1 Control

Control structures direct the flow of logic in a program. For example, conditionals (if-elif-else) allow a program to skip sections of code, while iteration (while), allows a program to repeat a section.

If statements

Conditional statements let programs execute different lines of code depending on certain conditions. Let’s review the if-elif-else syntax.

Recall the following points:

- The else and elif clauses are optional, and you can have any number of elif clauses.
- A conditional expression is a expression that evaluates to either a true value (True, a non-zero integer, etc.) or a false value (False, 0, None, '', [], etc.).
- Only the suite that is indented under the first if/elif with a conditional expression evaluating to a true value will be executed.
- If none of the conditional expressions evaluate to a true value, then the else suite is executed. There can only be one else clause in a conditional statement!

Boolean Operators

Python also includes the boolean operators and, or, and not. These operators are used to combine and manipulate boolean values.

- not returns the opposite truth value of the following expression.
- and stops evaluating any more expressions (short-circuits) once it reaches the first false value and returns it. If all values evaluate to a true value, the last value is returned.
- or short-circuits at the first true value and returns it. If all values evaluate to a false value, the last value is returned.
Questions

1.1 Alfonso will only wear a jacket outside if it is below 60 degrees or it is raining. Fill in the function `wears_jacket` which takes in the current temperature and a Boolean value telling if it is raining and returns `True` if Alfonso will wear a jacket and `False` otherwise.

This should only take one line of code!

```python
def wears_jacket(temp, raining):
    return temp < 60 or raining
```

1.2 To handle discussion section overflow, TAs may direct students to a more empty section that is happening at the same time. Write the function `handle_overflow`, which takes in the number of students at two sections and prints out what to do if either section exceeds 30 students. **Note:** Don’t worry about printing “spot” for singular values and “spots” for multiple values.

```python
def handle_overflow(s1, s2):
    if s1 <= 30 and s2 <= 30:
        print("No overflow.")
    elif s2 > 30 and s1 < 30:
        print(str(30 - s1) + " spots left in Section 1.")
    elif s1 > 30 and s2 < 30:
        print(str(30 - s2) + " spots left in Section 2.")
    else:
        print("No space left in either section.")
```
**While loops**

Iteration lets a program repeat statements multiple times. A common iterative block of code is the **while loop**.

As long as `<conditional clause>` evaluates to a true value, `<body of statements>` will continue to be executed. The conditional clause gets evaluated each time the body finishes executing.

**Questions**

1.1 What is the result of evaluating the following code?

```python
def square(x):
    return x * x

def so_slow(num):
    x = num
    while x > 0:
        x = x + 1
    return x / 0

square(so_slow(5))
```

Infinite loop because `x` will always be greater than 0; the `num / 0` is never executed.

1.2 Fill in the `is_prime` function, which returns `True` if `n` is a prime number and `False` otherwise. After you have a working solution, think about potential ways to make your solution more **efficient**.

**Hint**: use the `%` operator: `x % y` returns the remainder of `x` when divided by `y`.

```python
def is_prime(n):
    if n == 1:
        return False
    k = 2
    while k < n:
        if n % k == 0:
            return False
        k += 1
    return True
```

Alternatively, the while loop’s conditional expression could ensure that `k` is less than the square root of `n`.
2 Environment Diagrams

An environment diagram keeps track of all the variables that have been defined and the values they are bound to.

\[
x = 3
\]

```python
def square(x):
    return x ** 2

square(2)
```

When you execute assignment statements in an environment diagram (like \(x = 3\)), you need to record the variable name and the value:

1. Evaluate the expression on the right side of the = sign
2. Write the variable name and the expression’s value in the current frame.

When you execute def statements, you need to record the function name and bind the function object to the name.

1. Write the function name (e.g., square) in the frame and point it to a function object (e.g., func square(x) [parent=Global]). The [parent=Global] denotes the frame in which the function was defined.

When you execute a call expression (like square(2)), you need to create a new frame to keep track of local variables.

1. Draw a new frame. Label it with

   - a unique index (f1, f2, f3 and so on)
   - the intrinsic name of the function (square), which is the name of the function object itself. For example, if the function object is func square(x) [parent=Global], the intrinsic name is square.
   - the parent frame ([parent=Global])

2. Bind the formal parameters to the arguments passed in (e.g. bind x to 3).
3. Evaluate the body of the function.

If a function does not have a return value, it implicitly returns None. Thus, the “Return value” box should contain None.

\footnote{Since we do not know how built-in functions like add(...) or min(...) are implemented, we do not draw a new frame when we call built-in functions.}
Questions

2.1 Draw the environment diagram that results from running the following code.

```python
a = 1
def b(b):
    return a + b
a = b(a)
a = b(a)
```

![Environment Diagram](image)
2.2 Draw the environment diagram so we can visualize exactly how Python evaluates the code. What is the output of running this code in the interpreter?

```python
>>> from operator import add
>>> def sub(a, b):
...     sub = add
...     return a - b
>>> add = sub
>>> sub = min
>>> print(add(2, sub(2, 3)))
```

Output:

0