

L#3

# Basics of Programming. Introduction

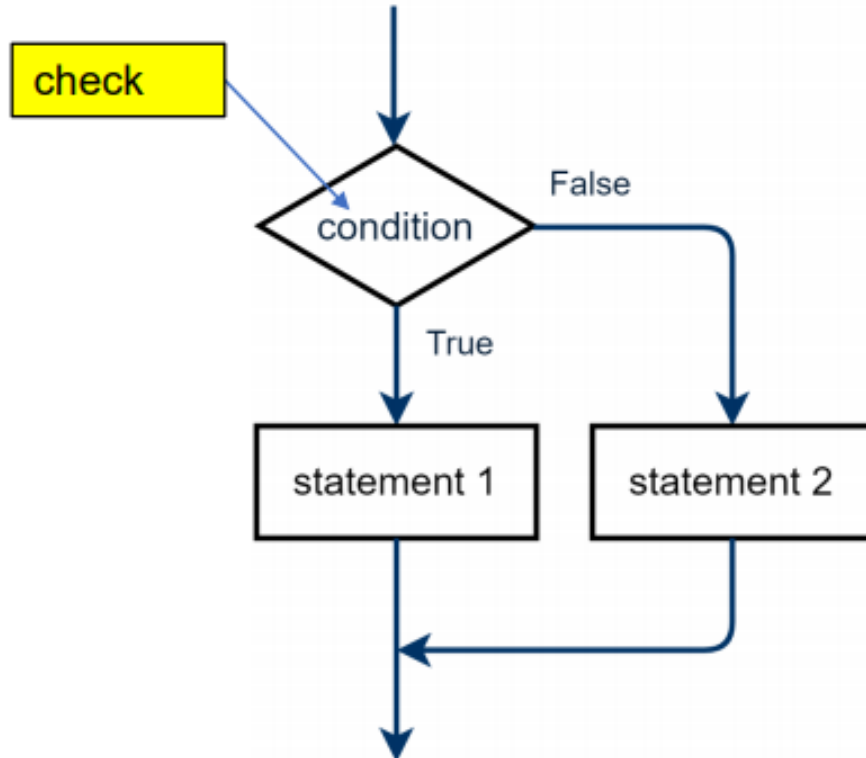
Course Basics of Programming Semester 1, FIIT

Mayer Svetlana Fyodorovna

# Conditions

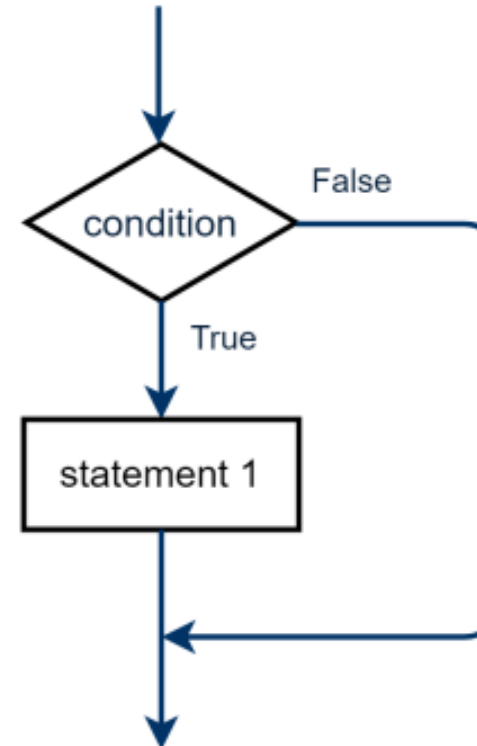
## Complete form

```
if Mark > 2 then  
    Print('OK')  
else Print('Bad mark');
```



## Incomplete form

```
if Mark > 2 then  
    Print('OK');
```



# Examples

- is the value of the variable even or odd?

```
if x mod 2 <> 0 then  
    Print('Odd')  
else Print('Even');
```

- Is it a one-digit number?

```
if n < 10 then  
    Print('One-Digit number');
```

# Tasks

- To do: tasks 6, 7, 8, 9

# Boolean expressions

```
if Mark > 2 then  
  Print('OK')
```

Expression `Mark > 2` is a question

**Mark > 2 ?**

The answer on this question is **True** or **False**.

We say that the expression `Mark > 2` has a type **boolean**.

This type has only two values: **True** or **False**.

- We can output the Boolean expressions:

```
var mark := 2;  
Print($"is it true that mark >2? {mark > 2}") // output false
```

# Boolean type

- We can define variables of Boolean type:

```
var Mark := ReadInteger('Enter Mark:');  
var B: boolean;  
B := Mark > 2;  
if B then  
    Print('OK')
```

# Boolean operations: and, or, not

```
var A,B: boolean;  
A := True;  
B := False;  
Print (A and B);  
Print (A or B);  
Print (not A);
```

- **A and B** is *True* if **A** is *True* and **B** is *True* at the same time. In other cases **A and B** is *False*
- **A or B** is *False* if **A** is *False* and **B** is *False*. In other cases **A or B** is *True*
- **not A** has opposite value: **not A** is *True* if **A** is *False*

# Truth tables

Truth tables give us a values of boolean operations  
A and B, A or B, not A  
when A and B take all possible values

<b>A</b>	<b>B</b>	<b>A and B</b>	<b>A or B</b>
True	True	True	True
True	False	False	True
False	True	False	True
False	False	False	False

<b>A</b>	<b>not A</b>
True	False
False	True



# Examples

```
var x := ReadReal;  
var B := (x > 3) and (x < 5);
```

$x \in (3, 5)$

```
var x := ReadInteger;  
if (x = 1) or (x = 3) or (x = 5) then  
  Print('x=1 or 3 or 5');
```

```
var x := ReadInteger;  
if not (x > 2) then  
  Print('x<=2');
```

# Tasks

- To do: tasks 1, 2, 3, 4, 5

# Nested If statements

## Problem.

**Given:** Point  $(x,y)$  on a coordinate plane,  
 $x \neq 0, y \neq 0$ .

**Find:** Number of quarter

## Code:

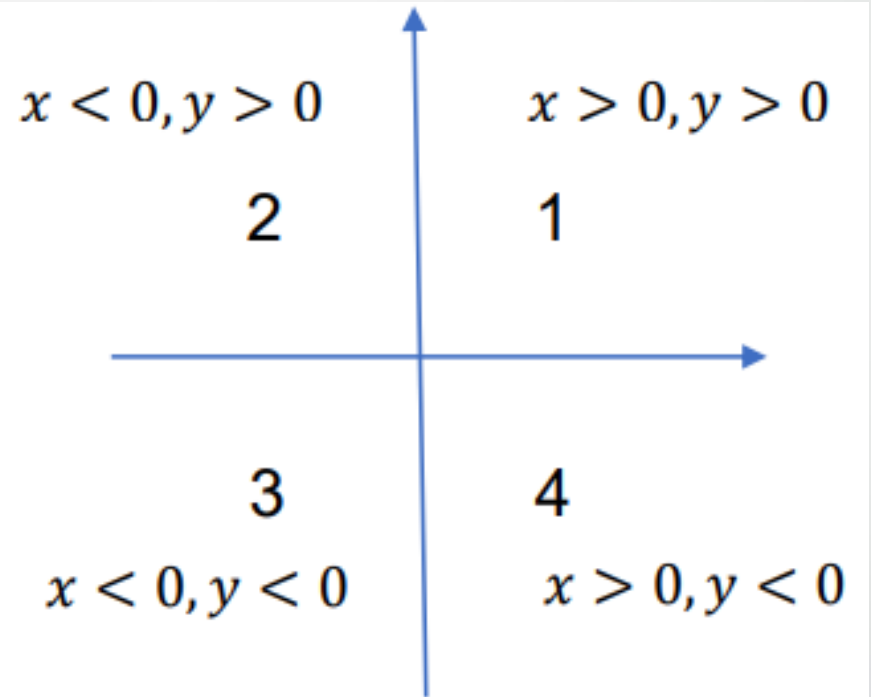
```
var (x,y) := ReadInteger2;  
var quarter: integer;  
Assert((x<>0) and (y<>0));
```

```
if x>0 then
```

```
  if y>0 then  
    quarter := 1  
  else quarter := 4;
```

```
else
```

```
  if y>0 then  
    quarter := 2  
  else quarter := 3;
```



# Chained If statements

**Given:** a number of Season (Winter is first)

**Output:** Name of Season

**Code:**

```
var Season := ReadInteger('Enter Season (1..4):');  
if Season=1 then  
    Print('Winter')  
else if Season=2 then  
    Print('Spring')  
else if Season=3 then  
    Print('Summer')  
else if Season=4 then  
    Print('Autumn')  
else Print('Wrong Season')
```

# Logical (boolean) operations in **if** statements

- Conditions may consist of logic operations: **not**, **or**, **and**. If there are more than one condition, so each condition must be surrounded by round brackets.
- For example if we must check two conditions:

```
if (year < 20) or (year > 18)
then begin
  // if body
end
```

```
var a: = 5;
if (not (a<4)) and (7>5) then // ← True
begin
  // if body
end
```

If one of the conditions or both conditions are **True** then if body executes.

# Tasks

- To do: tasks 10, 11, 12, 13, 14, 15, 16, 17

# Case statement

- We use case statement in a situation of *multiple choice*.
- Previous example with chained if we can write as follows:

```
var Season := ReadInteger('Enter Season (1..4):');  
case Season of  
  1: Print('Winter');  
  2: Print('Spring');  
  3: Print('Summer');  
  4: Print('Autumn');  
  else Print('Wrong Season');  
end;
```

case **switch** expression

labels

# Case: another examples

## Example. Translator

```
var Word := ReadString;  
var Translation: string;  
case Word of  
  'dog': Translation := 'собака';  
  'use': Translation := 'использовать';  
  'find': Translation := 'находить';  
  else Translation := 'не знаю 😊';  
end;
```



# Tasks

- To do: tasks 18, 19, 20, 21, 22, 23

# Case: using ranges and enumerations

**Problem.** Given a number of Month. Calculate a name of season

```
var Month := ReadInteger;  
Assert((Month>=1) and (Month<=12));  
var Season: string;  
case Month of  
  3..5: Season := 'Spring';  
  6..8: Season := 'Summer';  
  9..11: Season := 'Autumn';  
  12,1,2: Season := 'Winter';  
end;
```

Ranges & enumerations must **not overlap**

enumeration

range

# Tasks

- To do: tasks 24,25,26



Q & A