elif`, to give advice to the user on how to dress **depending** on the weather.

Give advice for when the `weather` is: `cloudy`, `rainy`, or `snowy`.

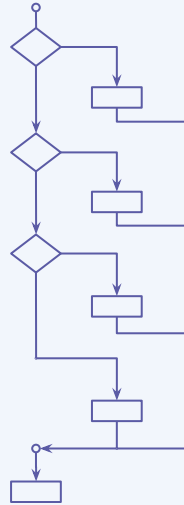
In any other case, display a generic message.



Live coding (ncce.io/py-weather-40)

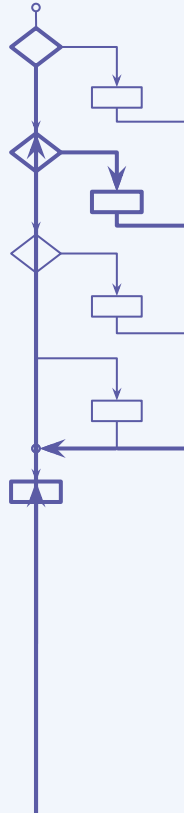
Strange weather: sample solution

```
if weather == "cloudy":  
    advice = "No sunglasses"  
elif weather == "rainy":  
    advice = "Get an umbrella"  
elif weather == "snowy":  
    advice = "Mittens and earmuffs"  
else:  
    advice = "No particular advice"  
print(advice)
```



Strange weather: executing the program

```
if weather == "cloudy": False
    advice = "No sunglasses"
elif weather == "rainy": True
    advice = "Get an umbrella"
elif weather == "snowy":
    advice = "Mittens and earmuffs"
else:
    advice = "No particular advice"
print(advice)
```



State

weather

"rainy"

advice

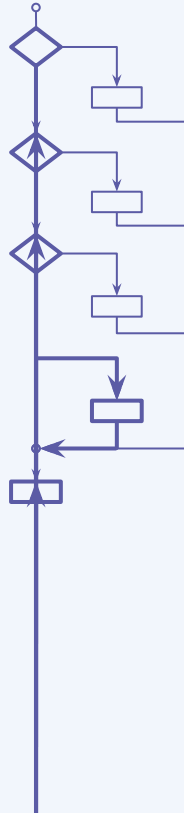
"Get an umbrella"

Output

Get an umbrella

Strange weather: executing the program

```
if weather == "cloudy": False
    advice = "No sunglasses"
elif weather == "rainy": False
    advice = "Get an umbrella"
elif weather == "snowy": False
    advice = "Mittens and earmuffs"
else:
    advice = "No particular advice"
print(advice)
```



State

weather "clear"

advice "No particular advice"

Output

No particular advice

Retrieving the weather

```
from nce.weather import description  
  
print("Where do you live?")  
location = input()  
weather = description(location)  
print("The weather is", weather)
```

This modified program retrieves the weather online, instead of asking the user.



Note The `weather` module and its functions are **not** standard Python components.

Open the modified program in your development environment (nce.io/py-weather-42).

Run it a few times and enter different locations around the world.

People in space

You will be given a program that displays how many people are currently in space.

Note: The number is retrieved from an online service. It is not always the same.

Extend this program so that it asks the user to **guess** this number.

Use your **worksheet**.

Task People in space

Below is a short program that displays how many people are currently in space.

```
1 from ncce.space import people
2 number = people()
3 print(number, "people in space right now")
```

Line 1 imports the `people` function from the `space` module, in order to retrieve this information from an online service, so the number of people displayed will not always be the same. This is **not a standard Python component**; it has been created specifically to allow you to perform these tasks.

Step 1

Open this [Python program](https://ncce.io/py-space-40) (ncce.io/py-space-40) in your development environment and **extend** it, so that it asks the user to guess the number of people currently in space.

Example

Note: The number of people in space is retrieved from an online service through the `people` function. It is not always the same and the numbers shown here are just an example.

The program displays a prompt and waits for keyboard input.	<code>How many people do you think are in space right now?</code>
The user types in a reply.	<code>5</code>
The program displays the correct number.	<code>8 people in space right now</code>

People in space: sample solution

```
from space import people  
number = people()
```

```
print("How many people...")  
guess = int(input())
```

```
if guess < number:  
    print("It's actually more than that.")  
elif guess > number:  
    print("It's actually less than that.")  
else:  
    print("That's right!")
```

```
print(number, "people in space now")
```

Retrieve the number of people in space

Prompt the user to guess

Check the answer and provide feedback

Display the number of people in space

Something missing

```
print("What's your name?")  
name = input()  
print("Hello", name)
```

This program greets the user by name.

What if...

we wanted to **repeat** the process until a specific name is entered?

Many of our programs have sections that could be repeated

e.g. checking the weather for multiple locations, and a number guessing game with many guesses.

Iteration



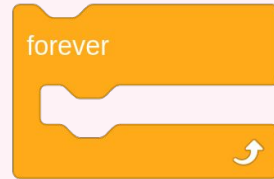
When your programs **repeat** actions, checking for a terminating **condition** at the beginning of each new loop

Iteration

`while` `condition` :
 block of
 statements

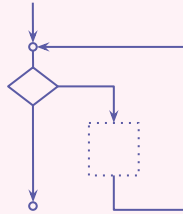


`while True`:
 block of
 statements



Iteration

while condition :
 block of
 statements



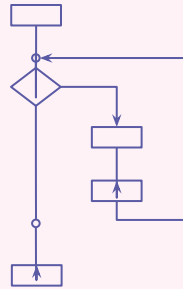
You will need a **while** statement:
when your program needs to repeat actions
while a condition is satisfied.

Example: a (surreal) iterative program

```
print("What's your name?")
name = input()

while name != "Hedy":
    print("Try again Hedy")
    name = input()

print("Hello", name)
```



Question Can you **predict** what the outcome of running this program will be?

Tip: while block These statements are to be repeated.

Tip: while condition This condition is checked at the beginning of each loop.

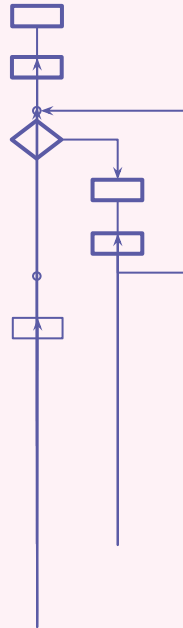
Answer This program will keep asking the user for their name, until the name is "Hedy", at which point it will display a greeting (nccce.io/py-you-4).

Iteration: step-by-step execution

```
print("What's your name?")  
name = input()
```

```
while name != "Hedy": True  
    print("Try again Hedy")  
    name = input()
```

```
print("Hello", name)
```



State

name "Margaret"

Input/Output

What's your name?

User types Margaret

Try again Hedy

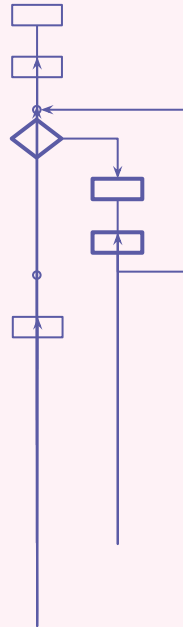
User types Ada

Iteration: step-by-step execution

```
print("What's your name?")
name = input()

while name != "Hedy":
    print("Try again Hedy")
    name = input()

print("Hello", name)
```



State

name

"Ada"

Input/Output

What's your name?

User types Margaret

Try again Hedy

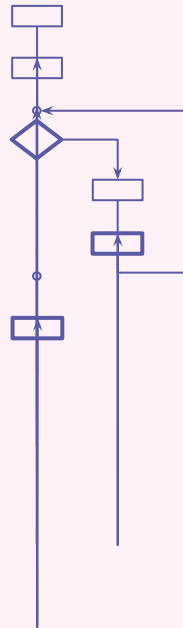
User types Ada

Try again Hedy

User types Hedy

Iteration: step-by-step execution

```
print("What's your name?")
name = input()
while name != "Hedy":
    print("Try again Hedy")
    name = input()
print("Hello", name)
```



State

name

"Hedy"

Input/Output

What's your name?

User types Margaret

Try again Hedy

User types Ada

Try again Hedy

User types Hedy

Hello Hedy

Subtle points

```
print("What's your name?")
```

```
name = input()
```



```
while name != "Hedy":
```

```
    print("Try again Hedy")
```

```
    name = input()
```

```
print("Hello", name)
```

Question

What difference will it make if the line in red is removed?

- A1 It will make no difference.
- ▶ A2 There's no initial value for **name**: an error will occur when checking the condition in **while**.
- A3 There's no initial value for **name**: an error will occur when executing **print**.
- A4 There's no initial value for **name**: the program will execute normally.

Subtle points

```
print("What's your name?")
name = input()

while name != "Hedy":
    print("Try again Hedy")
    name = input()

print("Hello", name)
```



Question

What difference will it make if the line in red is removed?

(Assume the first **name** is not "Hedy".)

- A 1 It will make no difference.
- 2 The value for **name** is never modified: an error will occur when checking the condition in **while**.
- 3 The value for **name** is not modified: the program will never terminate.

Answer the questions in your homework sheet.

In this lesson, you...

Explored how **selection** can handle more than two possible **branches**

Used **iteration** (`while` statements) to allow the flow of program execution to include **loops**

Next lesson, you will...

Use **iteration** (`while` statements) to allow the flow of program execution to include **loops**

Use **Boolean** variables, operators, and expressions

Use variables as **counters** and **flags**