

# CSC 108H: Introduction to Computer Programming

Summer 2011

Marek Janicki

# Administration

- Office hours
  - Held in BA 2200 at T12-2, F2-4
  - If this changes, will be posted on announcements.
- Twice as many people in Thursday tutorials.
  - Consider switching if you can.
- Class in BA1170 on June 23<sup>rd</sup> and July 14<sup>th</sup>.
- Website typo in info sheet, there is no trailing h.
  - A redirect has been added.
  - My e-mail is [quellan@cs.toronto.edu](mailto:quellan@cs.toronto.edu)
  - Not [quellan@cdf.toronto.edu](mailto:quellan@cdf.toronto.edu)

# Assignment 1

- This is a short and simple assignment.
- It has been posted.
- Needs to be done on your own.
- You can write it wherever, but before you submit, make sure that it runs on the CDF machines.
- No questions about it will be accepted after June 2<sup>nd</sup>.

# Programs can be adaptive.

- Last time we compared programs to recipes.
  - Not entirely accurate.
- Programs can behave differently depending on the situation.
  - We saw a very brief snippet of this last week.

# Booleans: A new type.

- Can have two values True, False.
- Have three operations: not, and, or.
- not changes a True to a False and vice versa.
- and returns False unless all the arguments are True.
- or returns True unless all the arguments are False.

# Truth Tables

- A way of representing boolean expressions.

x	y	not x	not y	x and y	x or y
True	True	False	False	True	True
True	False	False	True	False	True
False	True	True	False	False	True
False	False	True	True	False	False

# What if we want to adaptively assign Boolean values.

- We can use relational operators.
  - <, >, <=, >=, !=, ==
- These are all comparison operators that return True or False.
- == is the equality operator.
- != is not equals.

# Boolean Expressions and Representation

- Can combine boolean operators (and, or, not) and relational operators (<, >, etc) and arithmetic operators (+, -, \*, etc).
  - $5+7 < 4*3$  or  $1-2 > 2-4$  and  $15 == 4$  is a legal expression.
  - Arithmetic goes before relational goes before boolean.
- False is represented as 0, and True is represented as 1.
  - Can lead to weirdness. Best to avoid exploiting this.

# Short Circuit Evaluation

- Python only evaluates a boolean expression as long as the answer is not clear.
  - It will stop as soon as the answer is clear.
- This, combined with the nature of boolean representation can lead to strange behaviour.
- Exploiting these behaviours is bad style.

# How to use boolean variables

- Recall that we want to make our code adaptive.
- To use boolean variables to selectively execute blocks of code, we use if statements.

# If statement

- The general form of an if statement is:

*if condition:*

block

- Example:

if grade  $\geq$  50:

print "pass"

# If statement

- The general form of an if statement is:  
    *if condition:*  
        block
- The *condition* is a boolean expression.
- Recall that a block is a series of python statements.
- If the *condition* evaluates to true the block is executed.

# Other Forms of if statement

- If we want to execute different lines of code based on the outcome of the boolean expression we can use:

*if condition:*

block

*else:*

block

- The block under the else is executed if the condition evaluates to false.

# More general if statement.

*if condition1:*

    block

*elif condition2:*

    block

*elif condition3:*

    block

*else:*

    block

- Python evaluates the conditions in order.
- It executes the block of the first (and only the first) condition that is true.
- The final else is optional.

# Style advice for booleans.

- If you are unsure of precedence, use parentheses.
  - Will make it easier for a reader.
  - Also use parentheses for complicated expressions.
- Simplify your Boolean expressions.
  - Get rid of double negatives, etc.

# Break, the first

# Review of Functions

- We started by looking at some of python's native functions.
- We saw how to call functions.
- Saw how to define our own.

# Why functions?

- Allow us to reuse bits of code, which makes updating and testing much easier.
  - Only need to test and update the function, rather than every place that we use it.
- Chunking! Allows us to parse information much better.
  - Human mind is pretty limited in what it can do.
  - Function names allow us to have a shorthand for what a function does.

# Return vs. Print

- Recall that functions end if they see a return statement, and return the value of the expression after the keyword return.
  - If there is no return statement, the function returns None.
- We've also seen snippets of the print statement.
  - Print takes one or more expressions separated by a comma, and prints them to the screen.
- This is different than a return statement, but looks identical in the shell.

# Multiple Function calls

- Sometimes we want to have functions calling other functions.
  - $f(g(4))$
- In this case, we use the 'inside out' rule, that is we apply  $g$  first, and then we apply  $f$  to the result.
- If the functions can have local variables, this can get complicated.

# How does python choose variables?

- Python has local and global variables.
- Local variables are defined inside of functions, global variables are defined outside of functions.
- What happens if a local variable is the same as a global variable?

# Generally python will...

- First, check local variables defined in a function.
- Then check local variables in an enclosing function.
  - That is for  $f(g(4))$  it will check  $g$ 's local variables first, and then  $f$ 's local variables.
- Then it will check global variables.
- Finally it will check built-in variables.

# How to think about scope.

- We use namespaces.
- A name space is an area in which a variable is defined.
- Each time we call a function, we create a local namespace.
- We refer to that first, and go down to the enclosing functions name space or global namespace as necessary.

# Style conventions for Functions.

- As we've seen, python allows us to be somewhat careless in where we initialise and call variables.
- Exploiting this is bad style.
  - It makes code hard to read and prone to errors.

# Designing Functions

- Need to choose parameters.
  - Ask “what does the function need to know”.
  - Everything it needs to know should be passed as a parameter.
  - Do not rely on global parameters.
- Need to choose whether to return or not to return.
  - Functions that return information to code should return, those that show something to the user shouldn't (print, media.show(), etc).

Break, the second.

# Function Documentation

- Recall that we can use the built-in function `help()` to get information on functions or modules.
- We can do this on functions that we've defined as well, but it doesn't give much information.
- We can add useful documentation with docstrings.
  - A docstring is surrounded by `'''` and must be the first line of a module or function.

# Docstrings

- If the first line of a function or module is a string, we call it a docstring.
  - Short for documentation string.
- Python saves the string to return if the help function is called.
- Convention: Leave a blank line after but not before a docstring.
- All functions should have docstrings.

# Why Docstrings?

- If you write the docstring first, you have an instant sanity check.
  - That is, you can be sure that the function is doing what you want it to do.
- Makes portability and updating easier.
  - Allows other people to know what your functions do and how to use them, without having get into the code.
  - Allows for good chunking.

# Writing Good Docstrings.

- "A sunset module."
- "Changes into a sunset."
- These are terrible docstrings.
  - They are vague and ambiguous. They don't tell us what the function expects or what it does.
- How can we make it better?

# Writing Good Docstrings.

- Describes what a function does.
- `"""Changes into a sunset."""`
- `"""Makes a picture look like it was taken at sunset."""`
- `"""Makes a picture look like it was taken at sunset by decreasing the green and blue by 70%. """`

# Writing Good Docstrings.

- Describes what a function does.
- "Changes into a sunset."
- **"Makes a picture look like it was taken at sunset."**
- **"Makes a picture look like it was taken at sunset by decreasing the green and blue by 70%."**

# Writing Good Docstrings.

- Does not describe how a function works.
  - More useful for chunking, and it's unnecessary information if we're using the function.
- "'Makes a picture look like it was taken at sunset.'"
- "'Makes a picture look like it was taken at sunset by decreasing the green and blue by 70%.'"

# Writing Good Docstrings.

- Does not describe how a function works.
  - More useful for chunking, and it's unnecessary information if we're using the function.
- **""Makes a picture look like it was taken at sunset."""**
- ""Makes a picture look like it was taken at sunset by decreasing the green and blue by 70%. ""

# Writing Good Docstrings.

- Makes the purpose of every parameter clear and refers to the parameter by name.
- `"""Makes a picture look like it was taken at sunset."""`
- `"""Takes a given picture and makes it look like it was taken at sunset."""`
- `"""Takes a picture pic and makes it look like it was taken at sunset."""`

# Writing Good Docstrings.

- Makes the purpose of every parameter clear and refers to the parameter by name.
- `"""Makes a picture look like it was taken at sunset."""`
- `"""Takes a given picture and makes it look like it was taken at sunset."""`
- **`"""Takes a picture pic and makes it look like it was taken at sunset."""`**

# Writing Good Docstrings.

- Be clear if a function returns a value, and if so, what.

Consider `average_red(pic)`

- `"""Computer the average amount of red in a picture."""`
- `"""Returns the average amount of red (a float) in a picture pic."""`

# Writing Good Docstrings.

- Make sure to explicitly state any assumptions the function has.

```
Def decrease_red(pic,percent)
```

- `"""Decreases the amount of red per pixel in picture pic by int percent. percent must be between 0 and 100."""`

# Writing Good Docstrings.

- Be concise and grammatically correct.
- Use commands rather than descriptions.
- `"""Takes a picture pic and makes it appear as it if was taken at sunset."""`
- `"""Take picture pic and make it appear to have been taken at sunset."""`

# Writing Good Docstrings.

- Describes what a function does.
- Does not describe how a function works.
- Makes the purpose of every parameter clear and refers to the parameter by name.
- Be clear if a function returns a value, and if so, what.
- Make sure to explicitly state any assumptions the function has.
- Be concise and grammatically correct.
- Use commands rather than descriptions.

# Boolean Docstrings.

- `def: is_odd(x):`  
    `return (x%2)==1`
- The docstring for this might look like  
    `"""Return True if int x is odd, and False otherwise."""`
- Commonly shortened to:
  - `"""Return True iff int x is odd.`

# IFF

- iff stands for if and only if.
- So in fact we wrote:
- `"""Return True if int x is odd and only iff int x is odd."""`
- We didn't specify what to do if x is not odd.
- But for boolean functions, it is understood that we are to return False if we're not returning True.

# Writing Good Docstrings.

- Docstrings do not include definitions or hints.
- The docstring for `sqrt` is not:  

```
"""Return the sqrt of (x). The sqrt of x is a number, that when multiplied by itself evaluates to x'.
```
- Is it simply:
  - Return the square root of `x`.