

Review of C.S. cont.

CRISTIAN
3/15/17
A2

WHY STUDY ALGORITHMS

- experience = problem-solving techniques/dif algorithms
- Algorithms | to use in future problems
- have dif. implementations, complexities, characteristics, tradeoffs
- "Intractable" - No algorithm to solve prob. in realistic amt of time

REVIEW OF BASIC PYTHON

- easy to learn, modern object-oriented programming lang
- Interpreted language - most easily reviewed by looking @ it and describing interactive sessions

(interpreter displays >>> prompt, then evaluates construct)

GETTING STARTED W/ DATA

- class - a description of what data look like & can do
- data items in object oriented paradigms = (state) (behavior)
objects = instances of classes
- Atomic data types:

- 2 numeric classes = int (eg 7) float (eg 0.271)
- Operations: arithmetic +, -, *, /, ** (exponent)
also % & int division //

- Booleans - True/False, operators: and, or, not
- Logical operators ==, >=, <, etc

Built in collection D.T.

- * `x = []` - list - ordered collection of 0 or more ref. to Python data objects
used to build D.S.
OPS: index [], concatenation +, rep *, in, len(), slicing
Methods: append(), pop(), del, reverse(), etc [:]

- * `x = ""` - String - sequential collection of 0 or more letters, #, symbols
Methods: .split(sep), .center(), .count(), .lower(), etc

- * `x = ()` - Tuples - heterogeneous sequence of data (immutable list)

- * `x = { }` - Sets - OPS: in, len, |, &, -, <= (asks whether all elements of 1st set are in 2nd)

FURTHER DEFINED ON DE PAGE OF NOTES!

along w/ dictionaries, etc

INPUT/OUTPUT

- String prompt input ("X", "y")

- String formatting (sep="xxx", end="xxx")

- % format operator CONVERSION SPECIFIER
("%5" % (age)) %5 - string, %d - int, etc

- Format method as well

- ("X", "y", "Z")
comma = in line

runtime errors =

exceptions

try: & trying
except: & if error

can also raise error

powerful set of built-in D.T. & control constructs

O.O.P paradigm

considers data (objects) to be focal point of prob. solving process

* Mutability
- ability to modify
- immutable = unchangeable
- mutable = changeable