



Conditionals & Functions

CSE 160

Summer 2026

Questions?



Announcements

- [Homework Assignment 1](#) due Monday, July 6th at 11:59 PM
- [Programming Practice 1](#) due Monday, July 6th at 11:59 PM
- [Written Check-In 2](#) due Monday, July 6th at 11:59 PM
- No class on Friday, July 3rd!

Today's Roadmap

1. A Loop Problem
2. Conditionals
3. Conditionals and Loops
4. Intro to Functions

[Jupyter Hub](#)

A Loop Problem

Write a loop to print out the **even** numbers between 0 and 10 (inclusive). Your program output should look like this:

0
2
4
6
8
10

Bonus problem

Think about how you would print out all the even numbers in a list of random, unordered numbers.

For example, how would you find all the even numbers in this list:

[9, 16, -100, -54, 48, 10, 32]

Python Building Blocks so Far

- Print Statements
- Expressions
- Variables and Assignment Statements
- Types
 - int, float, string, bool
- Loops
- A loop nested inside of a loop!
- TODAY: conditionals (aka "if statements")

Conditional Statements

- A **conditional statement** allows programmers to control which code block is executed based on whether a condition is true.
- Follows decision-based logic we use in our daily lives
 - If it's raining, **then** bring an umbrella
 - If the coffee pot is empty, **then** brew some coffee
 - If I am hungry, **then** cook dinner

If [condition is True], **then** [do some action]

Boolean (True/False)

Code to run

Boolean Expressions evaluate to True or False

Some example boolean expressions:

```
22 > 4
```

```
22 < 4
```

```
22 == 4
```

```
22 >= 22
```

```
(22 > 4) and (5 < 6)
```

```
(22 > 4) and (5 > 6)
```

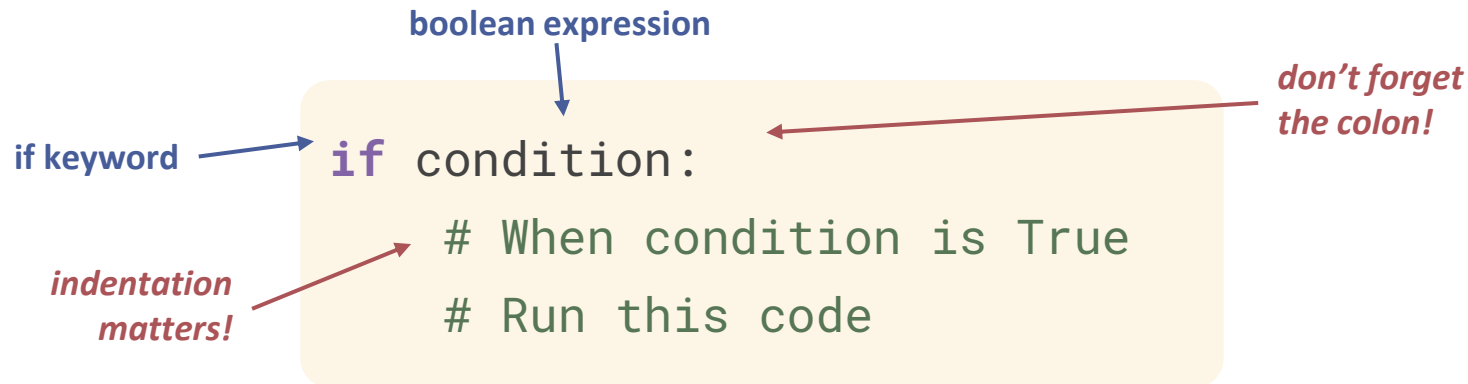
```
not (5 <= 6)
```

```
not True
```

We can print out the value of an expression: `print((22 > 4) and (5 < 6))`

We can save the value of an expression in a variable: `x = 22 < 4`

If statement “Anatomy”

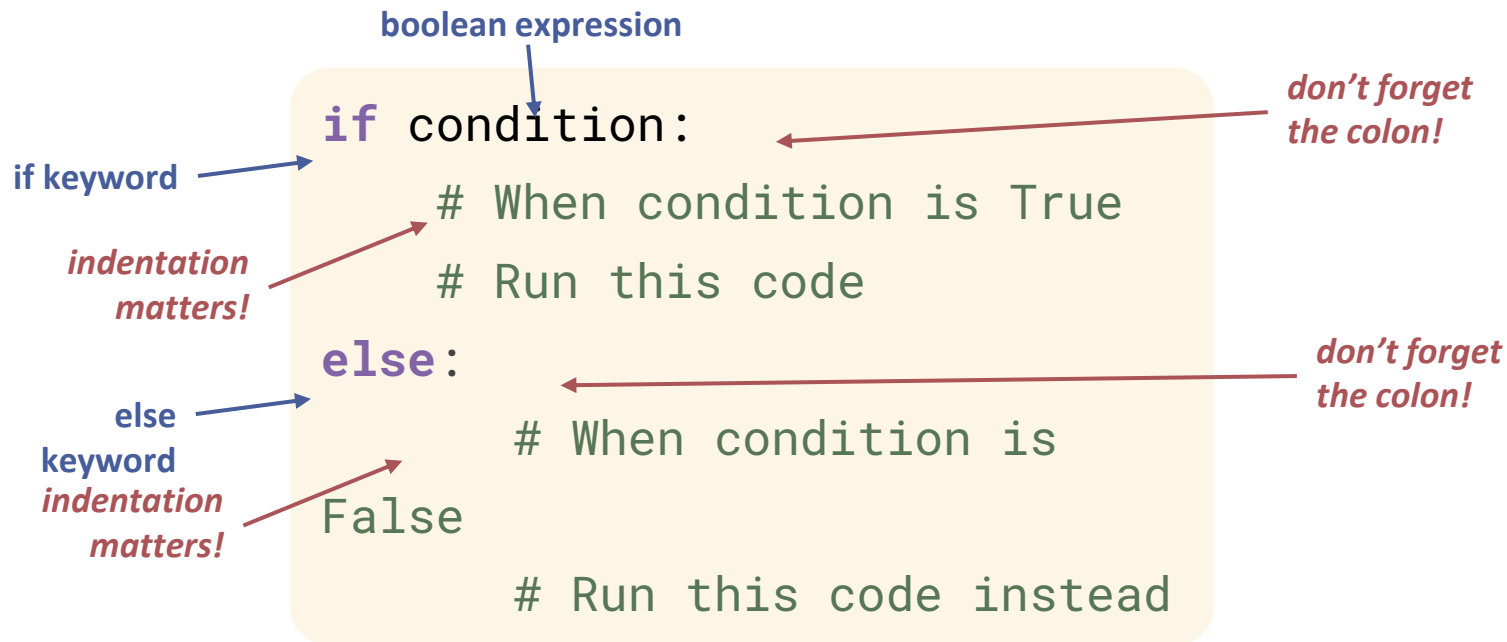


If Statement Example:

[Jupyter Hub](#)

```
x = 3
if x == 3:
    print("x is 3!")
```

If-else statement “Anatomy”



If-else Statement Example:

```
x = 3
if x == 3:
    print("x is 3!")
else:
    print("x is NOT 3")
```

What if we want to choose between more than two possible outcomes?

If-elif-else statement “Anatomy”

```
if keyword → if condition_1:
    # When condition_1 is True
    # Run this code
elif keyword → elif condition_2:
    # When condition_1 is False
    # And when condition_2 is True
    # Run this code
else keyword → else:
    # When condition_1 is False
    # And when condition_2 is False
    # Run this code instead
```

If-elif-else Statement Example:

Python Tutor

```
x = 3
if x == 3:
    print("x is 3!")
elif x == 7:
    print("x is 7!")
else:
    print("x is neither 3 nor 7")
```

Think Pair Share



Sli.do

#cse160



Which statements will be printed?

- A** Only statement 1
- B** Only statement 2
- C** Statement 1 and statement 2
- D** Only statement 3
- E** Nothing will be printed

```
x = 5
y = 5
if x > 0:
    print("x is greater than 0")
elif y > 0:
    print("y is greater than 0")
else:
    print("x and y are not greater than 0")
```

1

2

3

If-elif-else: check for more cases!

- If-else statements handle two cases
 - The case where something is True (if)
 - The case where something is False (else)
 - Only two possible outcomes
- **If-elif-else statements** can handle more cases!
 - Not every situation is binary (it happens or it doesn't)
 - **If** it's raining, **then** bring my umbrella; **else if** it's snowing, **then** bring my snowboard; **else if** it's sunny, **then** bring my paddleboard; **else** stay indoors.
- **Hypothetically**: you can check as many cases as you'd like
 - Be careful because some cases may overlap!
 - When the first case is True, all other cases are ignored!

If-elif-else: check many, many cases!

```
weather = "raining"
if weather == "raining":
    print("Wear a jacket")
elif weather == "cloudy":
    print("Go for a run")
elif weather == "sunny":
    print("Go paddleboarding")
else:
    print("Stay indoors")
```

If-elif-else: Order of conditions matters!

```
temp = 30
if temp <= 45:
    print("Cold!")
elif temp <= 80:
    print("Comfortable.")
else:
    print("Hot!")
```

```
temp = 30
if temp <= 80:
    print("Comfortable.")
elif temp <= 45:
    print("Cold!")
else:
    print("Hot!")
```

Is there a better way to write this?

```
val = 0
# calculate absolute value of val
if val < 0:
    print("val is negative")
    print(val)
    result = -val
else:
    if val == 0:
        print("val is zero")
        print(val)
        result = val
    else:
        print("val is positive")
        print(val)
        result = val
print(result)
```

If you run this code

All of this code is skipped

Next line of code to run

A Loop Problem, Again

Write a loop to print out the **even** numbers in the list: [9, 16, -100, -54, 48, 10, 32]

Output should be:

16

-100

-54

48

10

32

Inputs and Outputs

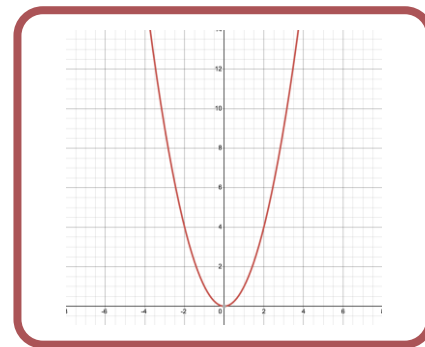
What things in the world take inputs, process them, and then produce outputs?



Title: "Week 1 Done"

Body: "..."

X



Week 1 Done! 🟢 #9



James Weichert

5 days ago in Announcements

181

181

Happy Friday, y'all!

Congratulations on getting through the first week of CSE 160! Here are a few reminders about important course information and upcoming assignments.

$$f(x) = x^2$$

Functions

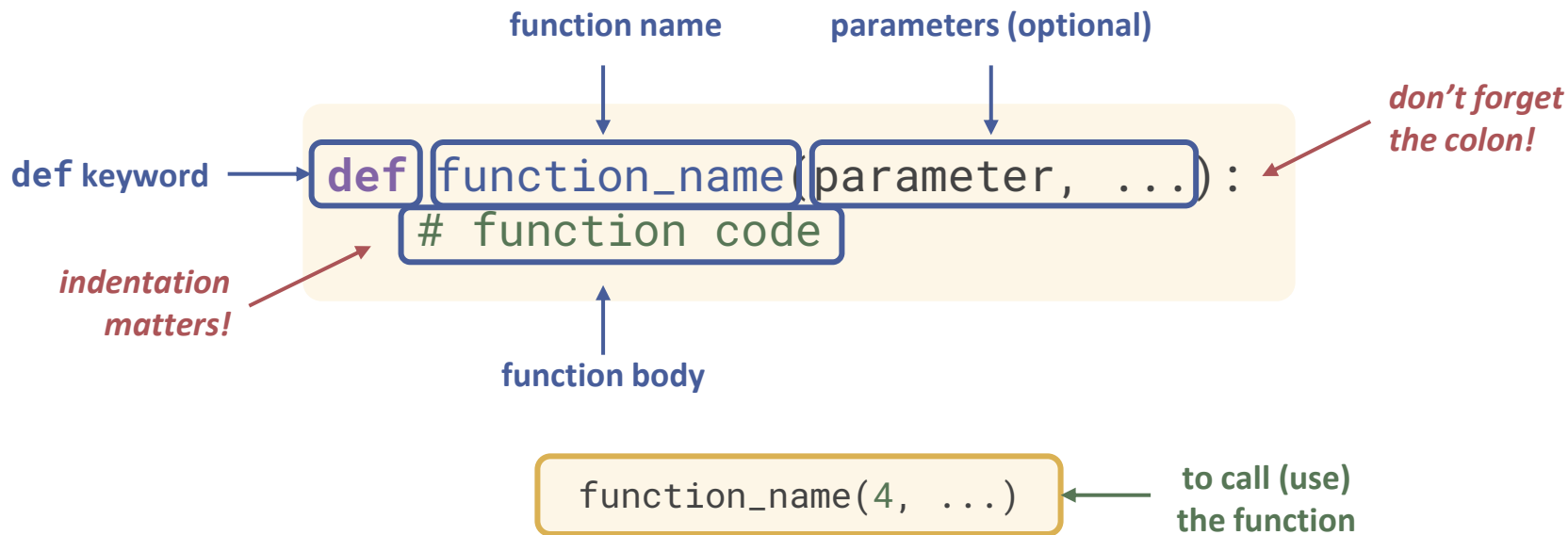
Functions *compartmentalize* code that can be used (or “called”) when we want.

Functions

```
def my_func(input):  
    # do work  
    return output
```

- **Organize** code
- **Reuse** code, *but with different inputs*
- **Abstract** away details

Anatomy of a Function



Return Statements

return is a Python keyword that is used to **output a value from a function**.

return statement →

```
def function_name(parameter, ...):  
    # perform actions  
    # produce a value  
    return value
```

Returning from a Function

return is a Python keyword that is used to **output a value** from a **function**.

Once a **return** statement is executed, **no more code in the function will be run**.

```
def function_name(parameter, ...):  
    # perform actions  
    # produce a value  
    return value  
    print("Hey") # can't run!
```

unreachable code!