

## Outline for January 14

**Reading:** §2, 3

**Assignments:** Homework 1, due on January 18 at 11:55pm

1. Simultaneous assignment [*swap.py*]
  - a. Simple assignment: `variable = expression`
  - b. Simultaneous assignment: `variableA, variableB = expressionA, expressionB`
2. Decision structures [*if0.py*]
  - a. If statement
  - b. Executes once, based on condition
  - c. Syntax
3. Conditions
  - a. Resolves to boolean value
  - b. Literal booleans: True (1), False (0)
  - c. Testable as `true` or `false`
  - d. Relational operators
    - i. Use two arithmetic expressions connected with relational operators to create a boolean
    - ii. Relational operators: `>`, `>=`, `<`, `<=`, `==`, `!=`
    - iii. Precedence: resolved after arithmetic operators
    - iv. `6 > 2 + 3`; `"UCD" == "Sac State"`
4. Two-way decisions [*if1.py*]
  - a. `if ... else` statements
  - b. One condition, two possible code blocks
  - c. Syntax
  - d. `else` very powerful when the positive condition is easy to describe but not the negative
  - e. String comparison example
5. Multi-way decisions [*if2.py*]
  - a. Can execute code based on several conditions
  - b. `elif` (else if)
  - c. Syntax
  - d. `else` only reached if all previous conditions false
  - e. Nested if statements
6. Iteration
  - a. Definite loops: execute a specific (definite) number of times
  - b. Indefinite loops: execute until a general condition is false
7. For loops
  - a. General form: `for i in iterator`
  - b. *Iterator* is either list or something that generates a list
  - c. Very common form: `for i in range(1, 10)`
8. While loops [*while.py*]
  - a. Contrast with `for`
  - b. `break` causes program to fall out of loop (works with `for` too) [*loop1.py*]
  - c. `continue` causes program to start loop over immediately (works with `for` too) [*loop1.py*]
9. `range()` in detail [*for.py*]
  - a. `range(10)` gives 0 1 2 3 4 5 6 7 8 9
  - b. `range(3, 10)` gives 3 4 5 6 7 8 9
  - c. `range(2, 10, 3)` gives 2 5 8
  - d. `range(10, 2, -3)` gives 10 7 4
10. Program: counting to 10 [*toten.py*]
11. Program: sum the first 10 squares [*sumsq.py*]

12. Program: Fibonacci numbers [*fib.py*]