



Introduction to computing C

2024-2025 Fall Midterm Mini-lecture

“信心行动” 期中学业辅导活动

Something about ME!

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（高中无竞赛经验和编程基础）



Something about The Activity!

Web

计算概论C “信心行动”期中学业辅导

活动信息

Announcements 📢

Welcome! 🎉

课程讲义及代码

信心行动-计概C微信群

计算概论C “信心行动”期中学业辅导

Tutorial for Intro to Computing C, Semester: Fall 2024

信科青协 & 北大算协

活动信息

- 时间：10月26日（第七周末） 下午14:00-16:00
- 地点：理科二号楼 2736室

[“信”心行动 | 信科青协X北大算协：期中学业辅导](#)

Announcements 📢

- 本次活动暂定时间和地点已经公布
- 本次活动[答疑平台](#)已经建立，欢迎同学们来提问或畅所欲言！（Passcode见微信群）

Welcome! 🎉

```
print("Hello, world!")
```

Something about The Activity!

Q&A

The screenshot shows the Slido Q&A interface for a presentation titled "Intro to Computing C - ...". The interface is divided into a left sidebar and a main content area.

Left Sidebar:

- Menu icon (three horizontal lines)
- Page title: "Intro to Computing C - ..."
- Navigation tabs: "Q&A" (active) and "Polls"
- User profile icon (pink circle with 'A')
- Content: "Intro to Computing C - Mi...", "Oct 23 - 30, 2024", "#3567 524", and "pjigai2024"
- Interaction options: "Live interaction" (selected), "Switch slido", "Dark mode" (toggle), and "About Slido"
- Button: "Try Slido for free"
- Footer: "Login as host - Present mode", "Acceptable Use - Slido Privacy", "Cookie Settings", and "© 2012-2024 slido - 58.44.1"

Main Content Area:

- Input field: "Type your question" with a pink circle icon containing 'A'.
- Filters: "Popular" (selected) and "Recent".
- Question count: "1 question".
- Question card:
 - Icon: Pink circle with 'A'.
 - Author: "Assistant", "1 day ago".
 - Like button: Green circle with "1" and a thumbs-up icon.
 - Text: "Hello world! 欢迎来到计算概论C Q&A论坛平台! 同学们可以在这里实名或匿名提问, 或提出一些意见建议, 畅所欲言~ 由于平台限制字数, 如果想帮忙debug代码的同学可以到 <https://paste.org.cn> 粘贴题干描述及代码, 生成链接拷贝到本平台发布, 这样也方便代码复制和格式调整. 希望能帮助大家! ——曹璇 (edited)"
 - More options: Three dots (ellipsis).

Bottom Right:

- Green circular button labeled "Ask".
- Slido logo.

Polls Result

16 Participants,
32 valid results

感谢同学们的热情互动！

在计算概论中，你感觉最薄弱或者最想听的是哪些部分？（比如“字符串”，“列表”，“循环”，“输入输出”，“进制转换”，“题目分析”等）（一空一词，更多内容可以到 Q&A session 留言！）

16





Table of contents 目录

01

Leading Part

为什么学计概？
怎么才能学好计概？

03

Review Session

基本数据类型、基本程序结构
字符串、列表、元组

02

View Python Differently

Python的命令行运行、断点调试
Environment Diagram

04

Practical Exercise


实战分析



01

Leading Part

为什么学计算概论？怎么才能学好计算概论？



Why Computation?

CS61A in Berkeley
2000+ participants!





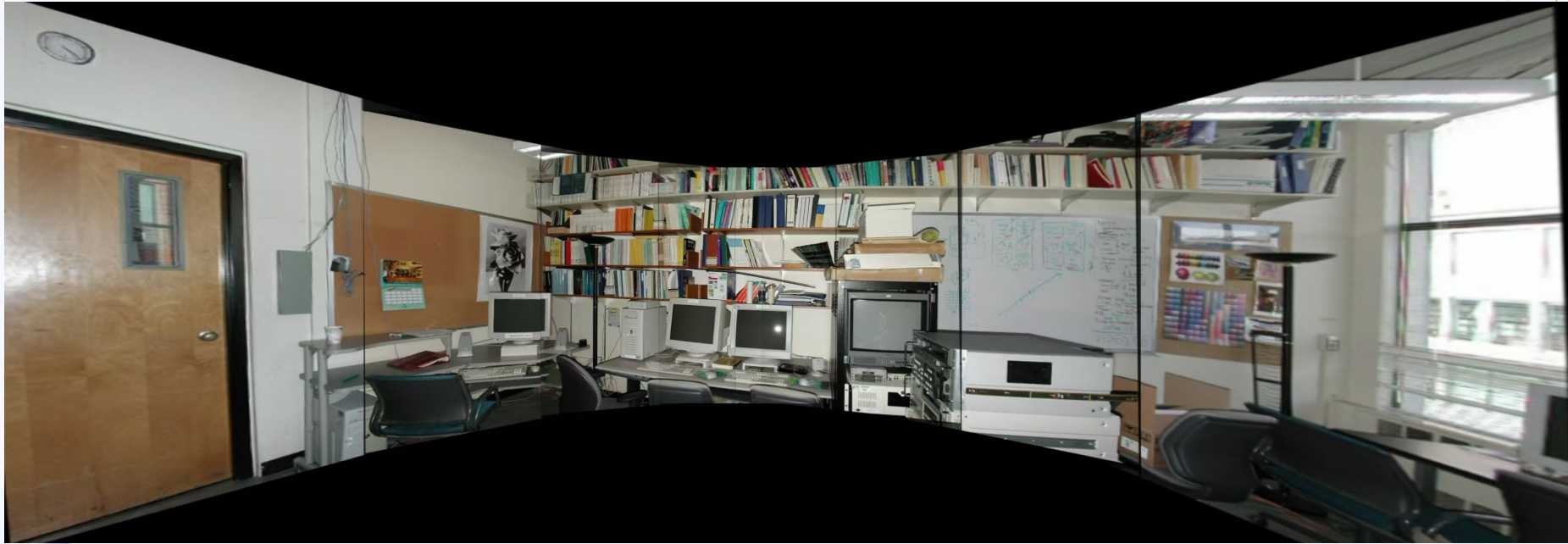
Because... Programming is Cool!

- › On song editing
- › On dealing with images
- › On Microsoft word, excel, etc.

Python is playing its role on everything!



On Dealing With Images



But... Why are we losing passion?

#46128477提交状态

状态: Wrong Answer

源代码

你的提交记录

#	结果	时间
18	Accepted	2024-09-20
17	Runtime Error	2024-09-20
16	Runtime Error	2024-09-20
15	Wrong Answer	2024-09-20
14	Runtime Error	2024-09-20
13	Compile Error	2024-09-20
12	Runtime Error	2024-09-20
11	Runtime Error	2024-09-20
10	Runtime Error	2024-09-20
9	Runtime Error	2024-09-20
8	Runtime Error	2024-09-20
7	Runtime Error	2024-09-20
6	Runtime Error	2024-09-20
5	Runtime Error	2024-09-20
4	Wrong Answer	2024-09-20
3	Runtime Error	2024-09-20
2	Runtime Error	2024-09-20
1	Runtime Error	2024-09-20

The Key Word in Computer Science

抽象


In English: Abstraction(a noun, not an adjective!)

Without Abstraction?

The
Code
Would
Be
Like
This!

```
466 0000000000002678 <abracadabra>:
467 2678: f3 0f 1e fa          endbr64
468 267c: 48 81 ec 98 00 00 00 sub    $0x98,%rsp
469 2683: 64 48 8b 04 25 28 00 mov     %fs:0x28,%rax
470 268a: 00 00
471 268c: 48 89 84 24 88 00 00 mov     %rax,0x88(%rsp)
472 2693: 00
473 2694: 31 c0                xor     %eax,%eax
474 2696: 48 8d 4c 24 0c        lea     0xc(%rsp),%rcx
475 269b: 48 8d 54 24 08        lea     0x8(%rsp),%rdx
476 26a0: 4c 8d 44 24 10        lea     0x10(%rsp),%r8
477 26a5: 48 8d 35 ef 2a 00 00 lea     0x2aef(%rip),%rsi      # 519b <_IO_stdin_used+0x19b>
478 26ac: 48 8d 3d d5 70 00 00 lea     0x70d5(%rip),%rdi      # 9788 <input_strings+0x168>
479 26b3: e8 88 fc ff ff        call    2340 <__isoc99_sscanf@plt>
480 26b8: 83 f8 03              cmp     $0x3,%eax
481 26bb: 74 20                 je      26dd <abracadabra+0x65>
482 26bd: b8 00 00 00 00        mov     $0x0,%eax
483 26c2: 48 8b 94 24 88 00 00 mov     0x88(%rsp),%rdx
484 26c9: 00
485 26ca: 64 48 2b 14 25 28 00 sub     %fs:0x28,%rdx
486 26d1: 00 00
487 26d3: 75 2b                 jne     2700 <abracadabra+0x88>
488 26d5: 48 81 c4 98 00 00 00 add     $0x98,%rsp
489 26dc: c3                    ret
```

Data are all Bits... We need to “abstract” them
So Python is a helper, not an enemy!



“A language isn't something you learn so much as something you join.”

—CS61A Textbook



Some Suggestions!

1. Enjoy Python!
2. 要“动起来”，不要仅“格”幻灯片和讲义
3. 尽量少用AI等辅助工具，而是养成独立思考的习惯
4. 要有一定量的**题目练习**，做题很关键
5. 下学期的课程进度会逐渐加快，函数、递归的部分可能会有挑战性，因此**Try your best to follow up!** 遇到不会的问题及时向老师、TA、其他同学求助



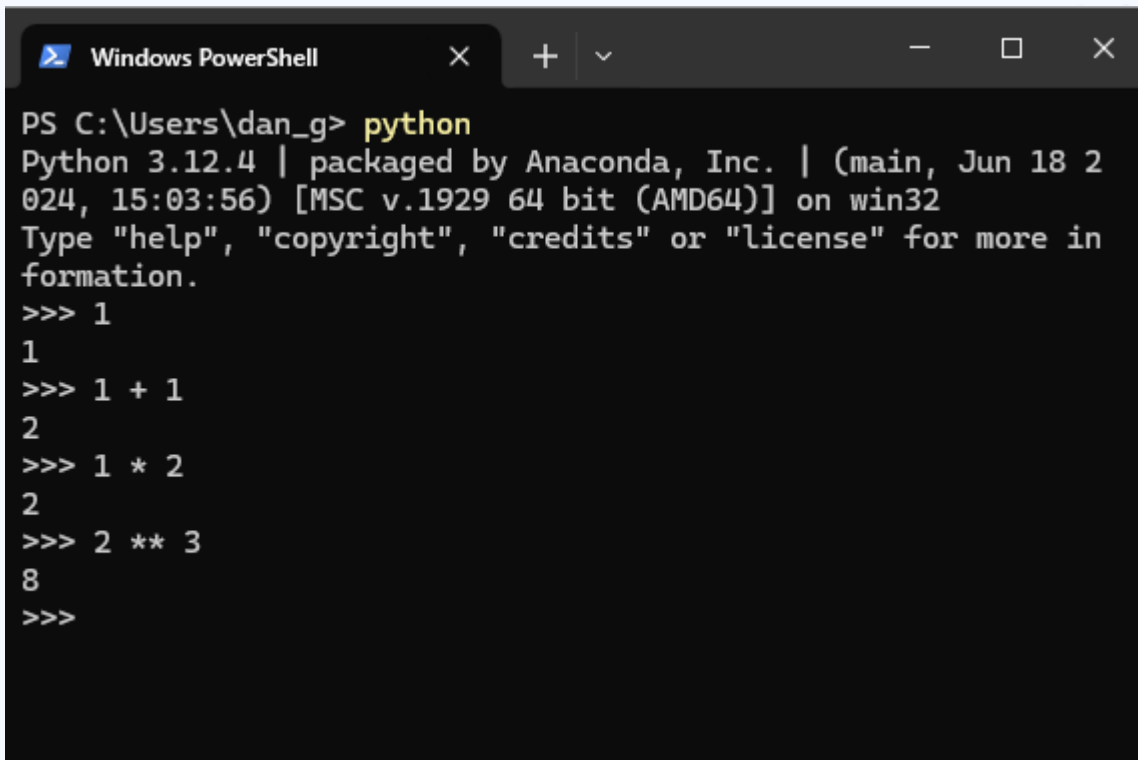
02

View Python

Python的命令行运行、断点调试、Environment Diagram

Python interactive mode (命令行)

(Demo here)

A screenshot of a Windows PowerShell terminal window. The title bar reads 'Windows PowerShell'. The prompt is 'PS C:\Users\dan_g>'. The user has entered 'python', which has started the Python 3.12.4 interpreter. The interpreter's banner is displayed: 'Python 3.12.4 | packaged by Anaconda, Inc. | (main, Jun 18 2024, 15:03:56) [MSC v.1929 64 bit (AMD64)] on win32'. It then prompts 'Type "help", "copyright", "credits" or "license" for more information.' followed by the interactive prompt '>>>'. The user has entered several expressions: '1', '1 + 1', '1 * 2', and '2 ** 3', each followed by the prompt '>>>'. The corresponding outputs '1', '2', '2', and '8' are shown on the lines immediately following each input. The final line shows the prompt '>>>' without an output, indicating the session is still active.

```
PS C:\Users\dan_g> python
Python 3.12.4 | packaged by Anaconda, Inc. | (main, Jun 18 2024, 15:03:56) [MSC v.1929 64 bit (AMD64)] on win32
Type "help", "copyright", "credits" or "license" for more information.
>>> 1
1
>>> 1 + 1
2
>>> 1 * 2
2
>>> 2 ** 3
8
>>>
```

Expressions (表达式)

表达式通常描述一段计算过程，并表示一个数值。
在Python中，所有表达式都可以转化为函数调用
(call expression) 的模式。

(Demo!)

命名和赋值

在Python中，我们可以自己定义变量，并且给变量命名、做赋值操作。

命名是有规范的！好的命名可以显著提高编程效率，降低Bug出现的几率。

Challenge Task! (论命名不规范的下场)

请问下面的代码输出什么？

```
f = min
f = max
g, h = min, max
max = g          # 小心 !! 这个命名真的很危险 !!
print(max(f(2, g(h(1, 5), 3)), 4))
```

(答案后面会揭晓)

Pythontutor.com

Python Tutor: Visualize code in [Python](#), [JavaScript](#), [C](#), [C++](#), and [Java](#)

Python 3.6
[known limitations](#)

```
1 a = 2
2 b = 4
→ 3 c = a + b
→ 4 d = max(a, min(b, c))
5 print(d)
```

[Edit this code](#)

→ line that just executed
→ next line to execute

<< First

< Prev

Next >

Last >>

Step 4 of 5

NEW: follow our [YouTube](#), [TikTok](#), and [Instagram](#) for free tutorials

Get AI Help

[Move and hide objects](#)

Print output (drag lower right corner to resize)

Frames

Objects

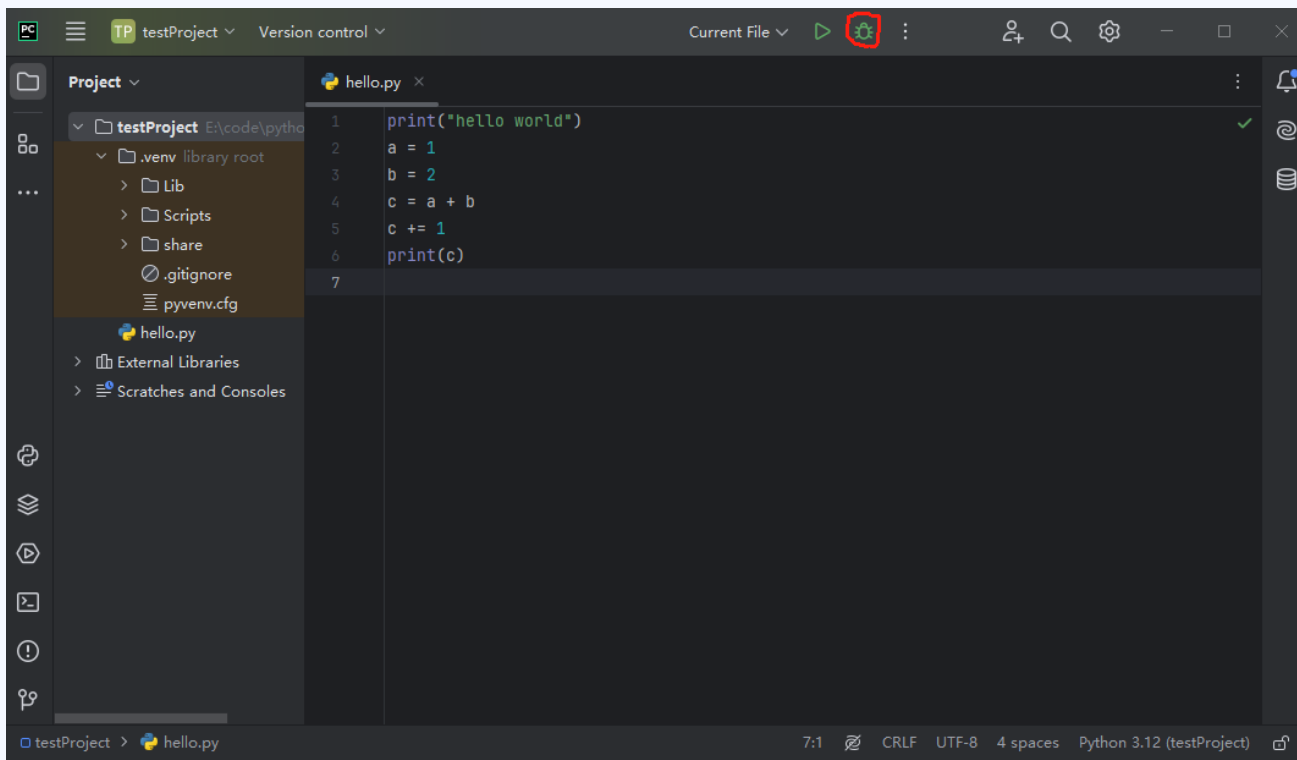
Global frame

a	2
b	4
c	6

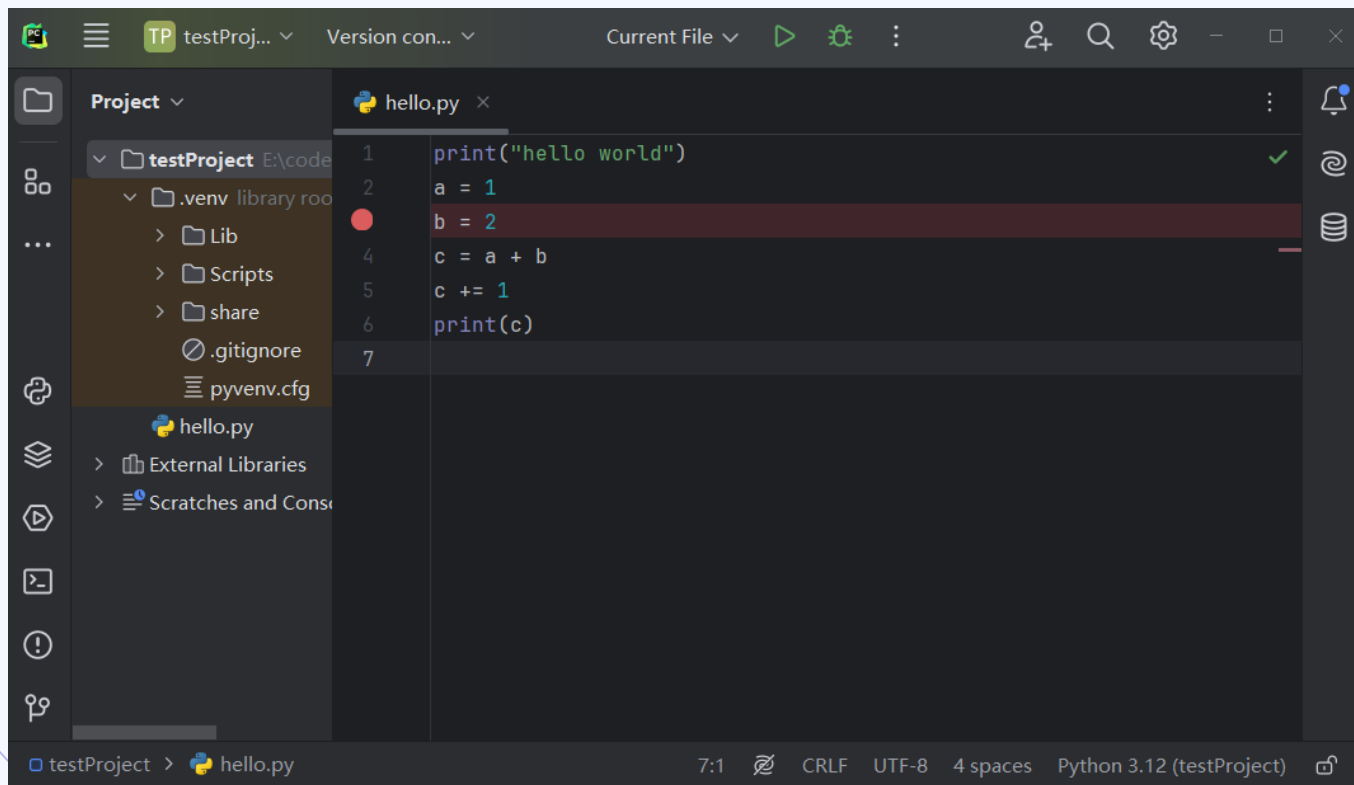
Demo1

Demo2

Pycharm Debugging Mode

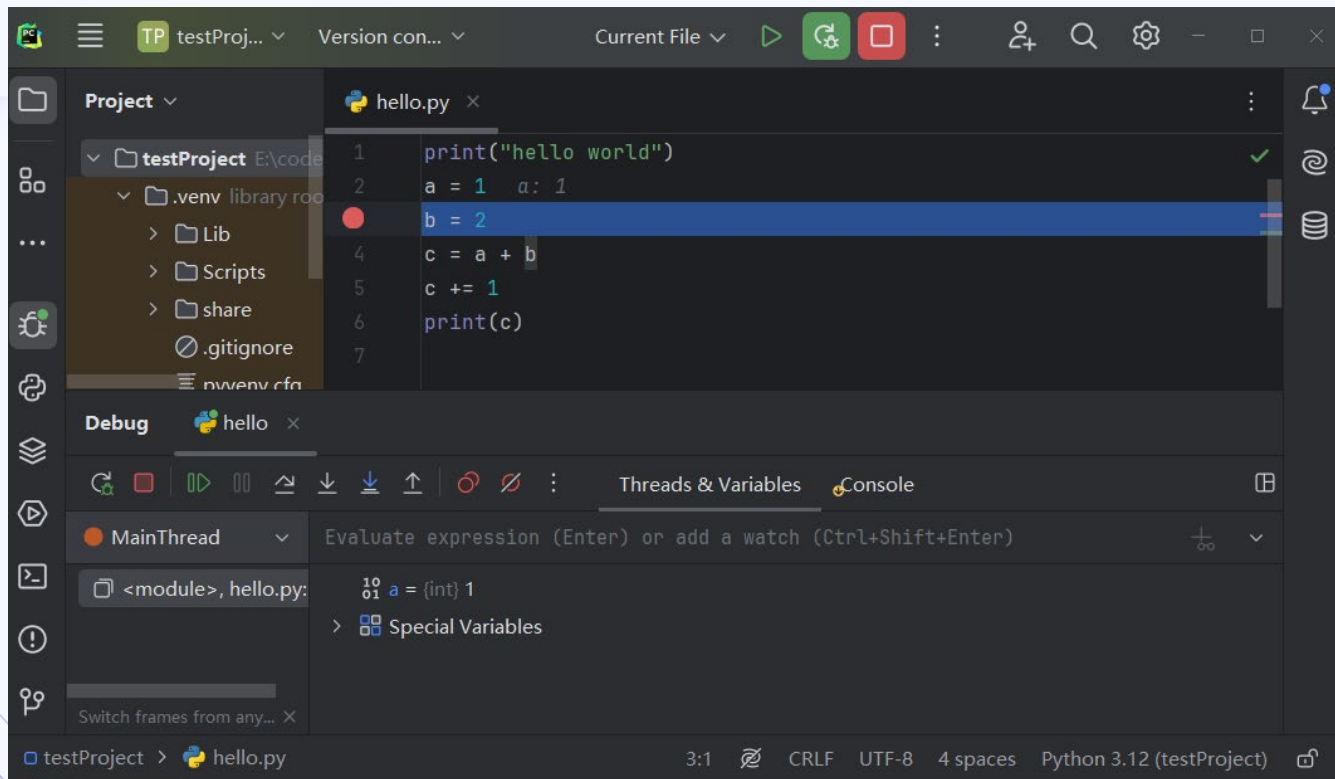


Pycharm Debugging Mode



断点
Breakpoint

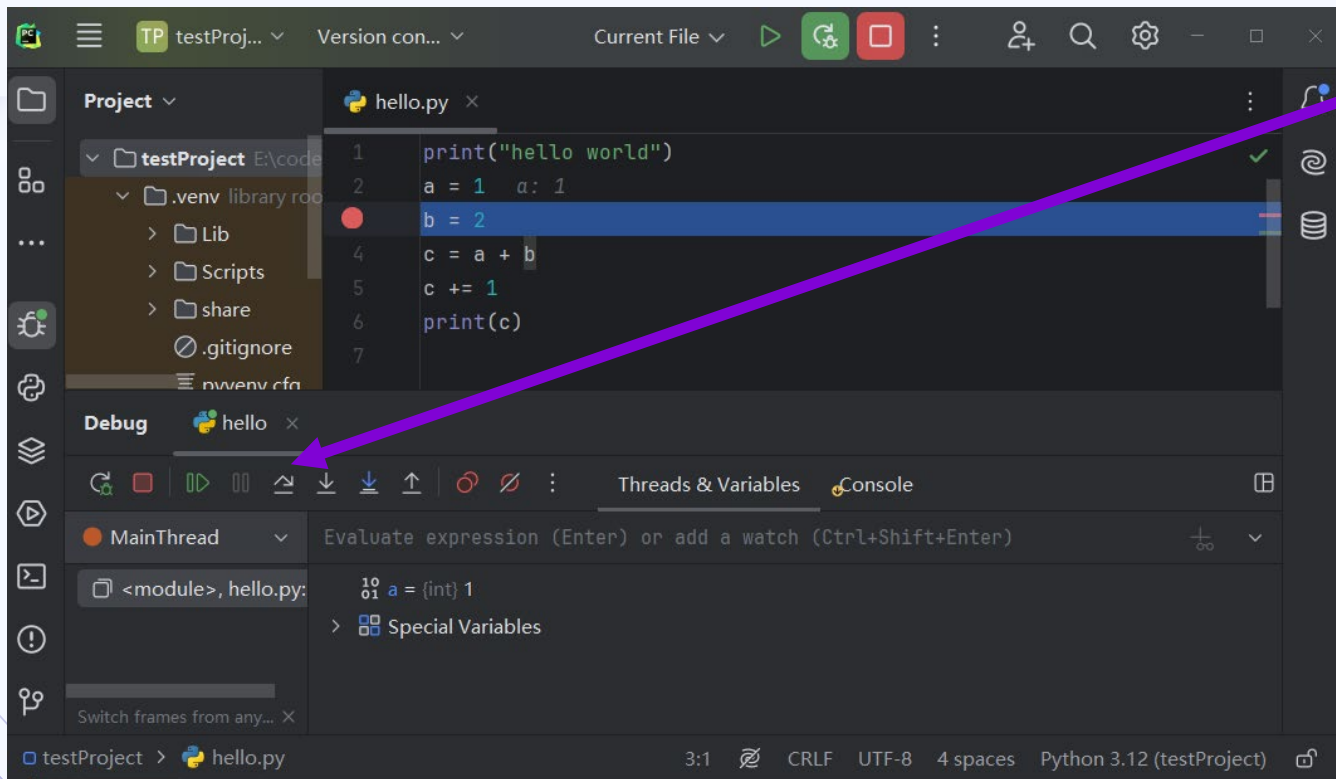
Pycharm Debugging Mode



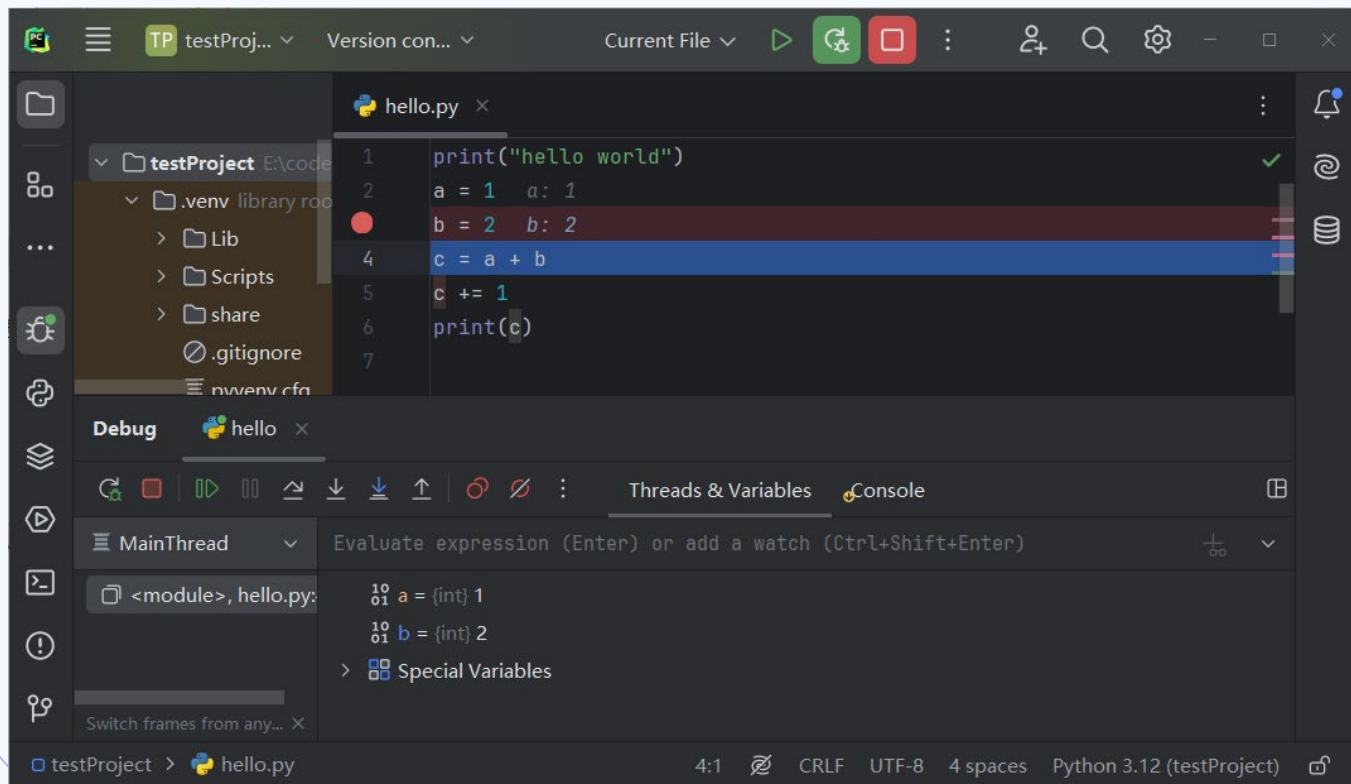
程序开始
debug模式
后，会自
动跳转到
第一个断
点处暂停

Pycharm Debugging Mode

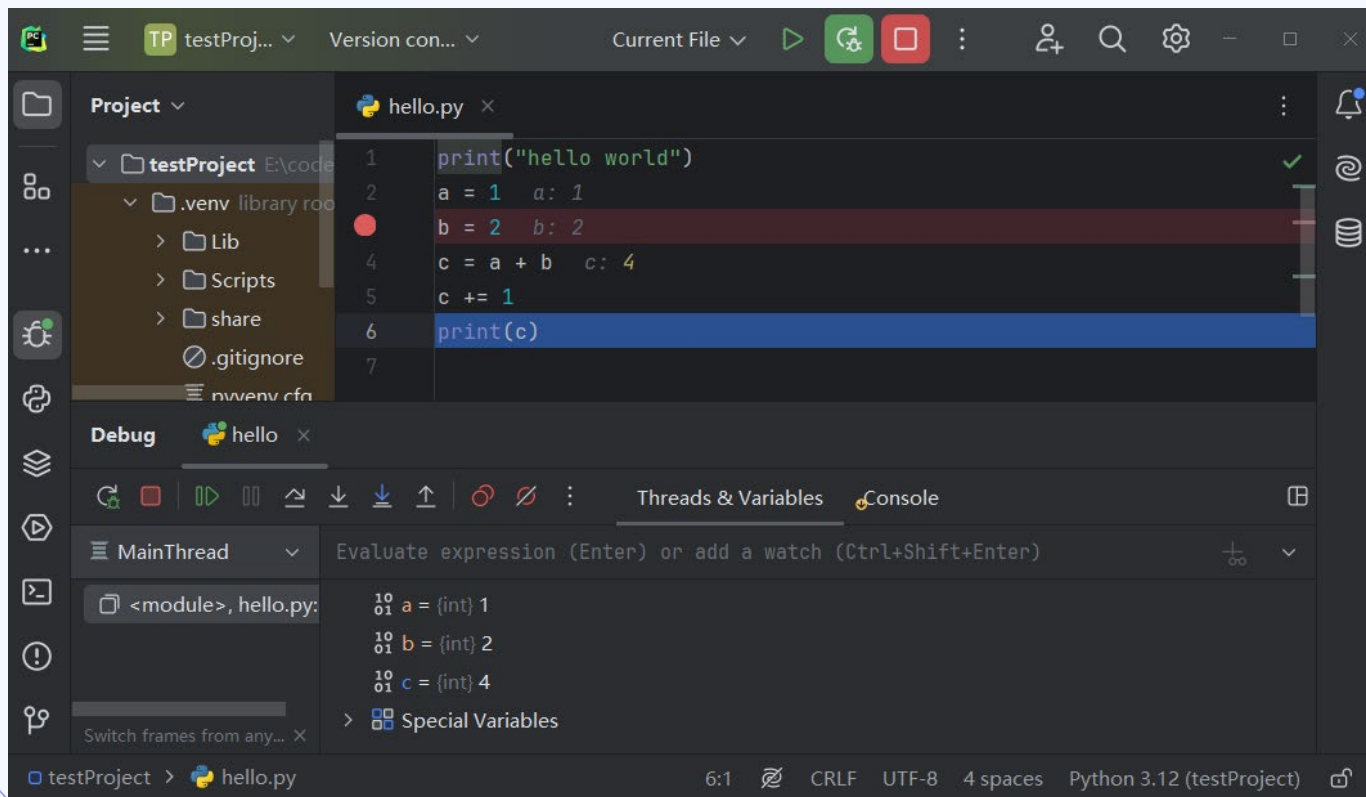
点这个按钮，
会跳转到下
一步



Pycharm Debugging Mode



Pycharm Debugging Mode

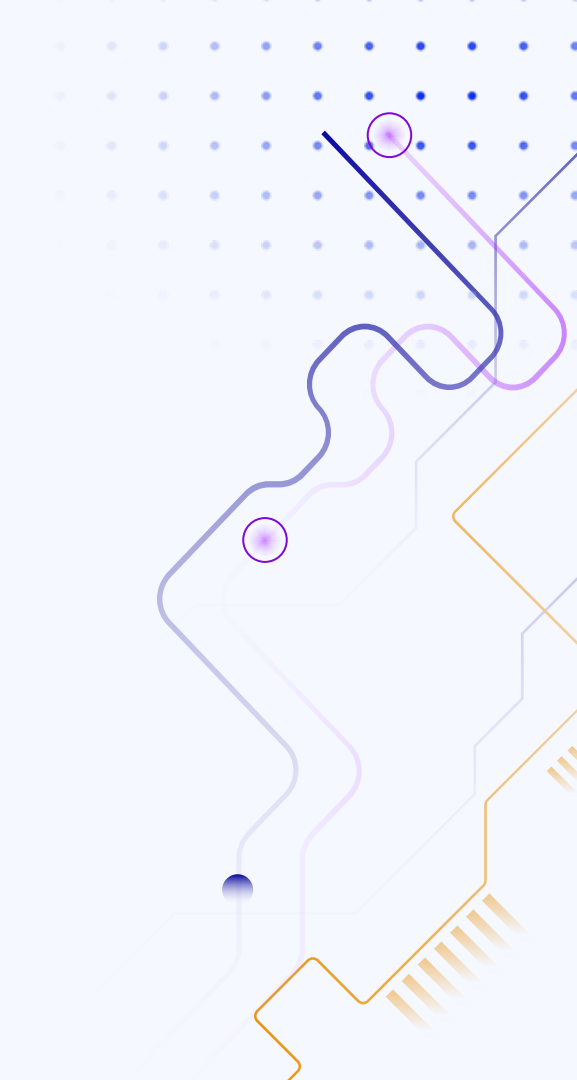




03

Review Session

基本数据类型、基本程序结构、字符串、列表、元组



输入和输出

Python的输出函数是`print`，输入函数是`input`。

`input`会读取用户输入的一行，返回类型是**字符串**。

如果想要把该输入字符串转化成其他类型变量，则需要使用**字符串处理**中的一系列函数（后面讲到）

(Demo!)

基本数据类型

int, float, bool

基本程序结构

顺序, 分支, 循环

序列 Sequence

序列是Python中的一种很重要的类型，是一些值的有序排列

常见的种类：list, tuple, str, range, ...

尽管序列有很多种，但他们有很多共同的属性。

len: 序列的长度 [:]: 选择元素、切片

in: 判断是否在其中 for: for item in sequence 循环

序列 Sequence

序列是Python中的一种很重要的类型，是一些值的有序排列

常见的种类：list, tuple, str, range, ...

尽管序列有很多种，但他们有很多共同的属性。

对于装有int和float的序列: sum, max, min

对于list, tuple, str: +, * 序列变长

序列的map操作

`map(func, sequence)`

相当于用函数`func`作用于`sequence`的每一个元素
返回的是一个叫做`iterator`的东西...（不过`iterator`超纲了）只需要知道它可以转换成一个序列就好

`for index in range(len(sequence)):`

`sequence[index] = func(sequence[index])`

Exercise: 解释`list(map(int, input().split()))`

字符串的特殊操作

`str.find(substr)`: 找到`substr`的第一次出现位置

`str.split(t=' ')`: 以`t`为分割符（默认为空格）分割字符串，返回列表

`str.upper()`, `str.lower()`, `str.isupper()`, `str.islower()`

字符串的格式化

1. 用%
2. 用`str.format`
3. 用`f"str"`

Demo !

04

Exercises

题目见讲义内容

游戏时间

```
1 input_string = input().split()
2 a, b, c, d = tuple(map(int, input_string))
3
4 result_hour, result_minute = 0, 0
5 # if start time equals finish time
6 if a == c and b == d:
7     result_hour = 24
8 else:
9     result_minute = d - b
10    if result_minute < 0:
11        result_minute += 60
12        result_hour -= 1
13    result_hour += c - a
14    if result_hour < 0:
15        result_hour += 24
16
17 print(f"GAME TIME {result_hour} HOUR(S) {result_minute} MINUTE(S)")
18
```

与7无关的数

```
1 # warning1: never use "list" as a name!
2 number_list = []
3 for i in range(1, int(input()) + 1):
4     number_list.append(i)
5
6 # the parts above could be written as:
7 # number_list = list(range(1, int(input()) + 1))
8 # or:
9 # number_list = [i for i in range(1, int(input()) + 1)]
10
11 for number in number_list:
12     # when number_list is used in for loop, the length of number_list should never be changed.
13     if number % 7 == 0:
14         number_list.remove(number) # Oh NO! BUG! (Why?)
15     elif "7" in str(number):
16         number_list.remove(number) # Still BUG! (Why?)
17
18 result = 0 # never use sum as a function
19 for num in number_list:
20     result += num ** 2
21 print(result) # buggy.
```

与7无关的数

```
1 number_list = list(range(1, int(input()) + 1))
2 result_list = []
3
4 for number in number_list:
5     if number % 7 and "7" not in str(number):
6         result_list.append(number)
7
8 result = 0      # never use sum as a function
9 for num in result_list:
10     result += num ** 2
11 print(result)  # right.
12
```

与7无关的数（一行解决！）

```
print(sum([i ** 2 for i in range(1,  
    int(input() + 1)) if i % 7 and "7" not  
    in str(i)]))
```


处理答题数据集

```
1  N, M = tuple(map(int, input().split()))
2  questions, answers = [], []
3  for _ in range(N):
4      questions.append(input())
5  for _ in range(N):
6      answers.append(input())
7
8  for i in range(N):
9      for j in range(M):
10         student_answer = input()
11         print(f"{questions[i]}\t{student_answer}\t{answers[i]}")
```

选课意愿点

```
1  def score(id, point):
2      if id[0:2] == "23":
3          return point + 15
4      elif id[0:2] == "22":
5          return point + 25
6      elif id[0:2] == "21":
7          return point + 50
8      else:
9          return point + 75
10
```

选课意愿点

```
11 friend_id = input()
12 friend_score = 0
13 score_list = []
14 while True:
15     input_str = input()
16     if input_str == "end":
17         break
18     input_list = input_str.split(",")
19     id, point = input_list[0], int(input_list[1])
20     current_score = score(id, point)
21     # if haven't learn function yet, just delete line 20 and insert line 2-9 here.
22     # replace all the "return"s with "current_score = "
23     if id == friend_id:
24         friend_score = current_score
25     score_list.append(current_score)
26
27 result = 0
28 for i in range(len(score_list)):
29     if score_list[i] > friend_score:
30         result += 1
31 print(result)
```

数字密码

```
import math

def calculate_factor(n):
    factors = []
    n = int(n)
    for i in range(1, int(math.sqrt(n))+1):
        if n % i == 0:
            factors.append(i)
            factors.append(y/i)
    return factors

y = int(input())
factor_list = calculate_factor(y)
factor_list = [factor for factor in factor_list if y / factor >= 6]
print(int(max(factor_list)))
```

Thanks !

Do you have any questions?

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