Week 2

Incremental Development

Arithmetic Revisited

For loops

Accumulator Pattern

String operators

Makes programming much easier

Idea: Complete program in steps. Make sure current step works before moving on to the next step

Incremental development example: Adding two numbers

Step 1: Implement user input and test

Step 2: Add both numbers and test

Step 3: Put everything together and clean up

Makes programming much easier

Idea: Complete program in steps. Make sure current step wo to the next step

Incremental development example: Adding two numbers

Step 1: Implement user input and test

Step 2: Add both numbers and test

Step 3: Put everything together and clean up

Has several steps!

- Call input() to prompt user
- Convert from string to integer
- Save the result in a variable

Makes programming much easier

Idea: Complete program in steps. Make sure current step wor to the next step

Incremental development example: Adding two numbers

Step 1: Implement user input and test

Step 2: Add both numbers and test

Step 3: Put everything together and clean up

Two steps:

- Add first and second number
- Save result in a variable

Makes programming much easier

Idea: Complete program in steps. Make sure current step wor to the next step

Incremental development example: Adding two numbers

Step 1: Implement user input and test

Step 2: Add both numbers and test

Step 3: Put everything together and clean up

- Remove print statements for intermediate values
- Comment code
- Output final results with desired formatting

Arithmetic Revisited

Type conversions can can happen automatically: int & float \rightarrow float

Other useful functions: abs(), min(), max(), pow(), ** (exponentiate), % (modulo)

Operator precedence: same as math, left to right, mult/div before add/sub

4 * (2 + 3) != 4*2 + 3

When in doubt, use parentheses!

More powerful math functions are in the **math module** (e.g. using import math)

% Modulo

Returns the remainder of integer division

ex. 6 % 2 = 0 because 6/2 = 3 with remainder 0

ex. 6 % 4 = 2 because 6/4 = 1 with remainder 2

Question: How can we use % to determine is a number is even or odd?

Compute the tax

Compute the cost of an item after tax

The user should input the base price and the tax

The program should output the total cost

almond[w01]\$ python3 tax.py

Enter the cost: 10

Enter the tax: 0.3

The total is 13.0

Compute the tax

Use an incremental development approach

- 1. Specify the algorithm on paper (4 steps)
 - a. What types do we need?
 - b. List some test cases (e.g. how can we tell that the program is working)?

- 2. Write your program in steps
 - a. Implement your input and check it
 - b. Implement your computation and check it
 - c. Put it all together and cleanup

almond[w01]\$ python3 tax.py
Enter the cost: 10
Enter the tax: 0.3
The total is 13.0



Loops

Idea: repeat a set of instructions

Two kinds: for loops and while loops. Let's talk about for loops first!

Real life examples

For 30 seconds, stir the pot

For each name on the list, read it aloud

In code:

for i in range(5): print(i)

for i in [1,2,3,4,5]: print(i)

Loops - Syntax

[NOTE: Syntax means the rules of a language]

for <var> in <sequence>: 、



colon is important!

Indent is important!!

<var>: stores the current iteration, e.g. "which step" <sequence>: set of values that <var> takes on <body>: repeated for every element in <sequence>

Loops - Example

for i in [1,2,3,4,5]: print(i)

- 1. *i* is initialized to first item in the sequence. In this example, i = 1
- We execute the body. In this example, we *print(i)*. Because *i* = 1, the number 1 is output to the console.
- 3. We then update *i* to the next item in the sequence
 - a. If there are no more items, we exit the loop
 - b. Otherwise, we execute the body with the current value of *i*

Loops - Specifying sequences

Two ways to specify a sequence:

[1,2,3,4,5]

List, Syntax uses brackets [] and commas to separate elements

range(5) \leftarrow Function which returns a list having 5 elements, namely [0,1,2,3,4]

NOTE: you'll notice that range uses 0-based indexing! If this seems weird, you're not wrong. The reason we start counting at 0 is related to how memory is laid out. It will become more clear (and comfortable) over time!







Accumulator pattern

Idea: have a variable which accumulates a value over multiple iterations

Examples: a bank balance, counting cookies

Algorithm

- 1. Initialize an accumulator variable
- 2. For each item in the sequence
 - a. Update the accumulator
- 3. Use the accumulator

Example - Compute the total

Remember the algorithm to compute the total we talked about the first day?

The total starts at zero

Repeat the following steps 5 times:

Listen for the next number

Update total using the new number

Say what the total was

Example - Compute the total

Let's implement it using an accumulator pattern and incremental development!

The total starts at zero

Repeat the following steps 5 times:

Listen for the next number

Update total using the new number

Say what the total was

- What are we accumulating? total
- What does the accumulator equal to start?
 0
- How to update the accumulator each loop iteration? total = total + new_value
- How many times should we loop? 5
- How to get the input? Ask User
- How do we know if our accumulator is

correct? Check total with known values

*	total.py — ~/CS21/cs21-devel/exercises/w02 — Atom		- + ×
File	Edit View Selection Find Packages Help		
	tax.py total.py	loop.py	
	Ask the user for 5 numbers and compute their sum		
	<pre>\$ python3 total.py</pre>		
	Enter a value: 0		
	Enter a value: 10 Enter a value: 4		
	Enter a value: -3		
	Enter a value: 2		
	The total is 13.0		
12			
	def main():		
	<pre>total = 0 #Accumulator variable with initial value 0</pre>		
	for i in second(E) . I Decent E times		
	<pre>vol = float(input/"Enter a value: ")) # Ack upon for</pre>		
	total = total + val # Undate the accumulator value		
	total total clar / opinio in occumitate facto		
	<pre>print("The total is", total) # Output the result</pre>		
	main()		
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Aside: Shorthand assignments

Idea: Because accumulators are so common in programming, most languages define the following operators (referred to as *syntactic sugar*)

cost += 10 \leftarrow the same as cost = cost + 10

cost -= 10 \leftarrow the same as **cost = cost - 10**

cost *= 10 \leftarrow the same as **cost = cost * 10**

cost /= 10 \leftarrow the same as cost = cost / 10

Exercise - Implement factorial

The factorial operator **n!** is defined as follows for positive integers

```
n! = n * (n-1) * (n-2) * ... (2) * (1)
```

where one and zero are special cases:

1! = 1 and 0! = 1

Examples:

8! = 8 * 7 * 6 * 5 * 4 * 3 * 2 * 1 = 40320

0! = 1

- What are we accumulating?
- What does the accumulator equal to start?
- How to update the accumulator each loop iteration?
- How many times should we loop?
- How to get the input?
- How do we know if our accumulator is correct?

Factorial accumulator

- What are we accumulating? product
- What does the accumulator equal to start? 1
- How to update the accumulator each loop iteration? product = product * nextValue
- How many times should we loop? N times
- How to get the input? Ask the user for N
- How do we know if our accumulator is correct? Check example values work

Factorial algorithm

Ask the user for a number N

Compute the factorial

Initialize accumulator variable

Repeat N times

Multiply accumulator by next value

(For debugging) Output the accumulator

Output the result



How do values change as we iterate over the loop?

N = 3 product = 1

Iteration	i	N	product = product * N
1	0	3	product = 1 * 3 = 3
2	1	2	product = 3 * 2 = 6
3	2	1	product = 6 * 1 = 6



How do values change as we iterate over the loop?

N = 3 product = 1

Iteration	i	N	product = product * (N-i)
1	0	3	product = 1 * (3 - 0) = 3
2	1	3	product = 3 * (3 - 1) = 6
3	2	3	product = 6 * (3 - 2) = 6



How do values change as we iterate over the loop?

N = 3 product = 1

Iteration	i	product = product * i
1	1	product = 1 * 1 = 1
2	2	product = 1 * 2 = 2
3	3	product = 2 * 3 = 6

Strings revisited

Strings support operators, just like numbers do

* represents repetition

+ represents concatenation

len(text) returns the number of characters in a string

[] index operators, which use 0-based indexing

"is an empty string

Strings are **immutable**, which means that you can't change the value of a string after it's created

Exercise - Output the requested character

Ask the user for a string

Output the first character, the last character, and the middle character

Hint: Use indexing

\$ python3 requestChar.py Enter a word: laughter first: l middle: h last: r

\$ python3 requestChar.py Enter a word: bee bop first: b middle: last: p

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ile	Edit View Selection Fin	d Packages	Help				
				requestChar.py			
	Ask the user for	a string					
	Output the first,	last, an	d middle charac	ters of a string			
	Exs:						
	<pre>\$ python3 reque</pre>	stChar.py					
	Enter a string:	bee bop					
	First character						
	Middle characte	r:					
	Last character:	p					
	¢ nython3 reque	st(har ny					
	Enter a string.	laughter					
	First character	: 1					
	Middle characte	r: h					
	Last character:						
	<pre>def main():</pre>						
	<pre>word = input(</pre>	"Enter a	string: ")				
	wordLen = len	(word) #					
	firstIndex =	0 # indic					
24	middleIndex =	int(word	Len/2) # indice		rs!		
	lastindex = W	ordLen-1					
	print/"First	character	" word[first]	ndov1)			
	print(First	characte	r." word[midd]	nuexj) eIndevl)			
	print("last c	haracter:	" word[]astInd	exl)			
	prine(Lube e	iuruc corr.	, noral caseria	cv1/			
	main()						
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