

# Lecture 17

**Topics:** *Chapter 8. Loop Structures and Booleans*

8.3 (Continues) nested loops

8.4. Computing with booleans

8.5 Other common structures: post-test, loop and half.

## 8.3 Common Loop Patterns

### Nested Loops

Loops may contain loops. Let's take a look at the program that reads in all the numbers from a file, where numbers are separated by a white space or by a “next line” character.:

```
1 2 34 12 0 -12 23
3 5 456 23 09 8
1 4 -23 45 -89
```

## 8.3 Common Loop Patterns

### Nested Loops

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```
1 2 34 12 0 -12 23
3 5 456 23 09 8
1 4 -23 45 -89
```

```
numbers = [] #list of all numbers from the file
for line in source:# iterate over lines in file
    nums_in_line=line.split() #split by space

    for item in nums_in_line: # iterate over items
        numbers.append(int(item)) # in line
```

See program [read\\_all\\_numbers.py](#)

## 8.4 Computing with booleans

Now we have two control structures, `if` and `while`, that use conditions, which are Boolean expressions.

Boolean expression is either `True` (1) or `False` (0).

So far we used expressions that compare two values:

`>=`, `<=`, `!=`, `==`, `>`, `<`

in the last program ([read\\_all\\_numbers.py](#)) you saw: `... and ...`

## 8.4 Computing with booleans

### Boolean operators

Are used to combine Boolean expressions to get a new Boolean expression:

|                                |                     |                    |
|--------------------------------|---------------------|--------------------|
| AND ( $\wedge$ )               | <expr1> and <expr2> | <expr1> && <expr2> |
| OR ( $\vee$ )                  | <expr1> or <expr2>  | <expr1>    <expr2> |
| NOT ( $\bar{\quad}$ , $\neg$ ) | not <expr>          | !<expr>            |

**and** and **or** are **binary operators**, **not** is a **unary operator**.

The **and** of two expressions is **true** when both expressions are true.

The **or** of two expressions is **true** when at least one of the expressions is true.

The **not** operator computes the **opposite** of a Boolean expression.

## 8.4 Computing with booleans

### Truth tables for boolean operators

| P | Q | P and Q |
|---|---|---------|
| T | T | T       |
| T | F | F       |
| F | T | F       |
| F | F | F       |

| P | Q | P or Q |
|---|---|--------|
| T | T | T      |
| T | F | T      |
| F | T | T      |
| F | F | F      |

| P | not P |
|---|-------|
| T | F     |
| F | T     |

**Precedence rules (from high to low):** not, and, or

#### Example:

a and b or not a and b *is equivalent to* (a and b) or ((not a) and b)

## 8.4 Computing with booleans

### Properties of boolean operations

Distributive rules:

$$\begin{aligned} a \text{ or } (b \text{ and } c) &= (a \text{ or } b) \text{ and } (a \text{ or } c) \\ a \text{ and } (b \text{ or } c) &= (a \text{ and } b) \text{ or } (a \text{ and } c) \end{aligned}$$

A double negation rule:  $\text{not } (\text{not } a) = a$

DeMorgan's laws:

$$\begin{aligned} \text{not}(a \text{ or } b) &= (\text{not } a) \text{ and } (\text{not } b) \\ \text{not}(a \text{ and } b) &= (\text{not } a) \text{ or } (\text{not } b) \end{aligned}$$

**Boolean algebra** (**Boolean logic**) is the algebra of truth values and operations on them. It was developed by George Boole in the late 1830s.

One application of Boolean algebra is the analysis and simplification of Boolean expressions.

## 8.4 Computing with booleans

### Example:

Let's write a program that takes a temperature value as an input, and output where it is hot, warm, cold or freezing today.

Assume that if it is **above 90F** then it is **hot**;  
if it is **between 70F and 90F**, then it is **warm**;  
if it is **between 32F and 70F**, then it is **cold**;  
and if it is **bellow 32F** then it is **freezing**.



## 8.4 Computing with booleans

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```
if T > 90
    output HOT
if 70 <= T <= 90
    output WARM
if 32 <= T < 70
    output COLD
if T < 32
    output FREEZING
```

## 8.4 Computing with booleans

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```
if T > 90
    output HOT
if T <= 90 and T >= 70
    output WARM
if T < 70 and T >= 32
    output COLD
if T < 32
    output FREEZING
```

see [temperature.py](#)

## 8.4 Computing with booleans

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```
if T > 90
    output HOT
if T <= 90 and T >= 70
    output WARM
if T < 70 and T >= 32
    output COLD
if T < 32
    output FREEZING
```

if we want to allow user to enter temperatures as many times as he/she wants we will use indefinite loop

see [temperature\\_infiniteLoop.py](#)

## 8.5 Other common structures: post-test, loop and half

The decision structure (**if**) along with the infinite (pre-test) loop (**while loop**) provide a complete set of control structures. Every algorithm can be expressed using just these.

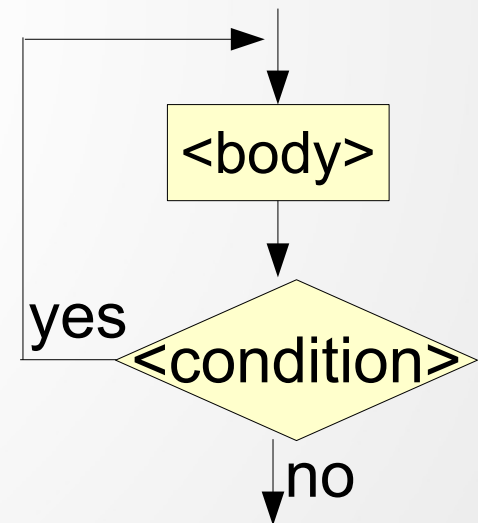
However, sometimes, for certain kinds of problems, alternative structures are more convenient.

### Post-test loop

Syntax could be:

```
repeat  
    <body>  
until <condition>
```

- The condition test comes after the loop body (the body of the loop is always executed at least once)



## 8.5 Other common structures: post-test, loop and half

### Post-test loop

We can simulate the post-test loop:

Initialize the variable(s) that are used in the while's condition to such value(s) that the while loop is entered.

**OR**

Use `while True` and `break` statement

`while True` is an infinite loop, condition is always true.  
`break` statement terminates a loop

## 8.5 Other common structures: post-test, loop and half

### Post-test loop

We can simulate the post-test loop:

Initialize the variable(s) that are used in the while's condition to such value(s) that the while loop is entered.

see programs from previous lecture:

```
average_i.py    answer = "yes"  
                while answer[0]=='y':
```

```
average_s.py    next_value=0  
                while next_value != -1000:
```

```
average_s_mod.py ns='0'  
                 while ns != "":
```

## 8.5 Other common structures: post-test, loop and half

### Post-test loop

We can simulate the post-test loop in at least two ways.  
For example: let us ask the user for a positive number. If the number is not positive, keep asking.

1) “Seed” the loop by initializing number to enter loop:

```
number = -1
while number < 0:
    number = float(input("Enter a positive number:"))
```

2) Use break:

```
while True:
    number = float(input("Enter a positive number:"))
    if number >= 0:
        break
```

## 8.5 Other common structures: post-test, loop and half

### Post-test loop

Try to **avoid** peppering the body of the loop with **multiple break statements**, because the logic of the loop might be lost.

However, there are times when this rule should be broken to provide most elegant solution.



## 8.5 Other common structures: post-test, loop and half

### Loop and a half

This is very similar to the last example. The only difference is that the break statement is in the middle of the loop:

```
while True:
    number = float(input("Enter a positive number:"))
    if number > 0: break
    print("The number you entered is not positive.")
```

You can see that the input is processed, if necessary, after the break statement.

## 8.5 Other common structures: post-test, loop and half

### A note about booleans

In python, every nonzero, or nonempty, literal is converted into boolean as True. The function `bool(lit)` gives the boolean value of. Check the output of:

```
bool("yes")
bool("no")
bool("")
bool([])
bool([1, 2])
bool(0)
```

So for example, if we know that `n` is number, the statement  
`if n != 0:`  
is equivalent to  
`if n:`

## 8.5 Other common structures: post-test, loop and half

### A note about booleans

Also note: In python, booleans expressions are evaluated *left to right*, following the rules:

|         |                                              |
|---------|----------------------------------------------|
| x and y | If x is false, return x. Otherwise return y. |
| x or y  | If x is true, return x. Otherwise return y.  |

Note that if x is returned, then y is not evaluated **at all**, so it is better to always put the condition that is easier to evaluate first.

This also gives curious ways of doing things. For example, the expression

```
ans = False or "Pizza"
```

always evaluates to "Pizza".