



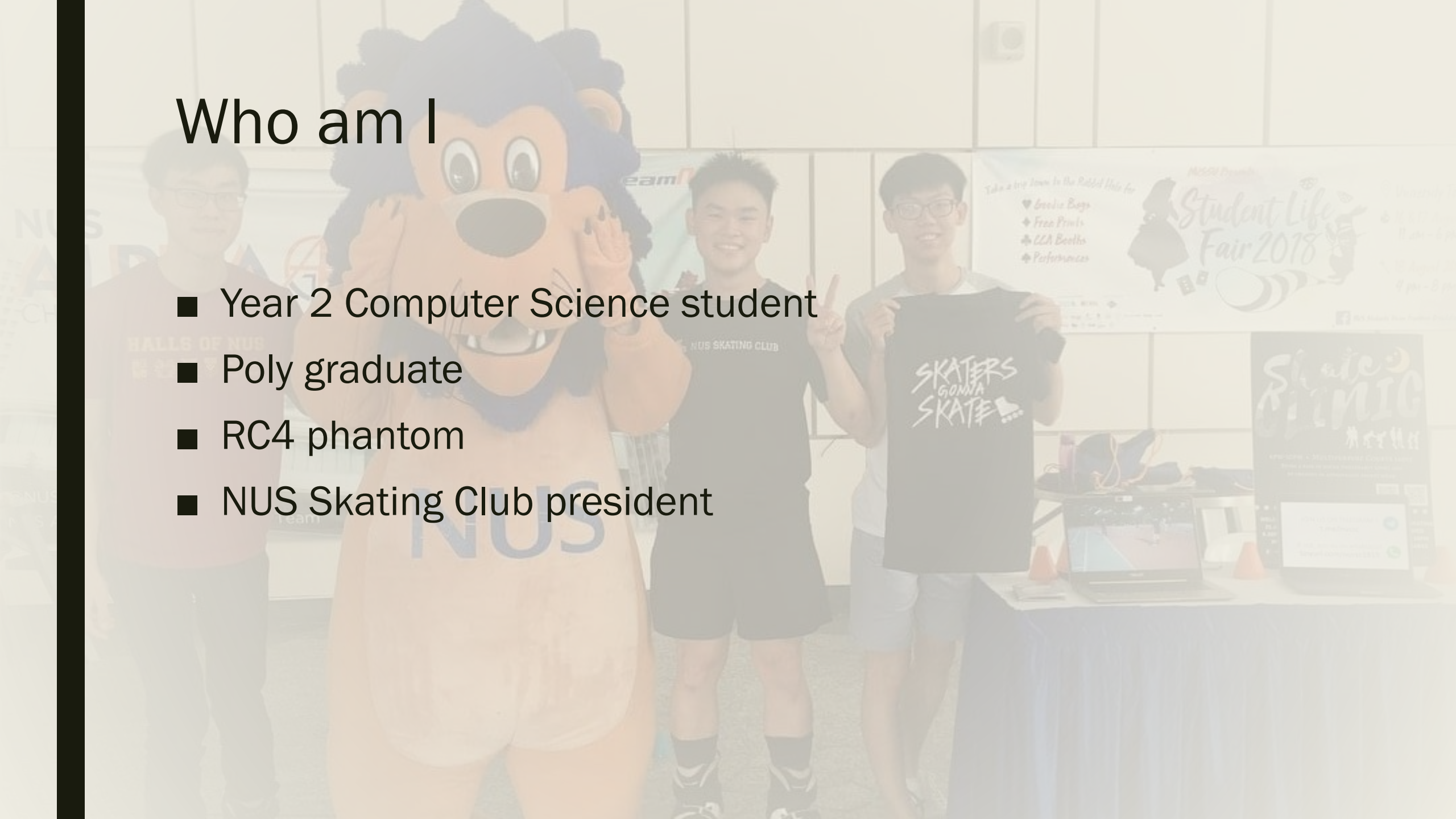
CS1010

<https://t.me/cs1010isfun>



Who am I

- Year 2 Computer Science student
- Poly graduate
- RC4 phantom
- NUS Skating Club president



Who are you?

- Name
- Course
- Favourite food
- Hobby or any other fun fact if you want

More about me

- First time teaching and never took CS1010/CS1101S.
- Not a tech god (B+/A- student).
- Tutorial attendance is compulsory (for me).
 - *Hope to have meaningful and fun tutorials*

Mutual understanding

- No forced participation
- Do your own work / leave early
- Don't distract your classmates
- Don't expect me to spoon feed you

More than UDL?

- You can ask me about anything:
 - *What module to take*
 - *Where to eat*
 - *What CCA to join*
- You can jio me for Gong Cha

Admin (In-class)

- End tutorial at least 15 mins early
 - *Tutorial segment: Recap and go through problem sets*
 - *Lab segment (free & easy): 1-1 assistance*
- Emphasis on self-directed learning
 - *Less boring*
 - *More effective*

Admin (Out-of-class)

- Telegram or email: evantay@comp.nus.edu.sg for admin matters only
 - *Attendance update*
 - *Exam / Mid-term timetable clashes*
 - *Assignment deadline extension*

Admin (Out-of-class)

- **For academic questions:** Post all question on <https://piazza.com>
 - *I will NOT reply any questions outside of Piazza and tutorial/consultation slots.*
- **Why Piazza?**
 - *Speed, accuracy and efficiency*

Today's plan

■ Tutorial Segment

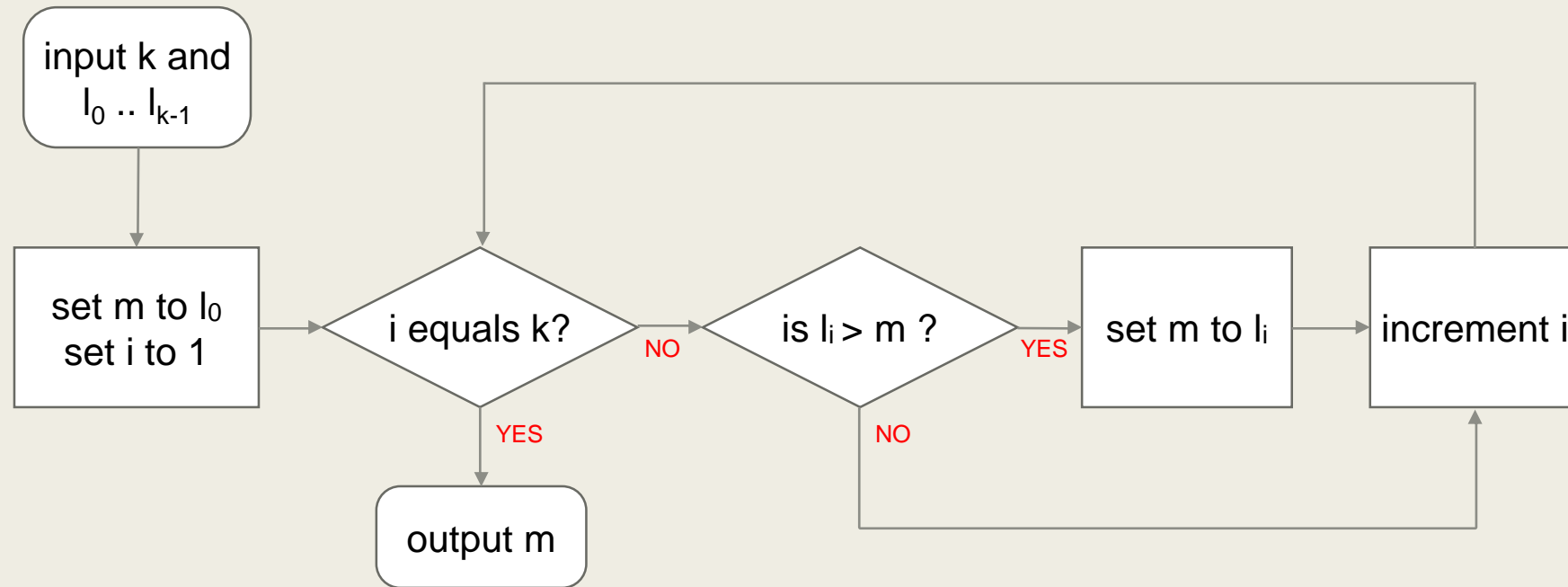
- *Recap of lecture content (Units 1 to 2)*
- *Discussion of problem sets (PS1)*

■ Lab Segment

- *Access Programming Environment*
- *UNIX Walkthrough*
- *Compiling and running C programs (If time permits)*

Recap [Lec 1, Slide 62]

Finding the maximum m in a list l of length k .

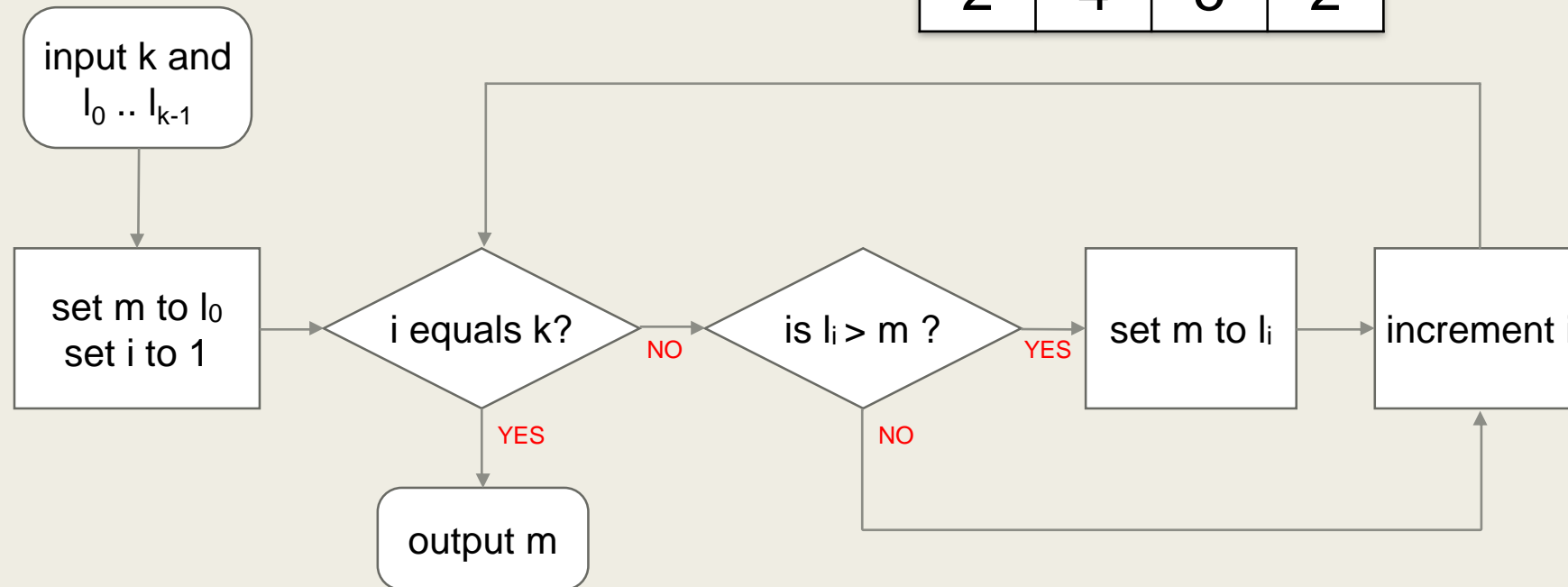


Recap [Lec 1, Slide 62]

Finding the maximum m in a list l of length k .

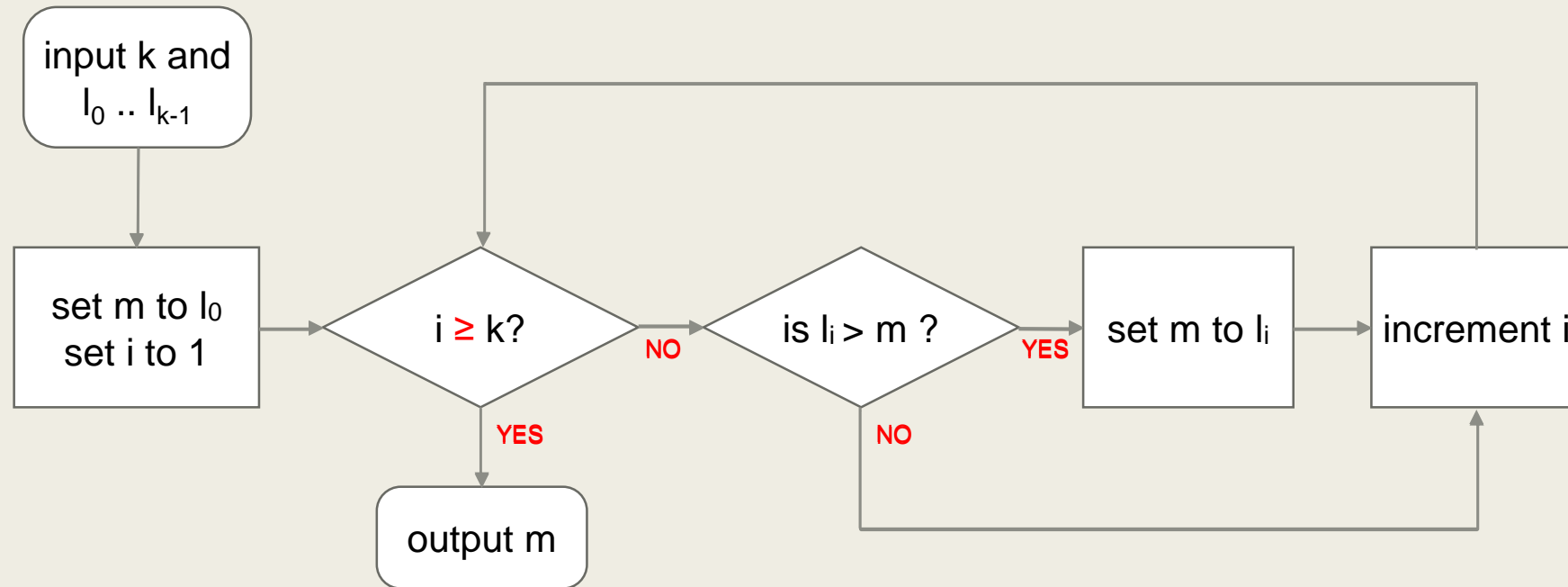
Assuming $k = 4$,

l_0	l_1	l_2	l_3
2	4	5	2



Problem Set [1.1a]

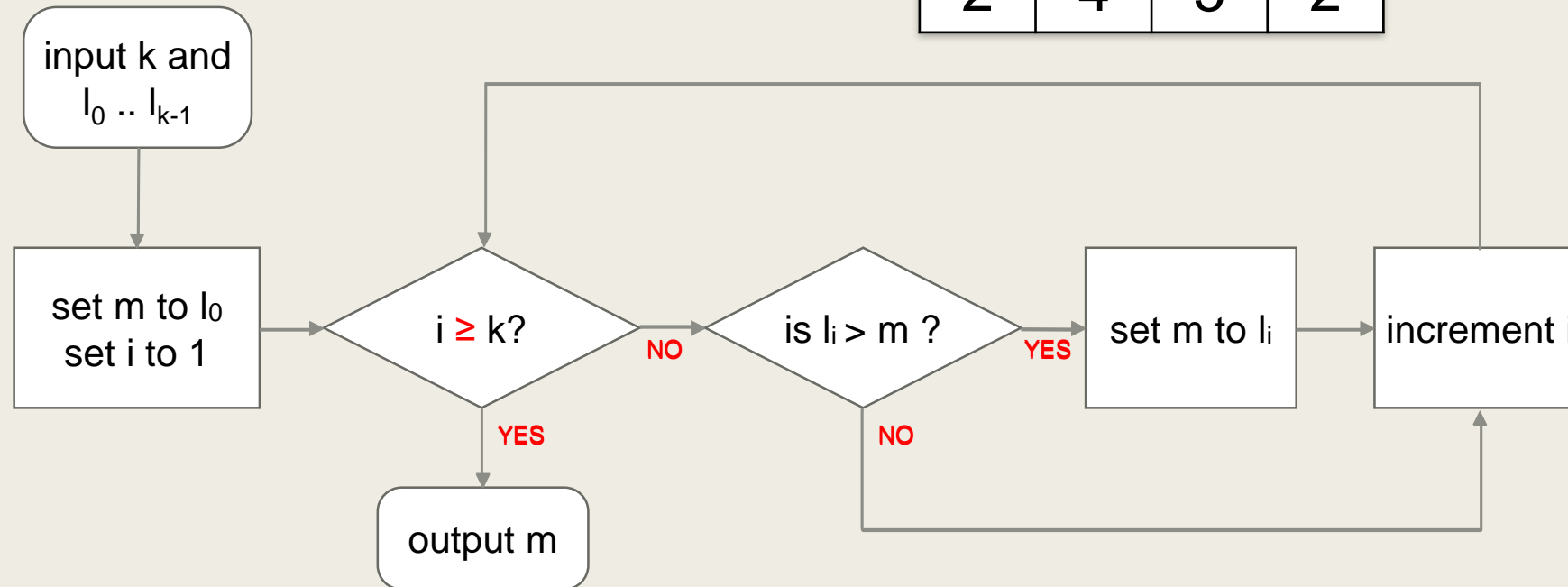
Does changing $i \text{ equals } k$ to $i \geq k$ change the output?



Problem Set [1.1a]

Does changing $i \text{ equals } k$ to $i \geq k$ change the output?

l_0	l_1	l_2	l_3
2	4	5	2



l₀	l₁	l₂	l₃
2	4	5	2

Problem Set [1.1a]

Does changing **i equals k** to **i >= k** change the output?

	i equals k	i >= k
i < k	False	False
i = k	True	True
i > k	False	True

Since (1) i and k are integers, (2) i starts with 1, (3) i is incremented by 1 each time, (4) program terminates at i = k for both

l_0	l_1	l_2	l_3
2	4	5	2

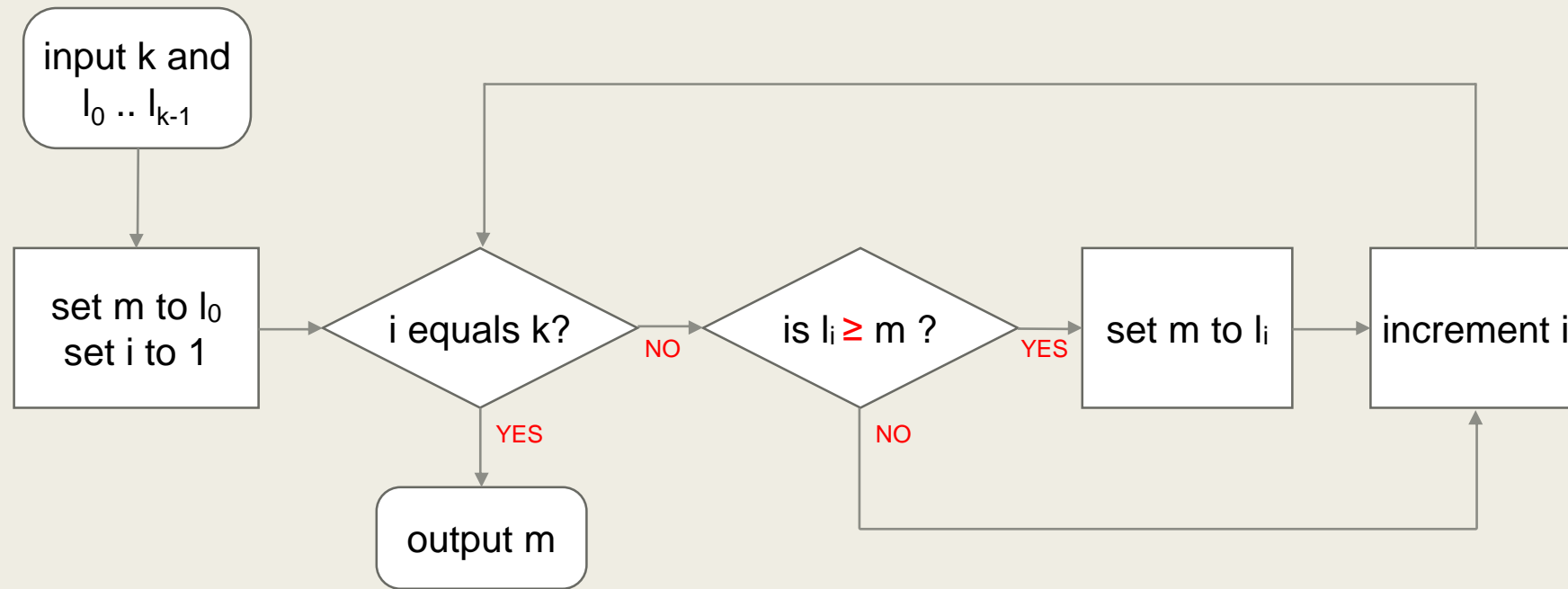
Problem Set [1.1a]

Does changing $i \text{ equals } k$ to $i \geq k$ change the output? **No**

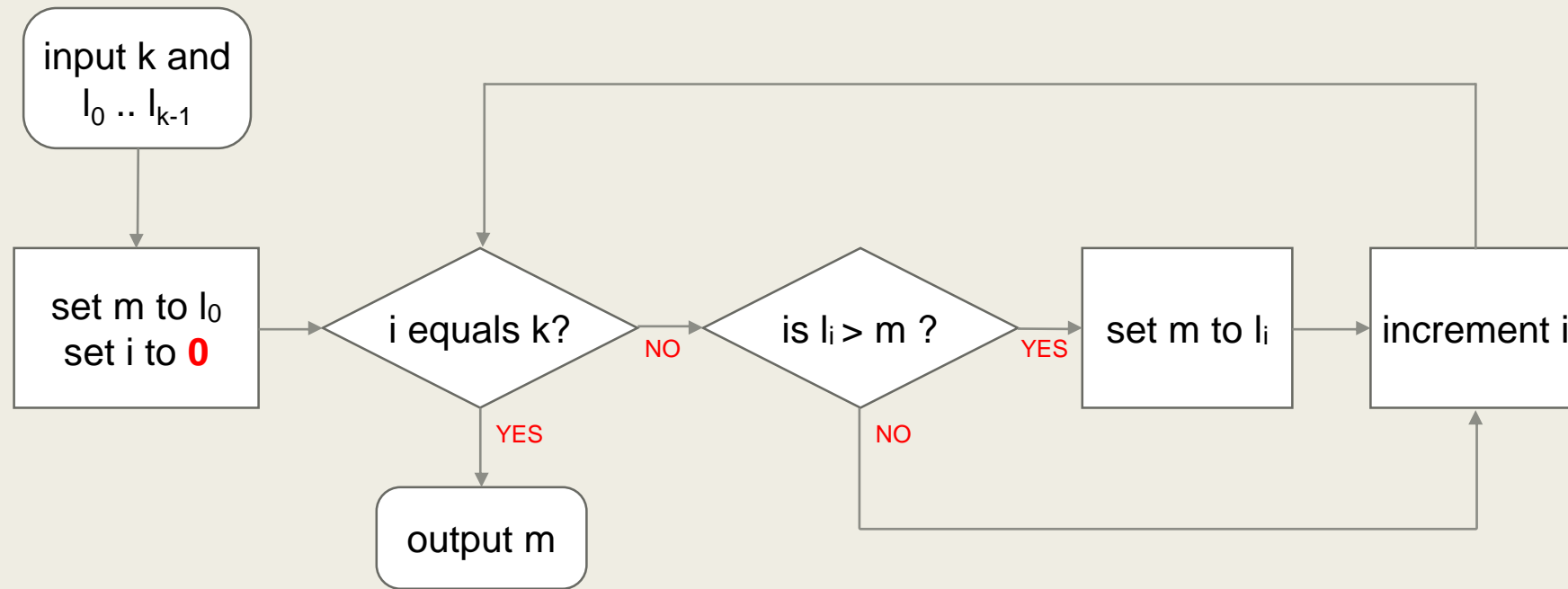
	$i \text{ equals } k$	$i \geq k$
$i < k$	False	False
$i = k$	True	True
$i > k$	False	True

Since (1) i and k are integers, (2) i starts with 1, (3) i is incremented by 1 each time, (4) program terminates at $i = k$ for both, **we will never reach $i > k$.**

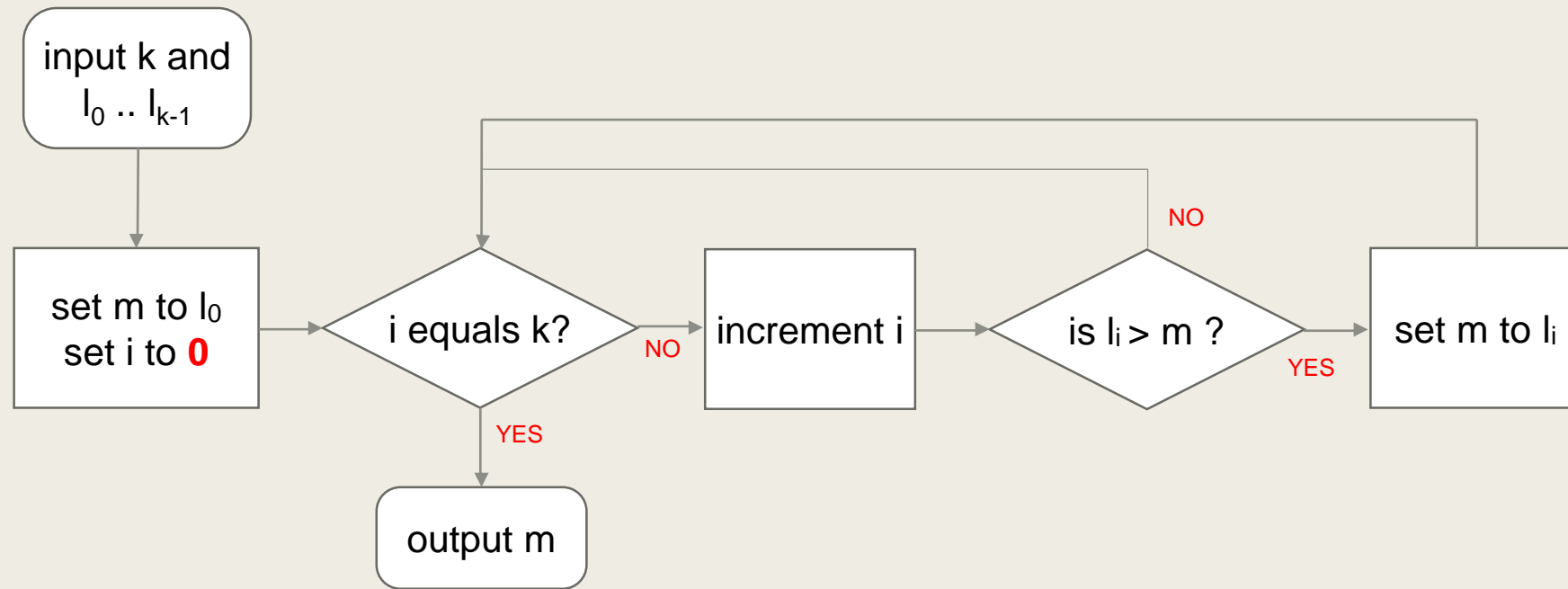
Problem Set [1.1b]



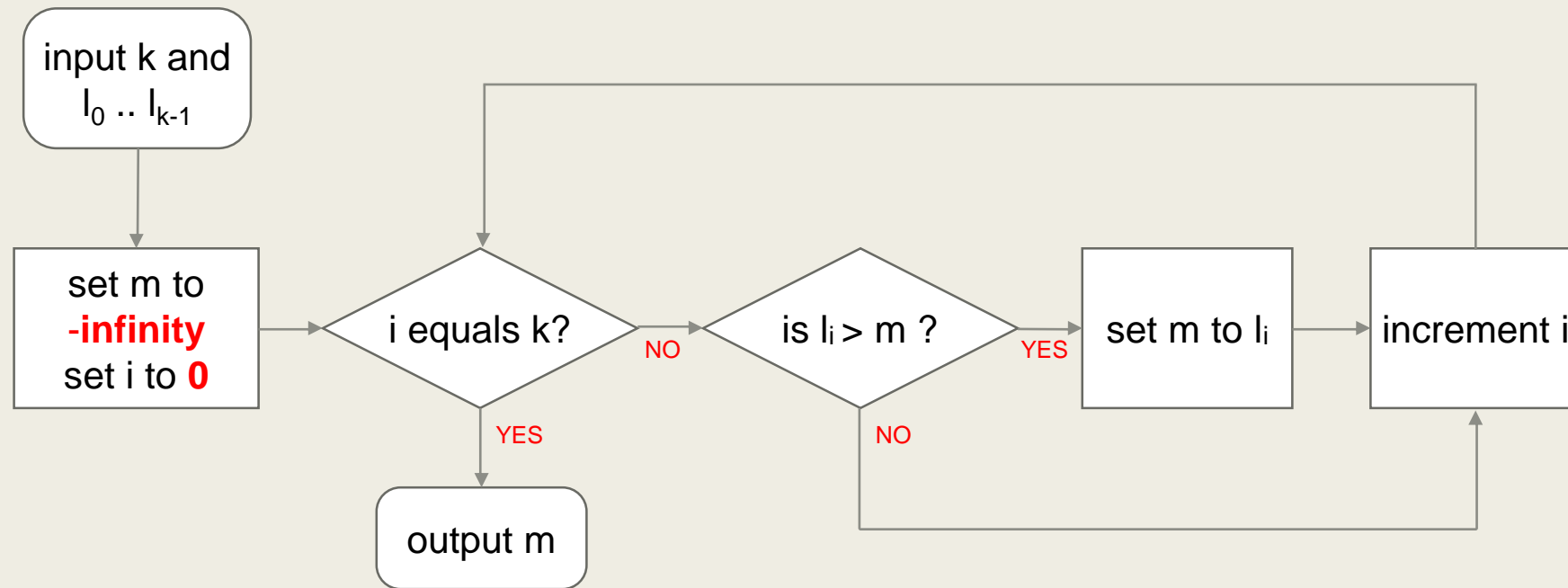
Problem Set [1.1c]



Problem Set [1.1d]

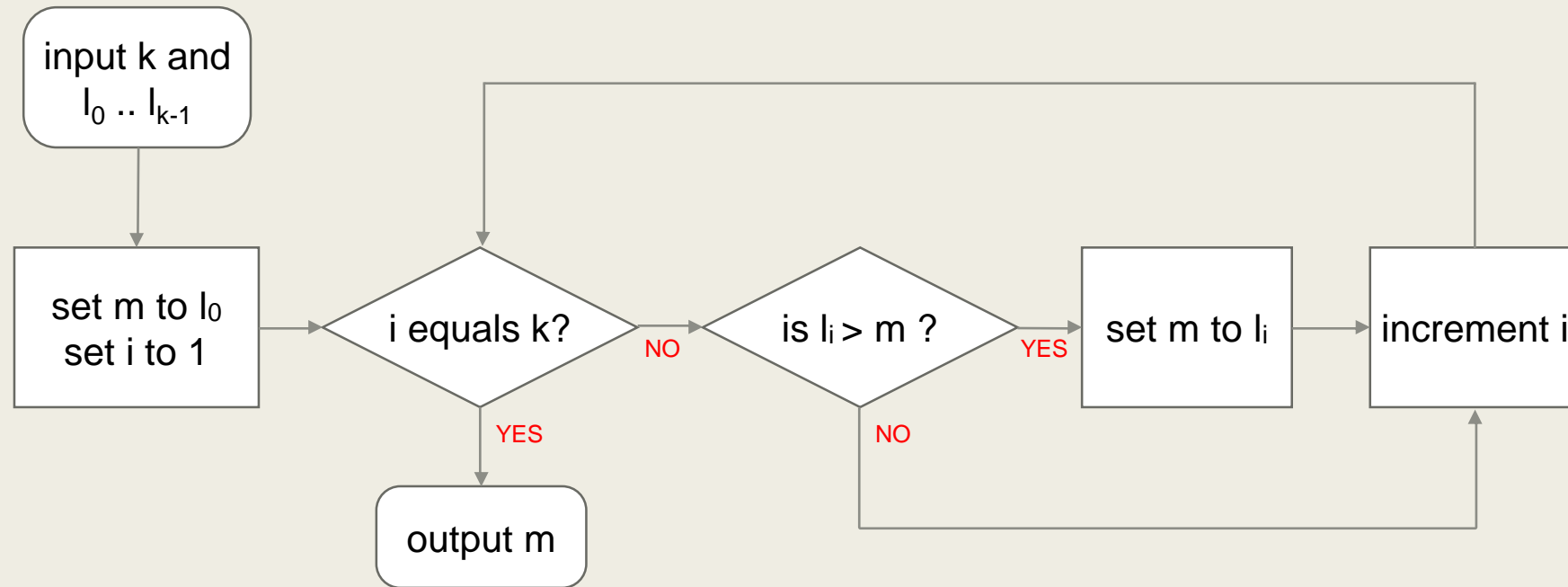


Problem Set [1.1e]



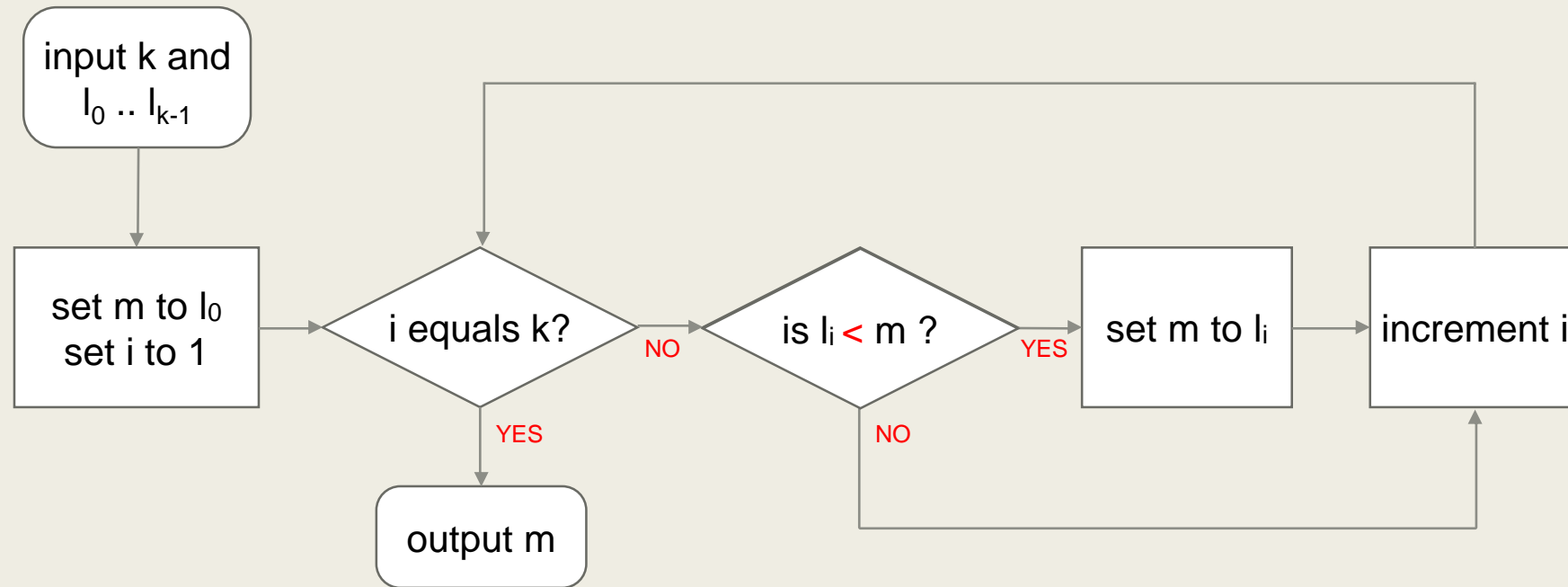
Problem Set [1.2]

Finding the minimum m in a list l of length k .



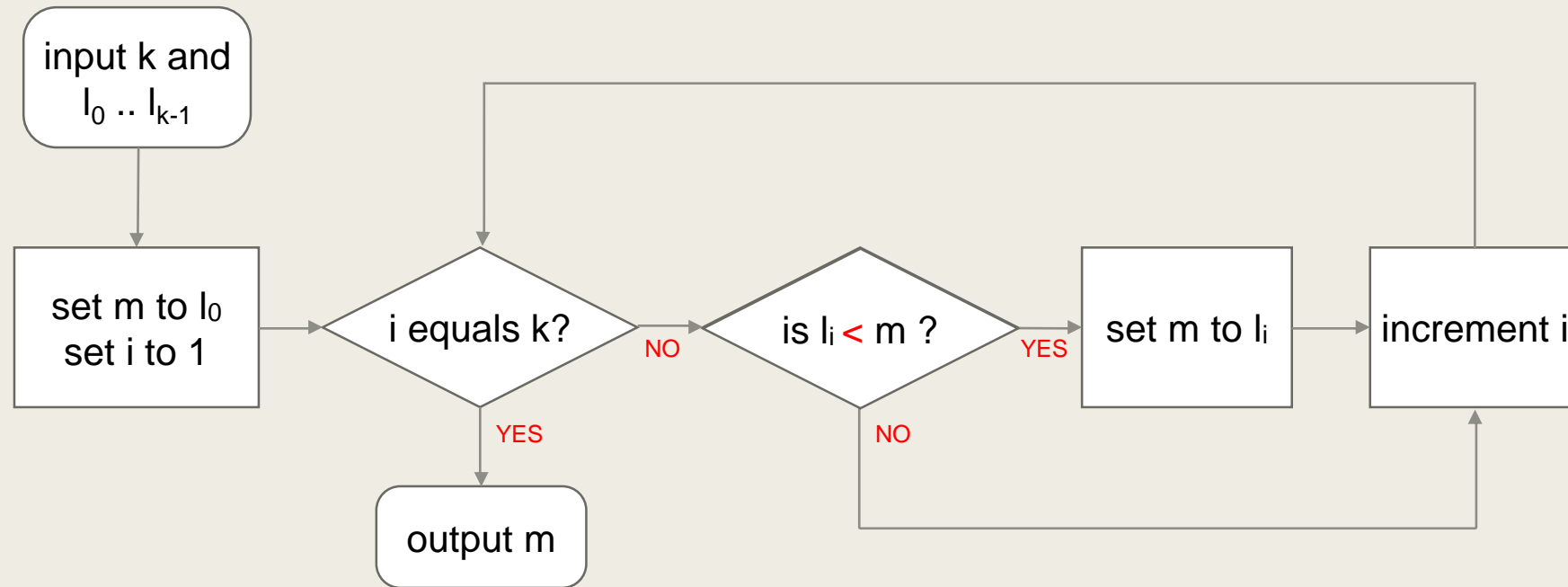
Problem Set [1.2]

Finding the minimum m in a list l of length k .



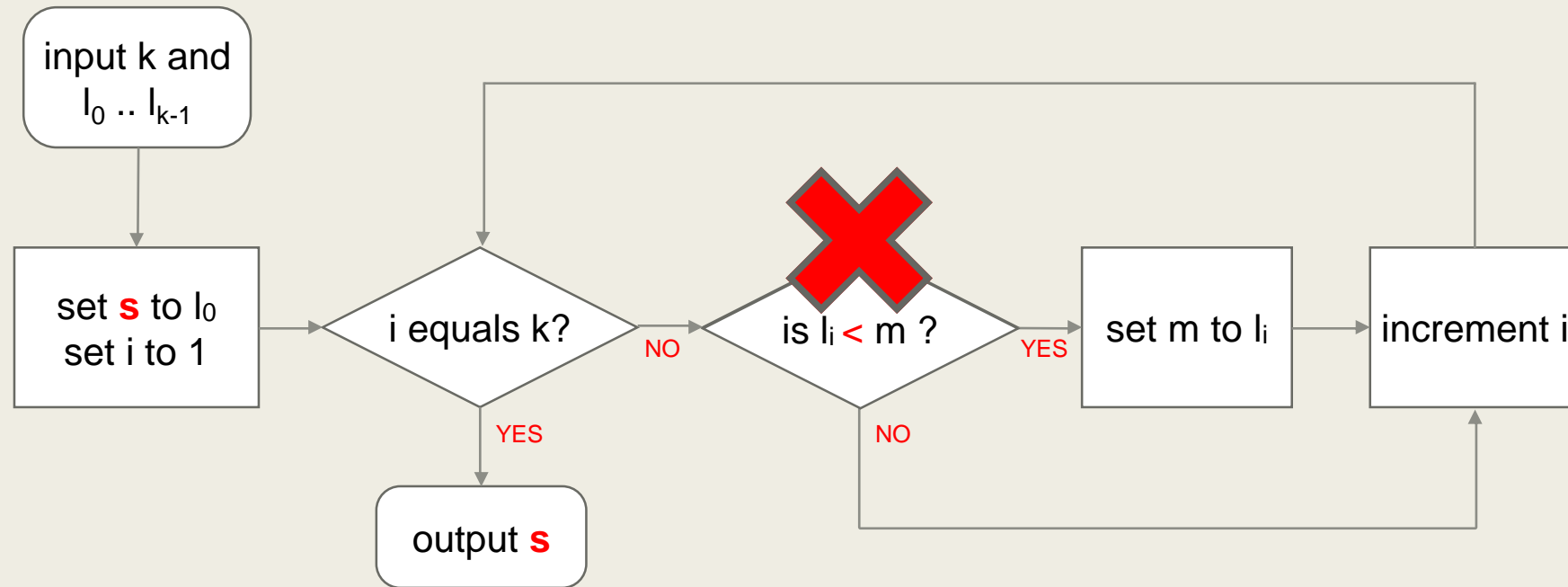
Problem Set [1.3]

Finding the sum s in a list l of length k .



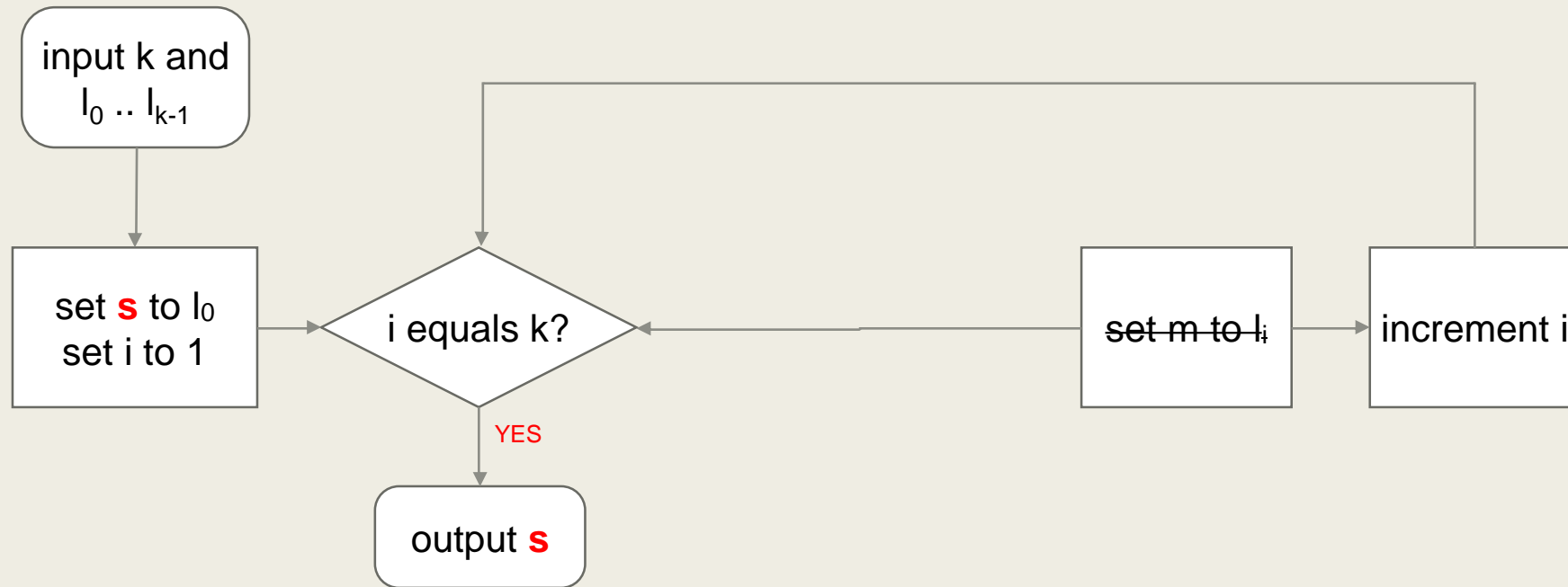
Problem Set [1.3]

Finding the sum s in a list l of length k .



Problem Set [1.3]

Finding the sum s in a list l of length k .

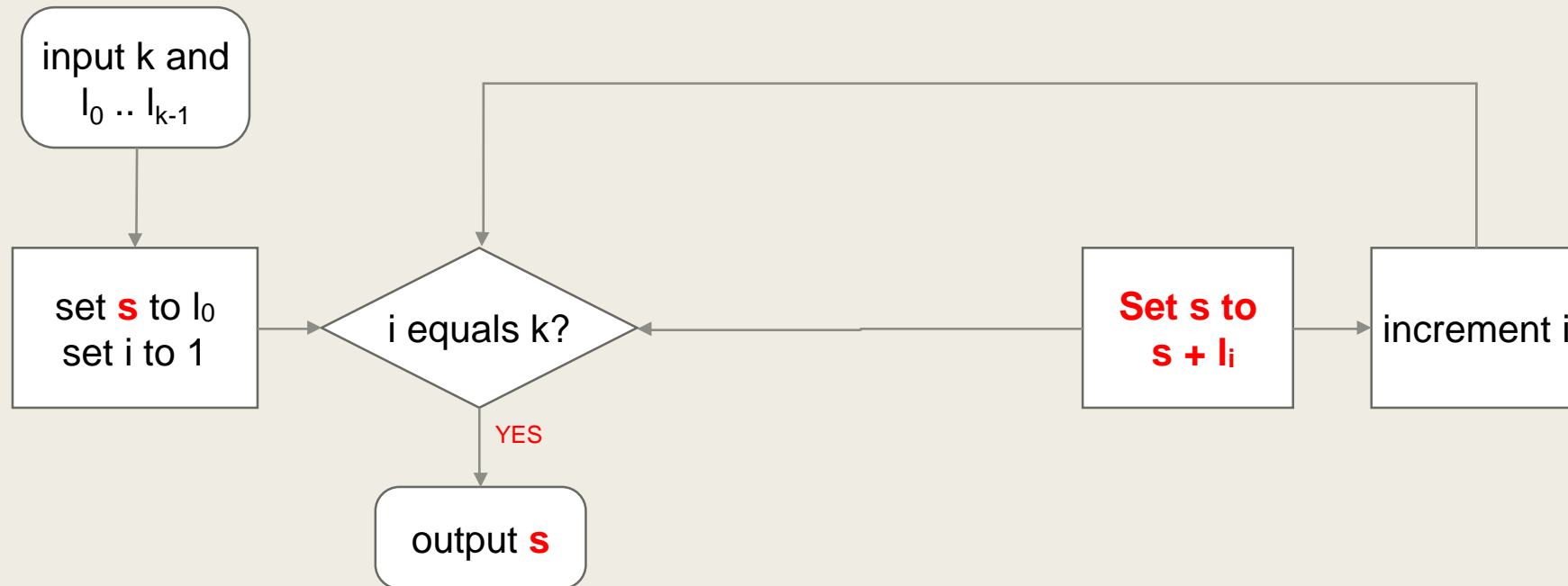


Problem Set [1.3]

Solution 1

Finding the sum s in a list l of length k .

l_0	l_1	l_2	l_3
2	4	5	2

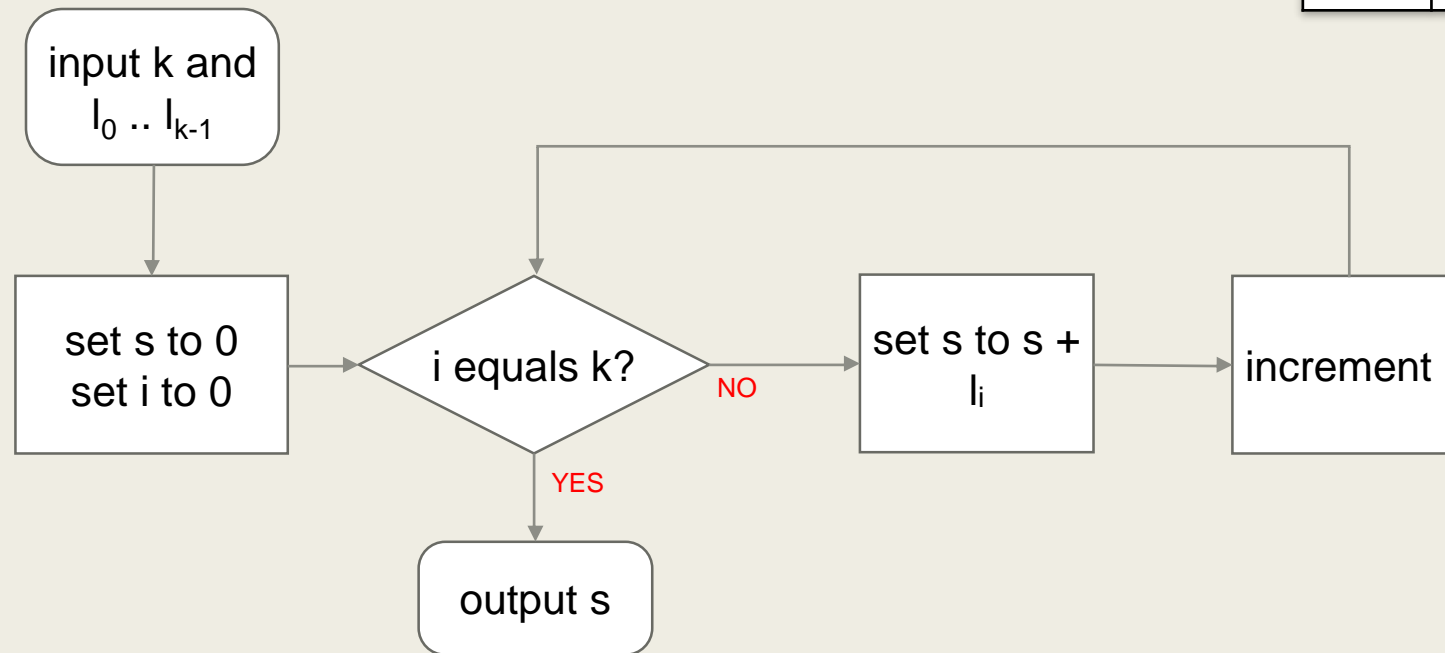


Problem Set [1.3]

Solution 2

Finding the sum s in a list l of length k .

l_0	l_1	l_2	l_3
2	4	5	2

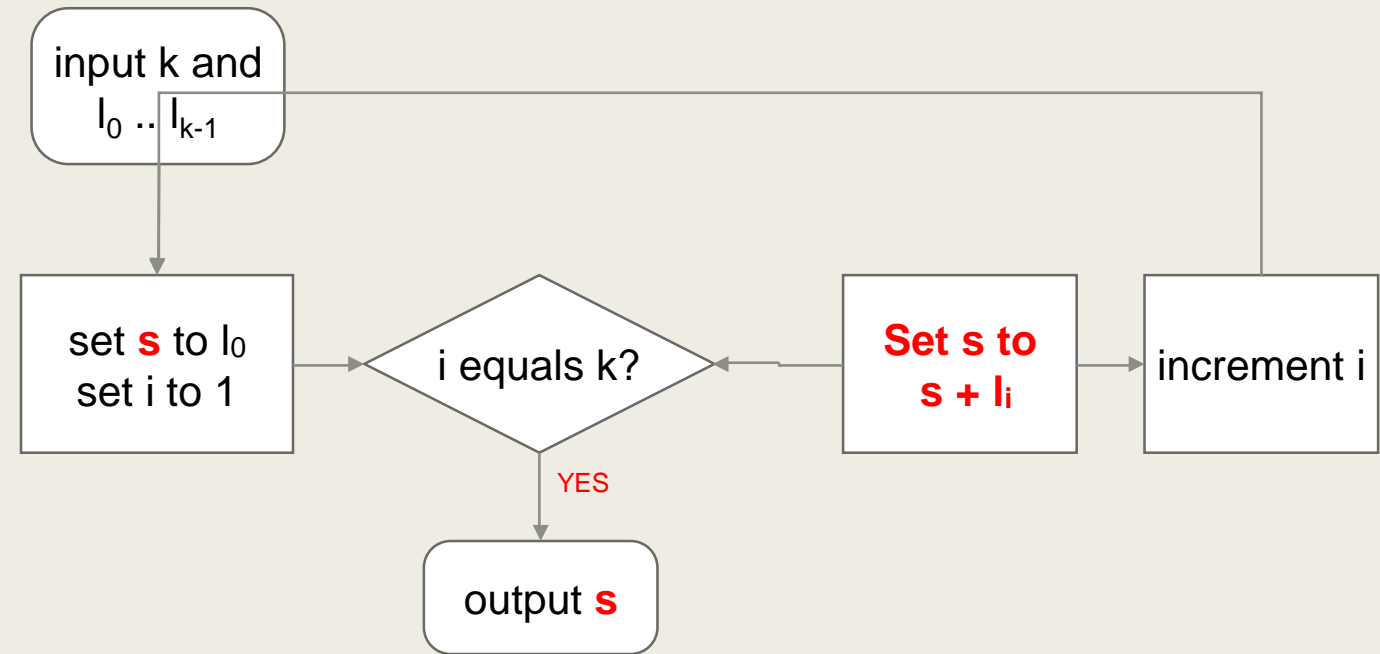


Solution 1 vs Solution 2

l_0	l_1	l_2	l_3
2	4	5	2

■ Solution 1

- Set $s = l_0$ (2)
- $s = s$ (2) + l_1 (4)
- $s = s$ (6) + l_2 (5)
- $s = s$ (11) + l_3 (2)
- $s = 13$

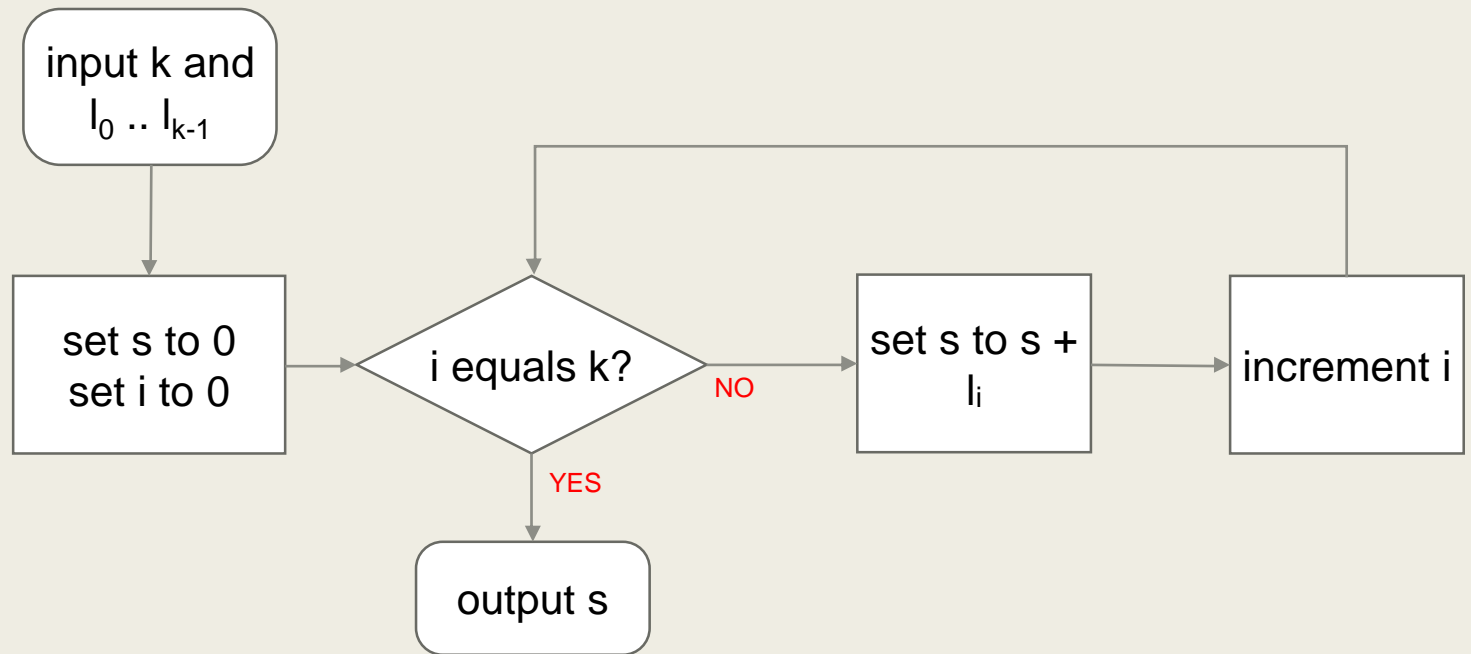


Solution 1 vs Solution 2

l_0	l_1	l_2	l_3
2	4	5	2

■ Solution 2

- Set $s = 0$
- $s = s(0) + l_0(2)$
- $s = s(2) + l_1(4)$
- $s = s(6) + l_2(5)$
- $s = s(5) + l_3(2)$
- $s = 13$





TUTORIAL OVER

Free-and-easy lab next



Lab segment

- Access Programming Environment: <https://nus-cs1010.github.io/1819-s1/environments/index.html>
- UNIX Walkthrough: <https://nus-cs1010.github.io/1819-s1/unix/index.html>
- Compiling and running C programs: <https://nus-cs1010.github.io/1819-s1/clang/index.html>

Lab tips for Unix

- Use **man** to learn more about a command.
 - *i.e. man pwd*
- Things to learn:
 - *pwd, cd, ls, cp, mv, rm, mkdir, rmdir*
- Paths to understand:
 - *“.”, “..”, “~”*



THE END

<https://t.me/cs1010isfun>

