

Objectives

- Review Lab
- Introduction to
 - problem solving
 - programming languages
 - writing python programs

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Review: Lab

- Learned some UNIX commands
- Created a Web page
- Started writing Python programs
- Lessons learned:
 - Problems are fixable, find a good solution

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Review: Linux

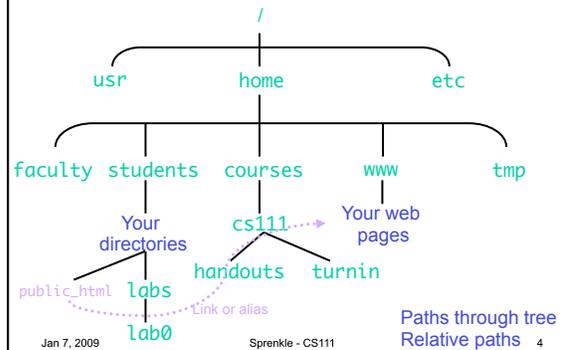
- How do you ...
 - Learn more about a Linux command?
 - List the files in a directory?
 - Change your current directory?
 - Make a directory?
 - Find out the current directory?
- What is the shortcut for ...
 - The current directory?
 - The parent directory?

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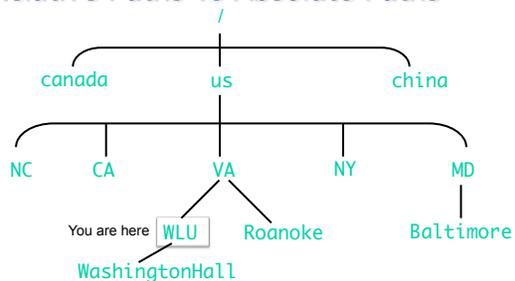
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Review: Linux File Structure

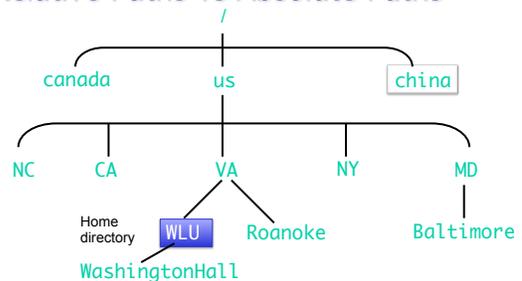


Relative Paths vs Absolute Paths



- Given that you're at WLU, how would you get to Washington Hall? To Roanoke? To Baltimore?

Relative Paths vs Absolute Paths



- Given that you're in China, how would you go to Canada? WLU? Washington Hall?

Computational Problem Solving 101

- Computational Problem
 - A problem that can be solved by logic
- To solve the problem:
 - Create a **model** of the problem
 - Design an **algorithm** for solving the problem using the model
 - Write a **program** that *implements* the algorithm

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Computational Problem Solving 101

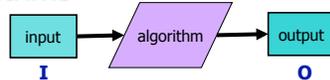
- Algorithm: a well-defined recipe for solving a problem
 - Has a finite number of steps
 - Completes in a finite amount of time
- Program
 - An algorithm written in a **programming language**
 - Also called code
- Application
 - Large programs, solving many problems

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More on Algorithms



- Algorithms often have a defined **input** and **output**
- **Correct** algorithms give the intended output for a set of input
- Example: Multiply by 10
 - I/O for a correct algorithm:
- More examples: averaging numbers, recipes

Input	Output
5	50
.32	3.2
x	10x

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Making a Peanut Butter & Jelly Sandwich

- How do you make a peanut butter and jelly sandwich?
- Write down the steps so that someone else can follow your instructions
 - Make no assumptions about the person's knowledge of PB&J sandwiches
 - The person has the following materials:
 - Loaf of bread, Jar of PB, Jelly, 2 Knives, paper plates, napkins

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Discussion of PB&J

- The computer: a blessing and a curse
 - Recognize and meet the challenge!
- Be unambiguous, descriptive
 - Must be clear for the computer to understand
 - "Do what I **meant!** Not what I said!"
 - Motivates programming languages
- Creating/Implementing an algorithm
 - Break down pieces
 - Try it out
 - Revise

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Discussion of PB&J

- Be prepared for special cases
- Aren't necessarily spares in real life
 - Need to write correct algorithms!
- Reusing similar techniques
 - Do the same thing with a little twist
- Looping
 - For repeating the same action

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Parts of an Algorithm

- Input, Output
- Primitive operations
 - What data you have, what you can do to the data
- Naming
 - Identify things we're using
- Sequence of operations
- Conditionals
 - Handle special cases
- Repetition/Loops
- Subroutines
 - Call, reuse similar techniques

An overview for the semester!

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Other Lessons To Remember

- A cowboy's wisdom: Good judgment comes from experience
 - How can you get experience?
 - Bad judgment works every time
- Program errors can have **bad** effects
 - Prevent the bad effects--especially before you turn in your assignment!

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Computational Problem Solving 101

- Computational Problem
 - A problem that can be solved by logic
- To solve the problem:
 - Create a **model** of the problem
 - Design an **algorithm** for solving the problem using the model
 - ➔ Write a **program** that *implements* the algorithm

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Why Do We Need Programming Languages?

- Computers can't understand English
 - Too ambiguous
- Humans can't easily write machine code

Problem Statement (English)

Machine code/Central Processing Unit (CPU)

000000 00001 00010 00110 00000 100000

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Why Do We Need Programming Languages?

- Computers can't understand English
 - Too ambiguous
- Humans can't easily write machine code

Programmer (YOU!) translates from problem to algorithm (solution) to program

Python interpreter translates into bytecode

Problem Statement (English)

Algorithm/Pseudocode

High-level Programming Language (Python)

Bytecode

Machine code/Central Processing Unit (CPU)

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Why Do We Need Programming Languages?

- Computers can't understand English
 - Too ambiguous
- Humans can't easily write machine code

Problem Statement (English)

Algorithm/Pseudocode

High-level Programming Language (Python)

Bytecode

Machine code/Central Processing Unit (CPU)

Python interpreter executes the bytecode in a "virtual machine"

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Programming Languages

- Programming language:
 - Specific rules for what is and isn't allowed
 - Must be exact
 - Computer carries out commands as they are given
- **Syntax**: the symbols given
- **Semantics**: what it means
- Example: III * IV = 3 x 4 = 12
- Programming languages are **unambiguous**

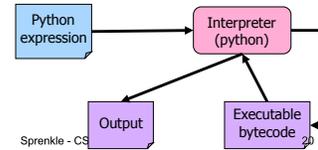
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Python Interpreter

1. Validates Python programming language expression(s)
 - Enforces Python **syntax**
 - Reports **syntax** errors
2. Executes expression(s)
 - Runtime errors (e.g., divide by 0)
 - **Semantic** errors (not what you *meant*)



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Parts of an Algorithm

- ➔ Input, **Output**
- Primitive operations
 - What data you have, what you can do to the data
- Naming
 - Identify things we're using
- Sequence of operations
- Conditionals
 - Handle special cases
- Repetition/Loops
- Subroutines
 - Call, reuse similar techniques

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Printing Output

- **print** is a special command
 - Displays the result of expression(s) to the terminal
- print `"Hello, class"`
 - print automatically adds a `'\n'` (carriage return) after it's printed

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Printing Output

- **print** is a special command
 - Displays the result of expression(s) to the terminal
- print `"Hello, class"`
 - print automatically adds a `'\n'` (carriage return) after it's printed
- print `"Your answer is", 4*4`
 - Displays same as:
 - print `"Your answer is",`
 - print `4*4`

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Extra Credit Opportunity

- 10 points applied to Lab grade
- Attend a CS talk, all in Parmlly 405
 - Mon, Jan 12, D period
 - Andrea Tartaro: "Authorable Virtual Peers: Using Computer Science to Understand and Support Children with Special Needs"
 - Thurs, Jan 15, 3:30 p.m.
 - Mark Liffiton, "Satisfying Constraints, and What To Do When You Can't"
 - Fri, Jan 23, 4 p.m.
 - Joshua Stough, "Appearance Models for Medical Image Segmentation"
- Post summary on Sakai, following CS Issues write up

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Next Time

- More programming fundamentals
- Broader Issue: Technology Education
 - [Post write up on Sakai, as response to appropriate topic](#)
 - [Your write up will include](#)
 - How interesting you found this article on a scale of 0 to 9
 - Summary of the 3 most important points
 - Article's effect on your understanding of CS
 - Article's relation to our course specifically (if applicable)
 - Question for class discussion
 - [See Course's CS Issues page for more information](#)