This week in Compsci 6/101

- Review sets and lists
 - What is a set, when is it useful
 - > What operations available on sets
- New APTs, some of which leverage sets
 - Others use while loops, danger here?
 - > What is a mastery APT?
- Hangman assignment: understanding modules
 - What we're doing this week, lead into cheating hangman

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10.1

Programming Style

- Functions return a value
 - > If they don't they do anyway: None
 - > Sometimes it's ok not to, the function has a side effect
 - > Sometimes alter a parameter and return a value: side effect
 - > Could be printing, could be altering global state
 - ➤ Could be ...
- Functions have a comment indicating their purpose
 - > Describe functionality
 - > Describe parameters
 - Describe return type
 - Describe exceptions (later)

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10.3

How to build a program

- Create a module
 - > Can be used by other modules via import
 - ▶ Collection of functions, later collection of classes
 - How do the functions in one module communicate?
- Sometimes functions in one module interact
 - ▶ Easy if one function calls another
 - > Harder if state must be saved between function calls
- Enter global variables (not used in Hangman)
 - > The scourge of human kind

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Luis von Ahn (Duke 2000, Macarthur)

I am working to develop a new area of computer science that I call Human Computation. In particular, I build systems that combine the intelligence of humans and computers to solve large-scale problems that neither can solve alone.



10.2

An example of my work is reCAPTCHA, in which over 750 million people—more than 10% of humanity—have helped digitize books and newspapers.

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Python Sets

- What do sets do (that lists and tuples cannot do?)
 - Very efficient membership queries, really efficient...
 - > Can only store immutable elements, why?
 - > Are iterable, but no particular order (what?)
- Set operators and methods interchangeable?
 - > How do we compute set intersection
 - S&T v. S.intersection(T) v. S.intersection_update(T)
 - Compare S&=T
 - > Other operators: | (union) (difference) ^ (symmetric diff)

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10.5

10.7

APTs for practice: great minds ...

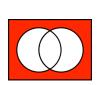
- Membercheck and SimpleWordGame
 - Set idioms
 - > List comprehensions
 - > Understandable code
- Why do we study more than one way to ...?
 - > Expressive power
 - > Neuronal excitement
 - Creating connections
 - > We don't have to

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Set Operations from pictures

• http://en.wikipedia.org/wiki/File:Venn0111.svg









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10.6

Playing (word) games

- What is hangman and how is it played?
 - > Identify crucial features from programming standpoint
 - > What should we do first?
 - How do we test it?
- Designing program to be changeable
 - > How do we add a GUI for selecting letters?
 - ▶ How do we add a GUI for drawing hanged person?
- How do we move toward cheating?

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10.8