# Note: From Chapter 4 we are jumping into the first part of Chapter 7. On completing this part we will move to Chapter 5

# 1.py

# If-statement

def wait():
    x = input()
    print(" ")

def main():

    # input any non-negative number to print "Larry"
    number = eval(input("Enter any number: "))
    wait()
    if (number >= 0):
        print(" Hello Larry!")

main()

# 2.py

...
# If-else-statement (2-way decision, fork in the road)

```python
def wait():
    x = input()
    print(" ")

def main():
    # input any non-negative number to print "Larry", else print "Moe"
    number = eval(input("Enter any number: "))
    wait()
    if (number >= 0):
        print(" Hello Larry!")
    else:
        print ("Hello Moe!")

main()
```

#3.py

```python
```
# Nested If-else-statement (4-way decision, each fork leads to another fork in the road. By road we mean "execution path taken by the CPU" based on conditions being True or False)

```python
def wait():
    x = input()
    print(" ")

def main():
    # input any number
    # number > 10 prints "Larry"
    # 0 <= number <= 10 prints "Moe"
    # number < -10 prints "Curly"
    # -10 <= number < 0 prints "Shemp"

    # These print statements are only used to show how the "if-else" works.
    # In general there will be statements and function calls, etc., in each block,
    # depending on what you want to have done.

    # NOTE: Be careful. When you test for conditions, make sure you account for
    # ALL the different cases, i.e., all the possible paths. Otherwise the program
    # may take a path that you did not expect, and it will take some effort to
    # trace this later --- to find which condition(s) you missed.

    number = eval(input("Enter any number: "))

wait()

if (number >= 0):
    if (number > 10):
        print(" Hello Larry!")
    else:
        print(" Hello Moe!")
else:
    # if we are here, it means number < 0

    if (number < -10):
        print(" Hello Curly!")
    else:
        print(" Hello Shemp!")
```

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def wait():
    x = input()
    print(" ")

def main():

    number = eval(input("Enter any number: "))
    wait()

    if (number > 10):
        print(" Hello Larry!")
elif (0 <= number <= 10):
    print(" Hello Moe!")
elif (number < -10):
    print(" Hello Curly!")
else:  # notice how the "else" at end catches all the remaining cases
    print(" Hello Shemp!")

main()