

# Control

9 / 27 / 21

# Print and None

# None Indicates that Nothing is Returned

- The special value `None` represents nothing in Python
- A function that does not explicitly return a value will return `None`
- *Careful*: `None` is *not displayed* by the interpreter as the value of an expression

```
>>> def does_not_return_square(x):
...     x * x
...
>>> does_not_return_square(4)
>>> sixteen = does_not_return_square(4)
>>> sixteen + 4
```

**No return**

**None value is not displayed**

The name **sixteen** is now bound to the value **None**

Traceback (most recent call last):

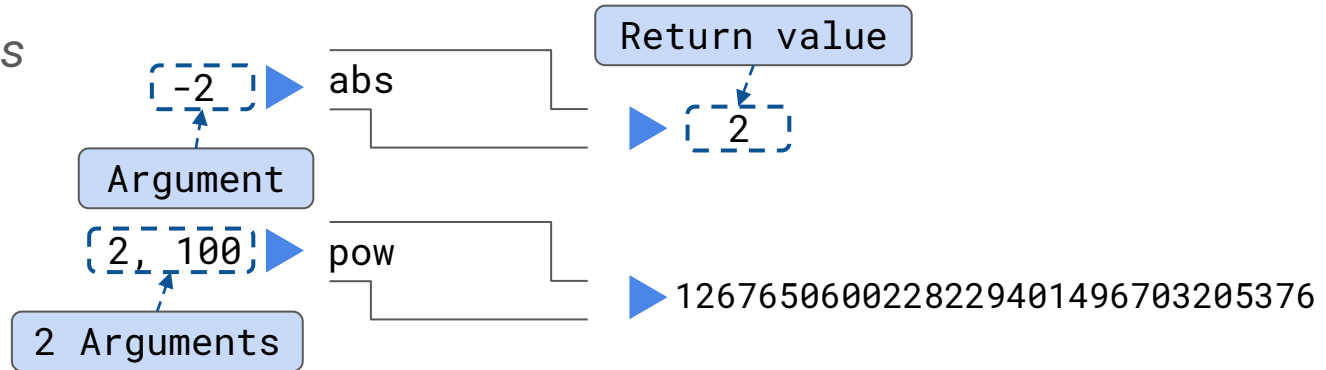
File "<stdin>", line 1, in <module>

**TypeError**: unsupported operand type(s) for +: 'NoneType' and 'int'

# Pure Functions & Non-Pure Functions

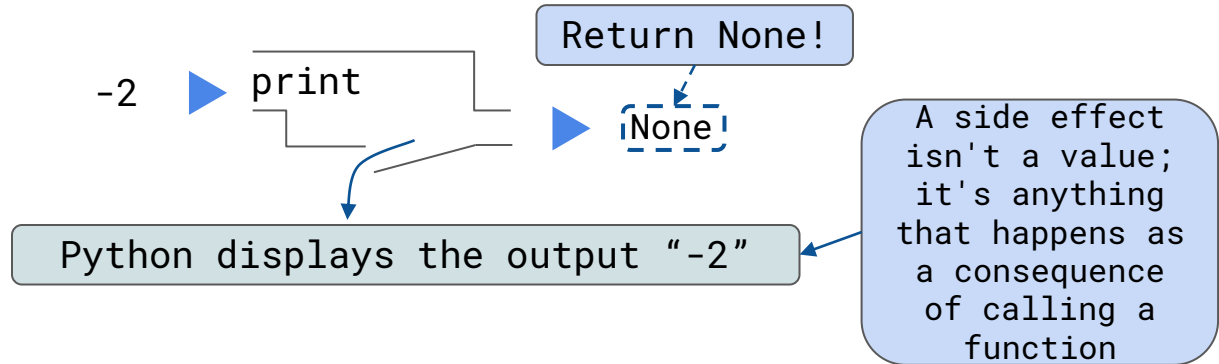
## Pure Functions

*just return values*



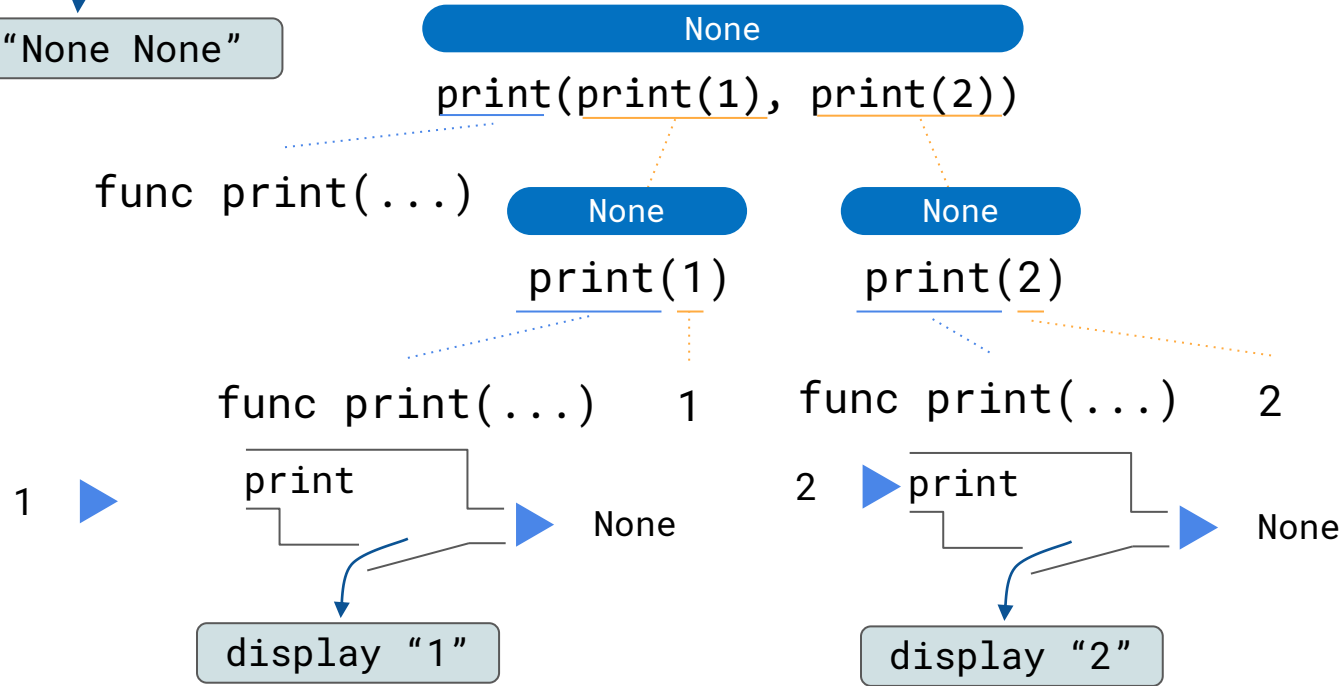
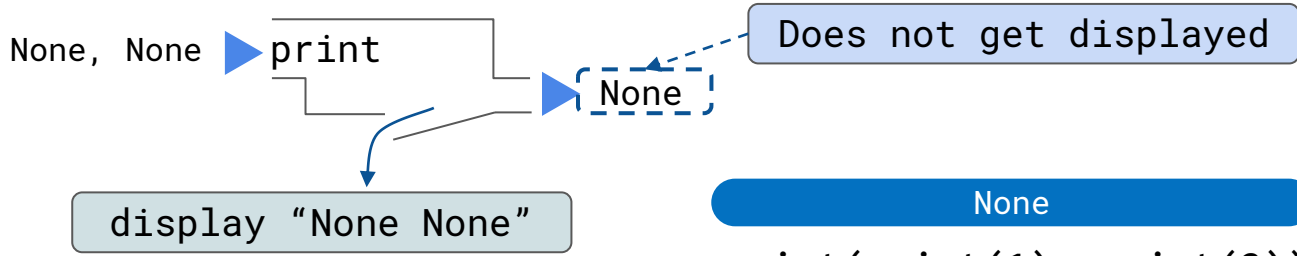
## Non-Pure Functions

*have side effects*



# Nested Expressions with Print

```
>>> print(print(1), print(2))
1
2
None None
```



**print vs return**

Demo

Control

# Control

- **Expressions** in programs evaluate to values
- **Statements** are executed to perform actions
  - Ex: assignment and def statements
- With what we have seen so far, a lot of useful programs have been left out
- For example: returning 'hot', 'warm', or 'cold' depending on an argument temp
- To do this we introduce the concept of **control**
  - Special expressions and statements can **control** how the program is executed by the interpreter



# Conditional statements (**if** statements)

Clause

```
if <conditional expression>:  
    <suite of statements>  
elif <conditional expression>:  
    <suite of statements>  
else:  
    <suite of statements>
```

## Syntax:

- Always start with **if** clause
- Zero or more **elif** clauses
- Zero or one **else** clause, always at the end

## Execution Rule for Conditional Statements:

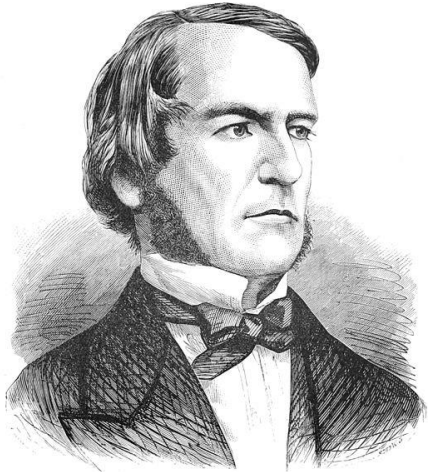
Each header is considered in order

1. Evaluate the header's conditional expression if the header is not an **else**
2. If the expression evaluates to true or the header is an **else**, execute the suite and skip the remaining headers

# if examples

Demo

# Boolean Contexts



*George Boole*

```
def absolute_value(x):  
    """Return the absolute value of x."""  
    if x < 0:  
        return -x  
    elif x >= 0:  
        return x  
    else:  
        return x
```

Two boolean contexts

**Boolean context** is any place where an expression is evaluated to check if it's a **True value** or a **False value**

False values in Python: **False**, **None**, **0**, **''** (more to come)

True values: everything else

# Boolean Expressions

Boolean expressions contain special operators **and**, **or**, **not**

- `<exp1> and <exp2> and <exp3> and ...`
  - Evaluate to the first false value.
  - If none are false, evaluates to the last expression
- `<exp1> or <exp2> or <exp3> or ...`
  - Evaluate to first true value.
  - If none are true, evaluates to the last expression
- **not** `<exp>`
  - Evaluates to True if `<exp>` is a *false value* and False if `<exp>` is a *true value*

# Short-Circuiting

Demo

# Iteration

Demo

# While statements

```
i, total = 0, 0
while i < 3:
    i = i + 1
    total = total + i
```

## Execution Rule for While Statements:

1. Evaluate the header's expression
2. If it is a true value, execute the (whole) suite, then return to step 1

# The Fibonacci Sequence

0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, 144, 233, 377, 610, 987, ...

```
def fib(n):  
    """Compute the nth Fibonacci number, for N >= 1"""  
    pred, curr = 0, 1 # 0th and 1st Fibonacci numbers  
    k = 1             # curr is the kth Fibonacci number  
    while k < n:  
        pred, curr = curr, (pred + curr)  
        k = k + 1  
    return curr
```

The next Fibonacci number is the sum of the current one and its predecessor



# Summary

- `print` vs `None`
  - `None` represents when an expressions doesn't evaluate to a value
  - `print` displays values in the interpreter
- `Control`
  - Allow for the interpreter to selectively or repetitively execute parts of a program
- `Iteration`
  - A particular variant of control which is based in the idea of repeating operations to compute a value