

Computational Thinking?

Session-1





Were you able to finish pre-class work for Computational Thinking?

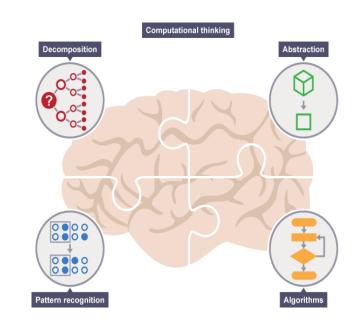








- Decomposition
- Pattern Recognition
- Abstraction
- Algorithms







Let's try to predict and discuss!





Computational thinking is:

- Logical thinking
- Critical thinking
- Problem solving



If a problem is too hard, what should you try to do?







Some Questions to Think About Before Starting

If you find similarities in lots of solutions to different problems what does that probably tell you?

If you have a problem that is just a little different from a problem that you have a solution for, what would you do?



Computational thinking is:

- Breaking problems into parts (Decomposition)
- Interpreting patterns and models (Pattern Recognition)
- Organising data/information logically (Abstraction)
- Designing and implementing algorithms (Algorithms)



What is programming?









Computational Thinking is the must step between having a problem and having a solution to that problem.

Computational Thinking aims to teach how to form a solution such that can be programmed into a computer. programming= algorithms+ coding



Architects or Bricklayers?



Programming is like bricklaying. You don't have to have an in depth knowledge and thinking to be able to build a wall.

Programming with computational thinking is the architecture.

Architects or Bricklayers





Four pillars of Computational Thinking



- Decomposition
- Pattern Recognition
- Abstraction
- Algorithm Design





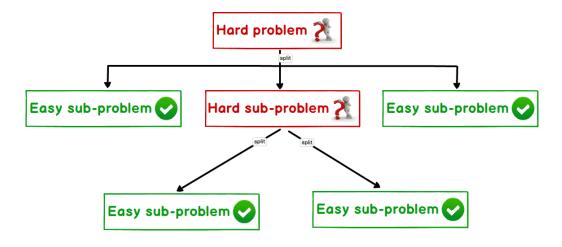




Let's discuss and try to predict what does decomposition mean in computational thinking!



It basically means breaking a problem into smaller pieces.

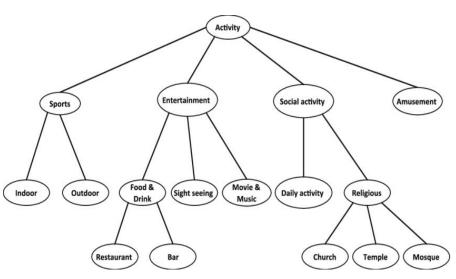


Let's think of some examples of decomposition!



We use tree structures to visualize decomposition

- Tree structures help us decompose problems into sub-problems.
- It consists of blocks connected by branches.
- Each block that is connected to its parent block which is above it, represents a sub problem of that block.







Try to break these problems into as much sub problems as possible and represent them with tree structures:

Making a chocolate cake

Parking a car

Preparing to go to work in the morning

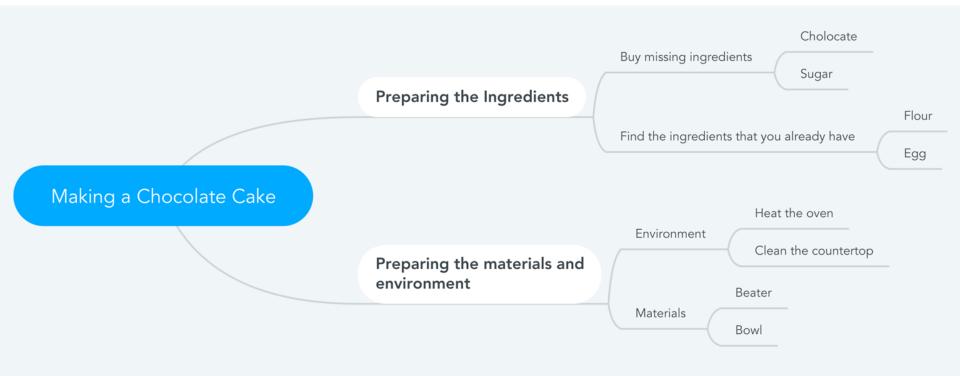
Preparing vocation plan

Become IT guy



Making A Chocolate Cake

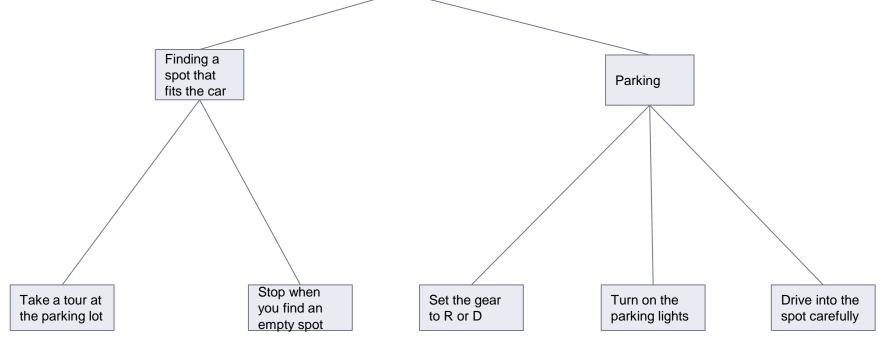






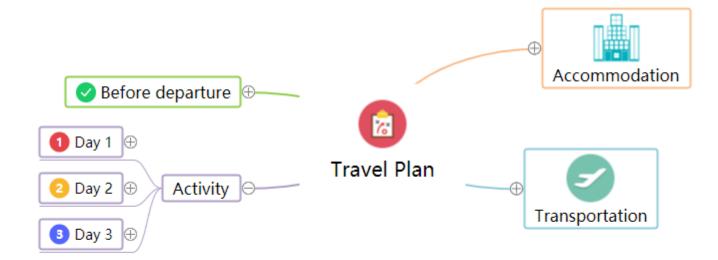
Parking a Car







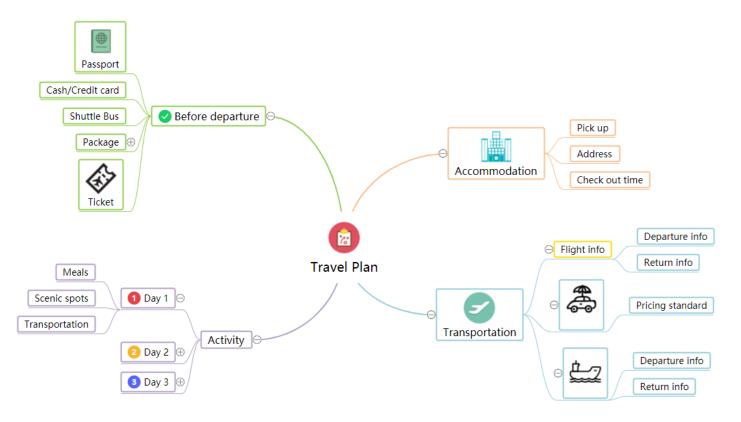
Preparing Vacation Plan











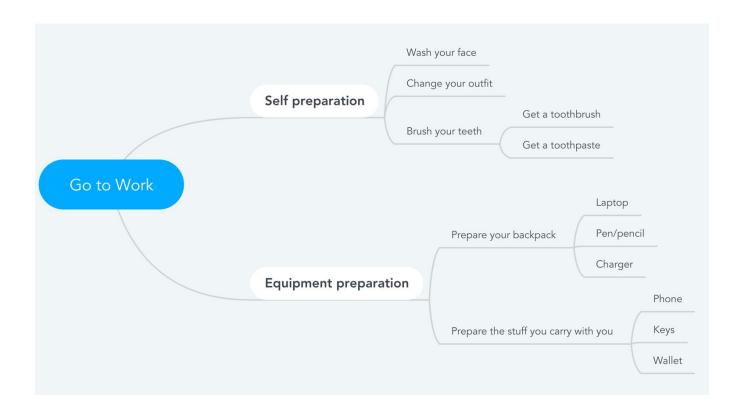


Preparing to Go to Work in the Morning

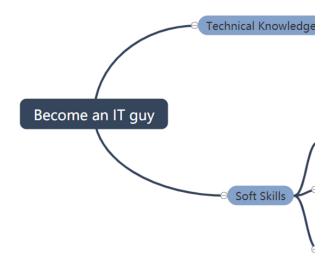




Preparing to Go to Work in the Morning



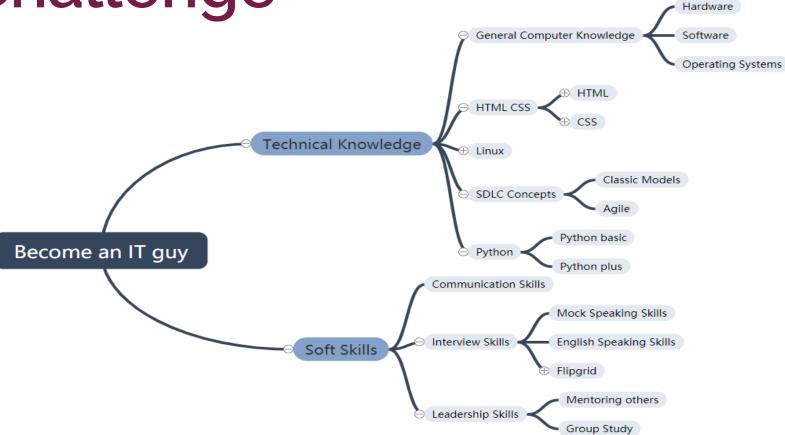
Let's decompose what you're doing right now?





Challenge

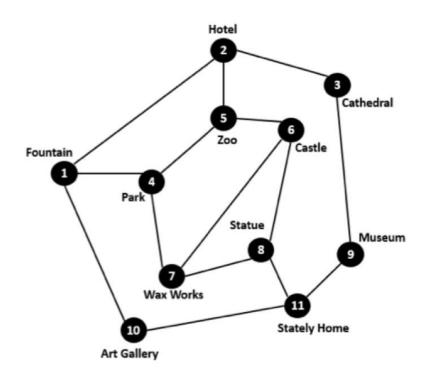






Decomposition Challenge

You are a tour guide. Tourists have booked a tour visiting all the city's attractions starting from the hotel they are staying in. This map shows where the attractions are and roads that connect them. You must work out a route that takes your tour group to every tourist site. The tourists will not be happy if they pass through the same place twice. They also want to end up back at their hotel that evening.

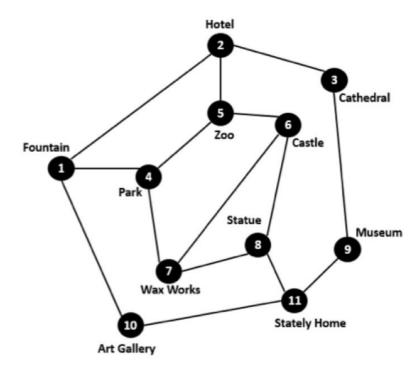




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2, 3, 9, 11, 10, 1, 4, 7, 8, 6, 5, 2







Pattern Recognition





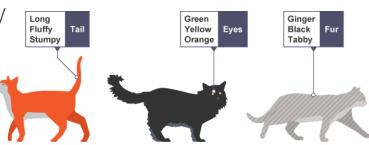


Let's discuss and try to predict what does pattern recognition mean in computational thinking!



Pattern Recognition

Pattern recognition is recognising patterns in different things (solutions) and being able to apply these patterns in the solutions of other similar problems.



Pattern recognition is good because we don't have to come up with a new solution each time we encounter the same problem. Instead, we apply the patterns that we have previously recognized.



Challenge

add all the numbers from 1 to 200

- Big problem?
- Did you try?
- A lot to do in your head?



Look at the following number patterns and find the sequence.

1 2 5 10 17 ?





Look at the following number patterns and find the sequence.

1 2 5 10 17 26

Add 1, 3, 5, 7, 9 etc. to previous number





Look at the following number patterns and find the sequence.

123 117 108 99 ?





Look at the following number patterns and find the sequence.

123 117 108 99 81

Subtract the sum of previous digits (1 + 2 + 3 =and 123-6 = 117)





Look at the following number patterns and find the sequence.

12 48 163 26 412 ????



Pattern Recognition Exercises



Look at the following number patterns and find the sequence.

12 48 163 26 412 8

The spaces are incorrectly added, when they are correct it is a simple x 2 pattern



Pattern Recognition Exercises



Look at the following number patterns and find the sequence.

849 352 768 493 527 ?



Pattern Recognition Exercises



Look at the following number patterns and find the sequence.

849 352 768 493 527 684

The numbers are 84935276 repeated and then split into groups of 3 digits







Look at the following number patterns and find the sequence.

1	*
2	***
3	****
4	*****
5	*****







Can you find the rules for this game? If so, how did you find the rules?







To find the rules we found a pattern that is repeated in both of the user experiences:

Phrases like "I guess a number in between 0 and 10", "someone tried to guess it and sayed..." and "I said ..." are repeated. So we can use these phrases to be able to play the game. Except, we change the parts like the numbers that we guess and statements about the number that is guessed saying whether it is above or below the number that the player thought of.





Abstraction



Abstraction



Let's discuss and try to predict what does abstraction mean in computational thinking!



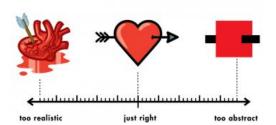
THE ABSTRACT-O-METER

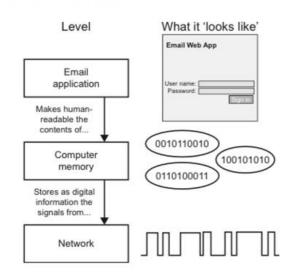


Abstraction

Abstraction is getting rid of the useless information that is not going to have any contribution to the solution.

Abstraction is the core concept of computer science and computational thinking. To be able to express a real world problem to a computer, the problem has to be abstract.



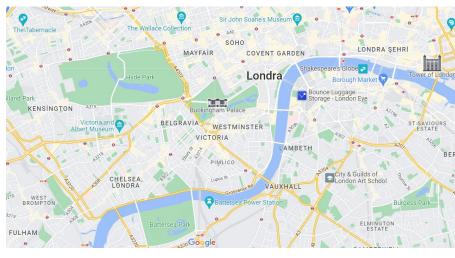




Abstraction









Let's abstract stuff!



The key part of abstraction is ignoring the useless aspects of something and including the beneficial aspects. So, find out the useless aspects that are going to be ignored and the beneficial aspects that are going to be considered of the items below. Try going abstract as far as possible. (For example a house is nothing but a shelter for humans when you look abstractly)

Car

Pencil

House

Mobile phone







HINT: Think of what do these objects help solving and which aspects of them wouldn't prevent them from solving that particular problem.



The abstractions should look something like this:

Object	Include	Ignore
Car	Engine, tires, rims, seat	Color, shape, trunk, radio
Pencil	color of the tip, grip	material, brand, type
Mobile phone	speaker, microphone,cellular	color, brand, camera









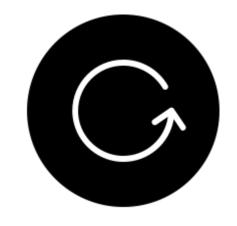
Finally, try to describe the objects that you have abstracted, ignoring the parts that you think should be ignored, and including the parts that you think should be included.



Recap Time

What are some examples of abstraction that we encounter in our daily lives?

Do you think that you already abstract stuff? Can you give any examples?



Why do you think abstraction is important for computer science?





4 Algorithm



Algorithm



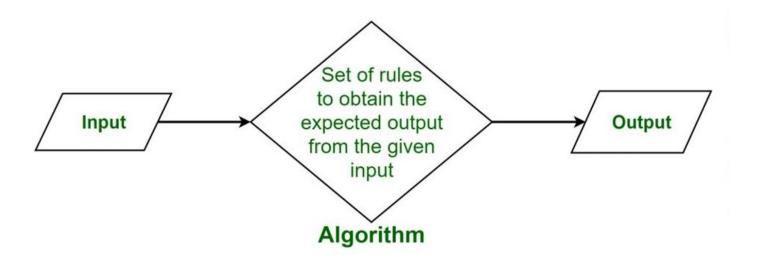
Let's discuss and try to predict what does algorithm design mean in computational thinking!





What is Algorithm

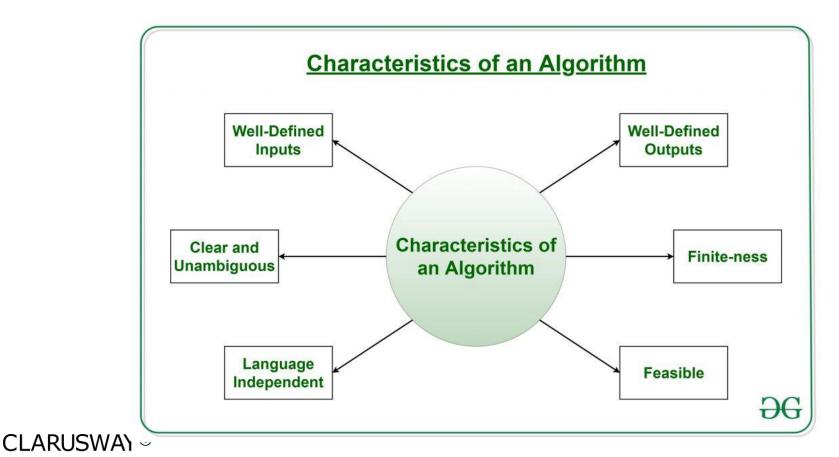






What is Algorithm







- An algorithm is a sequence of clearly defined steps to describe a process.
- Algorithms are useful when we wish to explain someone else or a computer how to carry out steps.
- Algorithms are important for programming because a correct algorithm is the ultimate basis of any computerbased solution.





What is Computational Thinking?







Exact Instructions









Let's brew a coffee







Let's brew coffee

- Prepare ingredients
- Make coffee
- Prepare serving
- Enjoy





Let's brew a coffee

- START
- Fetch a tea cup
- Boil some water
- Place a tea bag into the cup
- Pour on boiling water
- Stir tea bag
- Remove tea bag
- END





THANKS! > 1

Any questions?



