PFThursday

Review Organization and Problem-Solving Defining functions, calling functions

> Return types, print, None

• Incremental construction as design pattern

- > Build programs: start small, add with confidence
- > Build new strings: append/concatenate values
- > Build lists (later, but similar to strings)

APT Pancake: <u>http://bit.ly/pancakes101</u>

- How do you solve this problem?
 - If you have confidence you can solve for any size pan, then start programming
 - > If you can't do it by hand ...
 - Get some credit for APT, some dancing!
- Sometimes APTs have hard algorithms
 Translating to code not so bad
- Sometimes APTs have easy algorithms
 Translating to code is difficult

Three pancakes in a two-cake pan...

- Number of cakes in Number of cakes in the system
 - First 5 minutes

- the system
 - Second 5 minutes



Three pancakes in a two-cake pan...

- Number of cakes in the system
 - > Third 5 minutes

• How many minutes to cook all three pancakes?





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Pan has capacity 8, vary #pancakes
 Can you cook 11 in 15 minutes? Why?
 Can you cook 13 in 15 minutes? Why?



• Pan has capacity 8, vary #pancakes

cakes	5	6	7	8	9	10	11	12	13	14	15	16	17	18
time	10	10	10	10	15	15	15							



• Pan has capacity 8, vary #pancakes

cakes	5	6	7	8	9	10	11	12	13	14	15	16	17	18
time	10	10	10	10	15	15	15	15	20	20	20	20		



• Pan has capacity 8, vary #pancakes

cakes	5	6	7	8	9	10	11	12	13	14	15	16	17	18
time	10	10	10	10	15	15	15	15	20	20	20	20	25	25



Pancake Algorithm

- If you have pan of size 17 and 34 pancakes
- If you have pan of size 17 and 43 pancakes
- Pan fits 100 pancakes, but you have 452
- Pan fits N pancakes, but you have P
 - ➤ if P <= N then time needed is ...</p>
 - > X = P/N, what does this mean for time?
 - > Y = P % N, what does this mean for time?

Eclipse Interlude

• Finishing the Pancake problem

- > Translating problem-solving ideas to code
- Control with if/elif: arithmetic with / and %



Algorithmic Problem/Program Testing

• Complete this form for two more APTs

http://bit.ly/101fall15-0910-1

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How to teach pancake flipping

- <u>http://www.youtube.com/watch?v=W_gxLKSsSIE</u>
 - Is this computer science? <u>http://bit.ly/zykOrh</u>
 - For longer, more complex robotic tasks
 - <u>http://www.youtube.com/watch?v=4usoE981e7I</u>
- Do robots matter?
 - Do they dream?
 - Self-driving cars?
 - Machine learning?

You Tube

Robot learns to flip pancakes PetarKormushev 2 videos Subscribe



Sea

Three versions of is_vowel

```
def is vowel(ch):
   if ch == 'e':
      return True
   if ch == 'a':
      return True
   if ch == 'i':
      return True
   if ch == 'o':
      return True
   if ch == 'u':
      return True
   return False
```

```
def is_vowel(ch):
    c = "aeiou".count(ch)
    if c > 0:
        return True
    else:
        return False
```

def is_vowel(ch):

return "aeiou".count(ch) > 0

Python if statements and Booleans

- In python we have if: else: elif:
 - > Used to guard or select block of code
 - If guard is True then, else other



- What type of expression used in if/elif tests?
 - > ==, <=, <, >, >=, !=, and, or, not, in
 - > Value of expression must be either True or False
 - Type == bool, George Boole, Boolean,

• Examples with if

String starts with vowel (useful for APT Emphasize)

Eclipse Interlude

Finishing Emphasize
 > Identifying vowels
 > Helper functions
 > Slicing strings



Software Dreams

- Translating ideas into (Python) code
 - Create interesting "heads", "totem poles" ?
 - Create software for face recognition? Gait?
 - Create "five four" from "four five"?
 - Create "SCUBA" from "self contained underwater breathing apparatus"
- Master the syntax of the language?
 > Organization of program constructs
 > Knowledge of libraries
 > Practice and experience!

Building Totem in stages/incrementally

What functions do not return values?

 They print strings returned by other functions

 For totem and randompole, which one first?

 Don't do both at same time, grow the program

 Start simple

 Next?
 Add?

> Questions?

def eye_crossed():
 return "123456"
def totem():

```
print hair_part()
```

```
print eye_crossed()
```

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(), ...
 - st.find(), st.count()

• 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



6.18

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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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Incremental + : numbers and strings

• Wtht vwls cn y stll rd ths sntnce?

- Create a no-vowel version of word
- Examine each character, if it's not a vowel ...
- Pattern of building a string

```
def noVowels(word):
    ret = ""
    for ch in word:
        if not is_vowel(ch):
            ret = ret + ch
    return ret
```

Counting vowels in a string

• Accumulating a count in an int is similar to accumulating characters in a string

```
def vowelCount(word):
   value = 0
   for ch in word:
        if is_vowel(ch):
        value = value + 1
   return value
```

• Alternative version of adding: value += 1

From high- to low-level Python

def reverse(s):	7		0	LOAD_CONST	1	('')
der reverse(s).			3	STORE_FAST	1	(r)
r = ""						
_	8		6	SETUP_LOOP	24	(to 33)
for ch in s:			9	LOAD_FAST	0	(s)
			12	GET_ITER		
$\mathbf{r} = \mathbf{cn} + \mathbf{r}$		>>	13	FOR_ITER	16	(to 32)
return r			16	STORE_FAST	2	(ch)
	9		19	LOAD_FAST	2	(ch)
			22	LOAD_FAST	1	(r)
			25	BINARY_ADD		
			26	STORE_FAST	1	(r)
• Create version on			29	JUMP_ABSOLUTE	13	
the right using		>>	32	POP_BLOCK		
dissassembler	10	>>	33	LOAD_FAST	1	(r)
dis.dis(code.py)			36	RETURN_VALUE		

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?