

## PFTW: Sequences aka Strings&Lists

- **From Return values to Random-ness [aka two R's]**

- What power does random provide?
- What is a return value, different from print
- Examples in Cityscape.py

- **Loops, Lists, Strings : FileData.py**

- Loop over sequence: string, file, list, "other"
- Process each element, sometimes selectively
- Toward understanding the power of lists
  - List comprehensions: oh my!

- **Accumulation as a coding pattern**

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5.1

## Motivation: <http://bit.ly/sportswords>

- **How does Google do this? Why do they do this?**

- Search through ... and do what?
- Already know the answer and display it?



- **File is comprised of lines**

- Lines composed of "words"
- Both are strings

- **Breaking file into all the words**

- From string to list: both are sequences

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5.2

## Anatomy of a Python String

- **String is a sequence of characters**

- Functions we can apply to sequences: len, slice [:], others
- Methods applied to strings [specific to strings]
  - st.split(), st.startswith(), st.strip(), st.lower(), ...



- **Strings are *immutable* sequences**

- Characters are actually length-one strings
- Cannot change a string, can only create new one
  - What does upper do?
- See resources for functions/methods on strings

- **Iterable: Can loop over it, Indexable: can slice it**

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## Anatomy of a Python list

- **Create list with brackets (values optional)**

- `s1 = []`
- `s2 = ["a", "b", "c"]`
- `s3 = list("123") #from an iterable`

- **Lists are *mutable* and *iterable***

- Append to list, change value stored at index
- `s2[1] = 5, s2.append(77)`
- `for elem in list:`  
    `#process elem`

- **Functions on lists: len, min, max, sum**

- Operator: in
- Mutators: `.append(x)`, `.extend([..])`, `.pop(i)`, ...

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## Indexing a list

- Lists, like strings, start indexing with zero
  - Strings are immutable, lists are mutable
- For some problems, looping by index useful
  - Use range function, range creates open-ended list
  - `range(0,10)`, `range(5,20)`, `range(10,100,5)`
  - Advice/warning: in Python 3 range doesn't create list
- Especially and often useful for two lists
  - Parallel lists: names and GPA, movies and directors, ...
  - Toward tuples [sneak preview]

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## Counting words: accumulation

- Anatomy of assignment and accumulation
  - `var = "hello", y = 7`
  - What do these do? Memory?
  - Reading assignment statement
- Accumulation

```
var = 0
for x in data:
    if x == "angel":
        var = var + 1
```
- RHS, assign to LHS

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## Making choices at random

- Why is making random choices useful?
  - How does modeling work? How does simulation work?
  - Random v Pseudo-random, what's used?
  - Online gambling?
- Python random module/library: `import random`
  - Methods we'll use: `random.random()`, `random.randint(a,b)`, `random.shuffle(seq)`, `random.choice(seq)`, `random.sample(seq,k)`, `random.seed(x)`
- How do we use a module?

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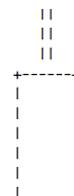
5.7

## Interlude: Cityscape.py

- How do we make a tower taller?
  - What about the spire?
  - How can we do this with a loop?
  - How can we do this at random?
  - What about making a wider base?
- Lessons: why do functions return values
  - Can use them in many contexts, not just printing
  - Horizontal display of multiple towers?

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## Niklaus Wirth (Turing Award, 1984)

- Designed and implemented several programming languages including Pascal, Modula-2, Oberon
- Wrote the paper that popularized the idea of step-wise refinement
  - Iterative enhancement
  - Grow a working program
- Cranky or tasteful?



*Simple, elegant solutions are more effective, but they are harder to find than complex ones, and they require more time which we too often believe to be unaffordable*

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5.9

## CompSci 6/101: Random debugging?!#

- The joys and rewards of writing code to solve a problem
  - How do we know where to begin?
  - How do we know we're making progress?
  - How do we know when we're done?
- Make it run, make it right, (make it fast, small)
  - If we don't have a program that runs, can't make it right!
  - Where to begin? Do something relevant to the problem
  - Later you'll learn more about understanding design
- Once the program is running, how to fix mistakes?

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## Bug and Debug

- software 'bug'
- Start small
  - Easier to cope
- Judicious 'print'
  - Debugger too
- Verify the approach being taken, test small, test frequently
  - How do you 'prove' your code works?



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5.11

## Toward a Deeper Understanding

- What is Python? What is a programming language?
  - How are programs executed? What does that mean?
  - Why do you need to have an understanding of this?
  - What are functions, modules, return values, function calls
- What's an APT and how do you solve them?
  - Why are you writing a function?
  - Who calls the function you write?
- What is a list and what is a list comprehension?
  - How to create, modify, and use lists
  - Why lists will change your life ... for the better!

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5.12

## Python (C, Javascript, Java, PHP, ...)

- **High level programming languages**

- Translate to lower-level languages: assembly, bytecode
- Executed by a virtual machine or by a chip/real machine
- Compile the high level language into lower level
- Python compiler/interpreter written in C or Java (or ...)
  - Compilers for platforms: Mac, Windows, Linux, ...

- **Abstractions: foundation of languages**

- Make it easier to think about problems and avoid details
- Hide details, which can sometimes have issues
- What is a loop, a list, an int, a String a function ...

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5.13

## From high- to low-level Python

```
def reverse(s):    0 LOAD_CONST      1 ('')
                  3 STORE_FAST     1 (r)
                  r = ""          8 SETUP_LOOP     24 (to 33)
                  for ch in s:   9 LOAD_FAST      0 (s)
                  r = ch + r    12 GET_ITER     16 (to 32)
                  return r      13 FOR_ITER    16 (to 32)
                  16 STORE_FAST   2 (ch)
                  19 LOAD_FAST      2 (ch)
                  22 LOAD_FAST      1 (r)
                  25 BINARY_ADD    26 STORE_FAST    1 (r)
                  29 JUMP_ABSOLUTE 32 POP_BLOCK
                  30 LOAD_FAST      33 LOAD_FAST    1 (r)
                  36 RETURN_VALUE
```

- **Create version on the right using disassembler**

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5.14

## High level, low level, abstractions

- **Python byte-code is executed by...**

- Platform specific virtual machine/environment
- Similar to Java

- **Javascript code is executed by ...**

- Platform specific browser (Firefox, IE, Chrome, Opera, ...)
- Is HTML executed?

- **C++ code is executed by ...**

- The CPU and the operating system, from compiled code
- Compiler is platform specific

- **Microsoft word is executed by ...**

- Platform specific OS, CPU, from compiled executable

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5.15

## Lynn Conway

See Wikipedia and lynnconway.com

- Joined Xerox Parc in 1973
- Revolutionized VLSI design with Carver Mead

- Joined U. Michigan 1985

- Professor and Dean, retired '98

- NAE '89, IEEE Pioneer '09

- Helped invent dynamic scheduling early '60s IBM

- Transgender, fired in '68



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5.16

## Debugging APTs: Going green

- TxMsg APT: from ideas to code to green

- What are the main parts of solving this problem?
- Transform words in original string
  - Abstract that away at first
- Finding words in original string
  - How do we do this?

```
def getMessage(original):  
    ret = ""  
    for word in original.split():  
        ret = ret + " " + transform(word)  
    return ret  #initial space?
```

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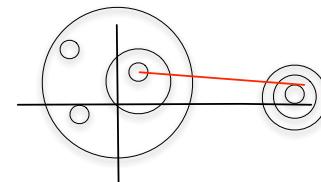
5.17

## Debugging APTs: Going green

- CirclesCountry APT: from ideas to code to green

- How do we solve the problem? May not be apparent
- How do we loop over circles? What is a circle?
  - When is a point inside a circle?

```
x = leastBorder([-3,2,2,0,-4,12,12,12],  
[-1,2,3,1,5,1,1,1],[1,3,1,7,1,1,2,3],2,3,13,2)
```

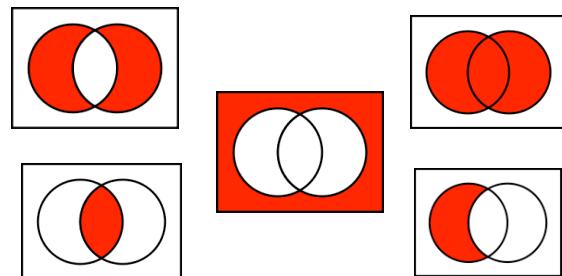


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5.18

## Set, Logic Operations from pictures

- <http://en.wikipedia.org/wiki/File:Venn0111.svg>



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5.19

## Understanding cgratio APT

- How do you count 'c' and 'g' content of a string?

- Toward a transformative approach v. modification/mutate

```
def cgcoun t(strand):  
    cg = 0  
    for nuc in strand:  
        if nuc == 'c' or nuc == 'g':  
            cg += 1  
    return cg
```

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5.20