# Lab 4

- Review Lab 3
  - ➤ Run Animations!
- Function review

Oct 10, 2017

Sprenkle - CSCI111

# Lab 3

 Iterative Fibonacci Sequence was a question on one student's interview

Oct 10, 2017

Sprenkle - CSCI111

2

1

#### Lab 3 Feedback

- Continuing to get tougher in grading
  - Paying more attention to style (e.g., variable names), efficiency, readability, good output
  - ➤ High-level descriptions
  - ➤ More strict on adhering to problem specification
  - Constants
  - ➤ Demonstrate program **more than once** if gets input from user or outcome changes when run again
    - Find errors before I do!

Oct 10, 2017 Sprenkle - CSCI111 3

### **Program Organization**

```
# high-level description
# author name
import statements

CONSTANT_DEFNS = ...

program_statements ...
program_statements ...
program_statements ...
program_statements ...
```

# **Program Organization**

```
# high-level description
# author name
import statements

CONSTANT_DEFNS = ...

def main():
    statements...
    statements...

def otherfunction():
    statement...
```

Oct 10, 2017 Sprenkle - CSCI111 5

#### **Discussion**

• Why link from your Lab 2 page to your home page?

#### **Run Animations**

Oct 10, 2017

Sprenkle - CSCI111

7

#### Refactoring:

# **Converting Functionality into Functions**

- Identify functionality that should be put into a function
  - What should the function do?
  - What is the function's input?
  - What is the function's output (i.e., what is returned)?
- 2. Define the function
  - Write comments
- 3. Call the function where appropriate
- 4. Create a Main function that contains the "driver" for your program
  - > Put at top of program
- 5. Call main at bottom of program

Oct 10, 2017

Sprenkle - CSCI111

8

#### **Animate Circle Shift**

input animateCircleMove output

- What it does: circle is animated, moving to a new position
- Input: circle, new center point
- Output: nothing returned

Oct 10, 2017 Sprenkle - CSCI111 9

#### WHAT MAKES A FUNCTION GOOD?

# Writing a "Good" Function

- Should be an "intuitive chunk"
  - > Doesn't do too much or too little
  - If does too much, try to break into more functions
- Should be reusable
- Always have comment that tells what the function does

Oct 10, 2017 Sprenkle - CSCI111 11

### **Writing Comments for Functions**

- Good style: Each function must have a comment
  - > Describes functionality at a high-level
  - ➤ Include the *precondition*, *postcondition*
  - Describe the parameters (their types) and the result of calling the function (precondition and postcondition may cover this)

#### **Writing Comments for Functions**

- Include the function's pre- and post- conditions
- Precondition: Things that must be true for function to work correctly
  - E.g., num must be even
- Postcondition: Things that will be true when function finishes (if precondition is true)
  - E.g., the returned value is the max

Oct 10, 2017 Sprenkle - CSCI111 13

#### **Example Comment**

- Describes at high-level
- Describes parameters

Comments from docstrings show up when you use help function

# **Pre/Post Conditions**

# def sumList(listOfNumbers):

Pre: listOfNumbers is a list of numbers.
Post: returns the sum of the numbers in the list

Oct 10, 2017

Sprenkle - CSCI111

15

### **TESTING FUNCTIONS**

Oct 10, 2017

Sprenkle - CSCI111

16

#### **Testing Functions**

- Functions make it easier for us to test our code
- We can write code to test the functions
  - > Test Case:
    - Input: parameters
    - Expected Output: what we expect to be returned
  - We can verify the function programmatically
    - "programmatically" automatically execute test cases and verify that the actual returned result is what we expected
    - No user input required!

Oct 10, 2017 Sprenkle - CSCI111 17

### **Example: Testing sumEvens**

# **Evening Help Student Assistants**

• 7 – 9 p.m., in Parmly 405, Sun - Thurs

Oct 10, 2017 Sprenkle - CSCI111

19

#### Lab 4 Overview

- Filling in a function, testing functions
- Refactoring
- Writing a program with a function from scratch