

General

Conditional expressions

You can use a conditional statement if you want the value that must be assigned to a variable to depend on a certain condition. Say, for example, that you work with a variable `x` that refers to the length of a person (in centimeters), and that you want to assign the value `'large'` to the variable `length` if $x > 185$, and the value `'small'` otherwise. Using a conditional statement, this can be done in the following way.

```
>>> x = 100
>>> if x > 185:
...     length = 'large'
... else:
...     length = 'small'
...
>>> length
'small'

>>> x = 190
>>> if x > 185:
...     length = 'large'
... else:
...     length = 'small'
...
>>> length
'large'
```

The same result can be obtained using an `if-else-expression` (also called a *conditional expression*). In contrast with a conditional statement, this is an expression (that evaluates to a value) and not a statement. As a result, you may use conditional expressions at the right-hand side of an assignment statement. Using conditional expressions, the above interactive session can be written much shorter.

```
>>> x = 100
>>> length = 'large' if x > 185 else 'small'
>>> length
'small'

>>> x = 190
>>> length = 'large' if x > 185 else 'small'
>>> length
'large'
```

Check if a number is between two limits

In Python you can check if the value (of a variable) is within a certain interval by using a composite Boolean expression. For example, if you want to check whether the number `x` is in the interval $]a, b[$, you can use the following Boolean expression

```
>>> a < x and x < b
```

In mathematics, this condition would be written as $a < x < b$, and Python can use the same kind of shorthand notation.

```
>>> a < x < b
```

This clearly shows that Guido Van Rossum, who invented the Python programming language, was a trained mathematician. Equally, the condition $a \leq x \leq b$ — where the limits are included in the interval — can be written using the same shorthand notation in Python.

```
>>> a <= x <= b
```

Conversion of values to Boolean values

In Python it is generally considered a better programming style (more *pythonic*) to rewrite the condition in the following code snippet

```
if x != 0:
    pass
```

in short as

```
if x:
    pass
```

This is possible, because the evaluation of the condition in an `if` statement or a `while` statement, implicitly converts the expression into a Boolean value. For most data types, all values are converted to the Boolean value `True`, except for a single value that is converted to `False`:

- for integers only 0 is converted to `False`
- for floats only 0.0 is converted to `False`
- for strings only the empty string ('') is converted to `False`
- for lists only the empty list ([]) is converted to `False`
- ...

As a result, you will encounter this shorthand notation very often in code examples that you find in books or online. So, even if you find the longer notation more readable, it is still necessary to understand the shorthand notation when trying to understand code examples that make use of it.

Also not that it is quite useless to write

```
if found == True:
    pass
```

as the variable `found` already references a Boolean value. Also in this case, it is shorter to write

```
if found:
    pass
```

Assignment vs. equality test

In Python, the syntax of an assignment statement uses a single equal sign, where an equality test (check whether two objects have the same value) uses two successive equal signs. To check if the value of the variable `x` equals the integer 2, you write

```
>>> if x == 2:    # correct
...     pass
```

and not

```
>>> if x = 2:    # wrong
File "<myscript.py>", line 1
    if x = 2:
        ^
SyntaxError: invalid syntax
```

Runway

Add leading zeros using string interpolation

If you want to convert an integer into a fixed-length string with leading zeros, you can use string interpolation (f-strings) and an accompanying *format specifier*. Format specifiers are always put inside the pair of brackets used as a placeholder in the template string. A format specifier always starts with a colon (:).

In particular, to convert an integer into a fixed-length string with leading zeros, you can use the format specifier `:0nd`. In this format specifier, the `0` indicates that leading zeros need to be added in case the string would otherwise be shorter than the target length, the letter `d` indicates that the value must be formatted as a digit (number) and the number `n` indicates the target length of the string. If the number you want to convert to a string is longer than the target length, the entire number is converted into a string. In this case, the resulting string will thus be longer than the target length.

```
>>> f'{2}'
'2'
>>> f'{2:02d}'
'02'
>>> f'{34:02d}'
'34'
>>> f'{567:02d}'
'567'
>>> f'{89:06d}'
'00089'
```

There are other ways to convert a number into a fixed-length string with leading zeros. One option is to use the string method `zfill` (*zero fill*). You can also compute the difference between the actual length and the target length, to determine how many leading zeros must be prepended. Or you can use a `while` loop to prepend leading zeros until the target length is reached.

```
>>> target = 3
>>> number = str(2)
>>> number.zfill(target)
'002'
>>> leading_zeros = target - len(number)
>>> leading_zeros
2
>>> '0' * leading_zeros + number
'002'
>>> while len(number) < target:
...     number = '0' + number
...
>>> number
'002'
```

Sweat test

Avoid multiple print statements

It is always a good idea to avoid excessive use of `print` statements, in order not to clutter your source code. As such, it becomes much easier to track what exactly will be printed and how the output is formatted.

Say, for example, that you have the following source code

```
>>> x = 3
>>> if x < 5:
```

```

...     print('less than 5')
... else:
...     print('more than 5')
...
'less than 5'

```

This code always prints a single line, and so it is better to rewrite this source code using a single print statement

```

>>> x = 3
>>> if x < 5:
...     result = 'less'
... else:
...     result = 'more'
...
>>> print(f'{result} than 5')
'less than 5'

```

Non-defined variables

Python issues a runtime error if you try to fetch the value of an object referenced by a variable that has not been defined earlier in your source code (no object has been assigned to this variable). This happens for example in the following code fragment

```

>>> x = 4
>>> if x < 3:
...     var = 'ok'
...
>>> print(var)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
NameError: name 'var' is not defined

```

where the `print` statement issues a runtime error that mentions the fact that the variable `var` could not be found in the namespace. If you carefully examine the code fragment, you'll see that the variable `var` is not assigned a value in case the value of `x` is larger than 3 (which is the case in this example).

APGAR score

Testing if the value of a variable belongs to a fixed set of options

The following conditional statements have a logical error in checking whether it is weekend or a working day on a given weekday. Actually, the condition will always be `True`, suggesting that it is weekend all of the time.

```

>>> weekday = 'sunday'
>>> 'weekend' if (weekday == 'saturday' or 'sunday') else 'working day' # WRONG!!
'weekend'

>>> weekday = 'monday'
>>> 'weekend' if (weekday == 'saturday' or 'sunday') else 'working day' # WRONG!!
'weekend'

```

The reason things go wrong here, is that the condition is composed out of two smaller conditions, being `weekday == 'saturday'` and `'sunday'`. The second condition is always `True`, since any string is `True` except for the empty string that is `False` in Boolean context. The correct way of formulating the composed condition is

```
>>> weekday = 'sunday'
>>> 'weekend' if (weekday == 'saturday' or weekday == 'sunday') else 'working day'
'weekend'

>>> weekday = 'monday'
>>> 'weekend' if (weekday == 'saturday' or weekday == 'sunday') else 'working day'
'working day'
```

Note the repetition of the variable name in the condition.