



CS2030

Lab 1

AY25/26 Sem 1, Week 3

Fadhil Peer Mohamed <f_p_m@u.nus.edu>

Abner Philip Then Yi Hao <abner.then@u.nus.edu>





Session Overview

- Admin Stuff
- Recap (Imperative vs Declarative, Streams)
- Lab Task Overview





Admin Stuff

Log in to the lab device

Username: nusstu\exxxxxxxxx (e.g. nusstu\e1234567)

Password: <your canvas password>

Make sure that you are logged into **your** account and not someone else's, or you will be marked absent!





What does CS2030 teach you?

Java?

Vim/Micro?

Linux?

Terminal?





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Program Design

**Programming
Paradigms**





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Program Design

**Programming
Paradigms**

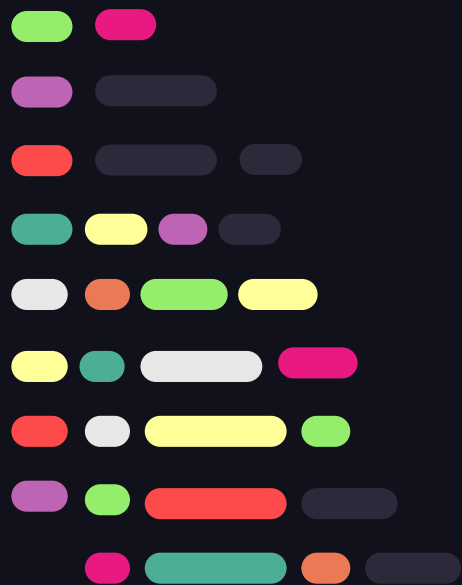


**Remember that what you learn here
isn't perfect (and that's ok!)**



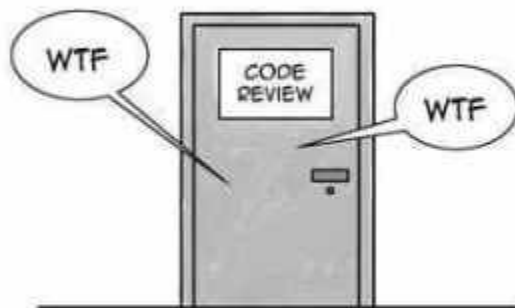
“Programs are meant to be read
by humans and only
incidentally for computers to
execute”

– Harold Abelson and Gerald Jay Sussman

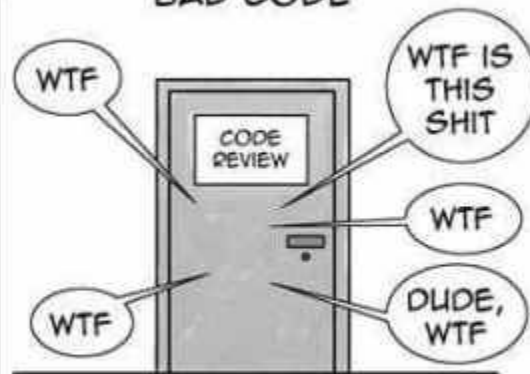




GOOD CODE



BAD CODE



THE ONLY VALID MEASUREMENT OF CODE QUALITY: WTFs/MINUTE



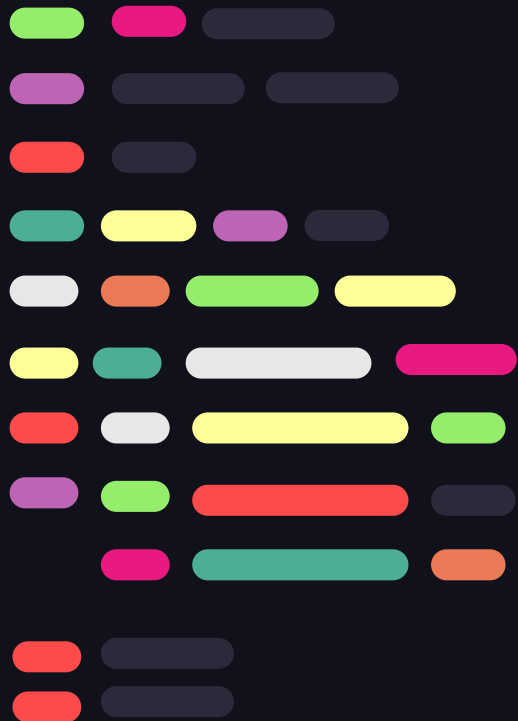


Admin Stuff

Finals	40%
Individual Project	15%
Practical Assessment 1	15%
Practical Assessment 2	20%
Labs, self-practice exercises, class participation and peer learning activities	10%



Setting Expectations



- Attendance is graded
- Attendance is automatically taken upon login within first hour
- Considered absent if late by more than an hour

Setting Expectations

What your TAs are professionally obliged to do:

- Run lab sessions
- Provide help during lab sessions
- Provide feedback

What your TAs are **NOT** expected to do:

- Be on call 24/7 to answer your queries
- Be your personal debugger/encyclopedia for all things CS2030 related

Setting Expectations

What your TAs will (*try to*) do for you:

- Help you to bridge the learning curve
- Give you good/constructive/candid comments about your work and progress
- Answer your CS2030-related (*or non-related*) queries outside of lab sessions



Setting Expectations

What we **cannot** tolerate:

Any form of academic dishonesty

This includes any form of code plagiarism, cheating, copying, etc.



Plagiarism

Plagiarism is a VERY serious academic offense.

NUS Plagiarism Policy states that the minimum penalty for cases of plagiarism and cheating in tests/examinations/graded assignments that have been assessed to be of 'Moderate' severity would be that of a 'Fail' grade for the affected course.

<https://myportal.nus.edu.sg/studentportal/student-discipline/all/docs/NUS-Plagiarism-Policy.pdf>



Plagiarism

Your lab submissions should always be done independently.

Do **NOT** share your code with others - Discussions are fine, but you will never know if they blatantly copy-paste your code and you become complicit to the plagiarism offence.





Lab Admin



PElogin Account

Go to Canvas > Grades

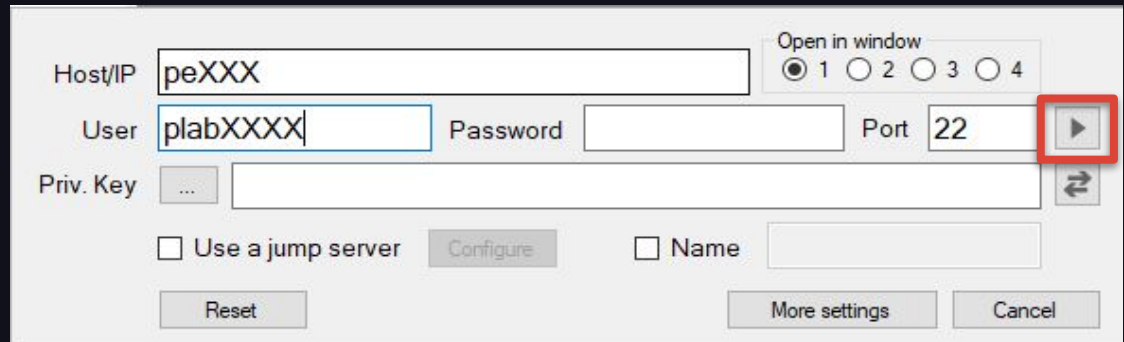
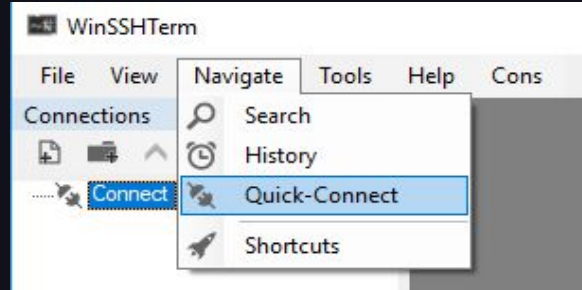
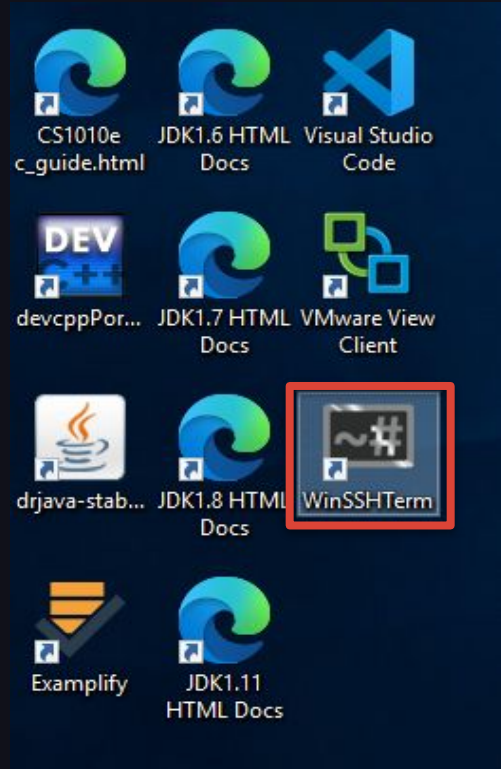
2510 pelogin account
Assignments

- / 0

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If you are on your mobile phone, go to submission & rubrics to see the comments. There is a link there, and the document is protected with a password that is your matric number (A...) Screenshot / record your account details somewhere for convenience, as you will need them to log in every lab.

Connecting to PE Node





Viewing Questions

Once logged in, a link will appear in the terminal. Copy it into an internet browser to see the task for today.





Lab Sessions

During the lab:

- You are highly advised to use vim/micro on the lab device
- Do not submit any code to CodeCrunch
- Compile your code frequently throughout the session
- When done, save your files, quit your editor, ensure your files are all intact before quitting SSH



Lab Sessions

During Practical Assessments, only code written in the PE node (WinSSHTerm) will be saved. As such, it is advisable to practice with vim/micro during labs.

If you are not able to get anything to work during the PAs due to a lack of practice, the teaching team is not responsible for any consequences.

So,

Please take your labs seriously, as practice for your PAs



Code Submission

Once done, simply leave the files in the PLAB account

- Remember to save your files and quit VIM/Micro
- Check all your files are there with the correct content with **ls** and **cat**
- Quit SSH by typing **exit**

Code will be automatically uploaded to CodeCrunch by the end of the day (~5pm), download your files from CodeCrunch and carry on, if necessary

CodeCrunch

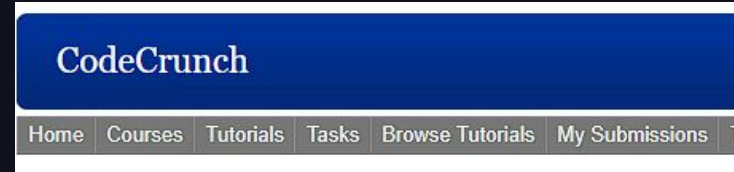
<https://codecrunch.comp.nus.edu.sg/>

Log in

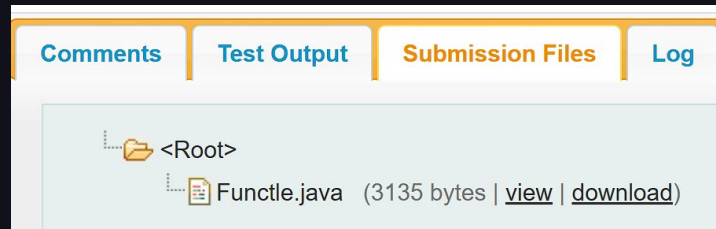
Click 'My Submissions'

Click 'View details' on the task

You will find all your files under 'Submission Files'



My Submissions						
Course Submissions						
ID#	Course Name	Task Name	Date Attempted	Status	Grade	
2755572	CS2030 - Programming Methodology II	CS2030 (2410) Practical Assessment #2	20 Nov 2024 04:17:43	Graded	A	View details





Code Submission (tldr)

1. You code in the PE node during lab
2. Your code will be uploaded to CodeCrunch by the end of the day (provided you code in the PE node)
3. Download your files and continue working
4. Submit your solution by the deadline (usually 2359 of the night before the next lab)



Grading

- You are allowed to submit multiple times, the last submission will be taken
- Your code will be run against the test cases and you will see the result within 1-2mins
- To get the full marks, you must pass all test cases and get an 'A' grade in CodeCrunch
- All submissions are autograded. We will review your submissions and then give feedback
- **DO NOT** wait until 2 hours before the deadline to do it. CodeCrunch will have a long queue when there are many submissions, and no extensions will be given if that happens.



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Recap



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Imperative vs Declarative



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Imperative Programming

Telling the compiler “how to do something”, step by step.

```
for (int i = 0; i < n; i++) {  
    System.out.println(i);  
}
```

Here you are telling the compiler:

- 1 - get the value of i
- 2 - check if the value of i is less than n
- 3 - print the value of i out
- 4 - increment the value of i
- 5 - repeat





Declarative Programming

Writing code that describes what you want, but not how to get it

You avoid writing code to describe the lower-level implementation of what you want the code to do

In the previous example, you are saying that for range of 0 to n you want to print each value out



Streams

We will be making use of Streams to implement iteration in a declarative manner

This also means no for/while loops (use Streams to achieve this instead!)





Streams

There are three general forms of Stream operations:

1. Data Source Operations (*Where the Stream starts*)
2. Non-Terminal/Intermediate Operations (*What happens in the Stream*)
3. Terminal Operations (*Where the Stream ends*)





Streams - Start

A Stream must start from somewhere:

```
IntStream.range(1, 3); // startInclusive, endExclusive
```

```
IntStream.rangeClosed(1, 3); // startInclusive, endInclusive
```

```
Stream.<Integer>of(1);
```

```
Stream.<Integer>of(1, 2, 3);
```

```
Stream.<String>of("ILoveCS2030");
```





Streams – Non-Terminals

Then you perform your intermediate operations on the Stream

These operations result in another Stream

Think of it as a chain of operations to be applied to the Stream



Streams - map

The `map` function applies a function to the values inside the `Stream`

```
map(func);
```

For example:

```
IntStream.range(1, 3).map(x -> x + 1);  
// Returns a stream of 2 and 3
```

```
} ..
```

Streams - filter

The `filter` function returns a `Stream` consisting of the elements of the current `Stream` that match the given predicate

```
filter(predicate);
```

For example:

```
IntStream.range(1, 3).filter(x -> x > 1);
```

```
// Starts with a stream of 1, 2
```

```
// Returns a stream of 2
```

Streams - filter

```
IntStream.rangeClosed(0, 10)    // 0, 1, .. , 10
        .filter(x -> x > 3)      // x must be more than 3
        .filter(x -> x < 7);     // x must be less than 7
```

This filters out anything that does not match your conditions.

// which means it returns an IntStream of 4, 5, 6

You can also write it like this:

```
IntStream.rangeClosed(0, 10).filter(x -> x > 3 && x < 7);
```



Streams - Terminals (End)

Once you're done chaining your operations, you end the chain with a terminal operation.

Only at this step will the Stream pipeline operations start

No other operations can be chained after this one





Streams – Terminals (End)

Reduces the elements into a single return result based on the identity element and the accumulator. (Note that there is an overloaded method for this)

```
reduce(identity, accumulator)
```

```
// the accumulator is a binary func that takes - a partial  
result (type T) and the next element (which can be a different  
type U), and returns a new result of type T.
```

```
// in the case of IntStreams, both must be int
```



Streams – reduce

Combines the stream elements into a single result using the given operation on the next **value**, starting with the **identity** as the initial value



Streams – reduce

Using the given operation to combine **value** with **identity**:

```
IntStream.range(1, 4).reduce(1, (x, y) -> x + y);
```

```
(1, 2, 3).reduce(1, (x, y) -> x + y);
```

```
(2, 3).reduce(1, (1, 1) -> 1 + 1);
```

```
(2, 3).reduce(2, (x, y) -> x + y);
```

```
(3).reduce(2, (2, 2) -> 2 + 2);
```

```
(3).reduce(4, (x, y) -> x + y);
```

```
.reduce(4, (4, 3) -> 4 + 3);
```

```
7;
```




IntStreams

IntStreams are a sequence of primitive `int`-valued elements

This means that `map` functions expect an `int` to `int` function

For operations to convert the `int` into other types, use the `mapToObj` function instead





IntStreams - examples

Given a list, e.g. myList = {1, 2, 3, 4, 5}

```
IntStream.range(0, myList.length())  
    .map(x -> myList.get(x));  
    .filter(x -> x > 2);
```

// filters list elements and keeps only elements > 2





IntStreams - examples

Given a list, e.g. myList = {1, 2, 3, 4, 5}

```
IntStream.range(0, myList.length())  
    .map(x -> myList.get(x));  
    .reduce(0, (x, y) -> x + y);
```

```
// sums elements of the list
```





IntStreams - examples

This also works for a list of Strings, with a small tweak,

e.g. `myList = {"a", "b", "c", "d", "e"}`

```
IntStream.range(0, myList.length())
```

```
    .mapToObj(x -> myList.get(x));
```

```
    .reduce(0, (x, y) -> x + y);
```

```
// the reduce here is essentially string concatenation
```





Side by side comparison

```
int result = 0
for (int i = 0; i < 10 ; i++) {
    if (i % 2 == 0) {
        int j = i * i;
        result += j;
    }
}
System.out.println(result)
```

```
Intstream.range(0, 10)
    .filter(x -> x % 2 == 0)
    .map(x -> x * x)
    .reduce(0, (x, y) -> x + y)
```





Tip

When designing solutions with Streams, think of each step in the pipeline as a building block that incrementally brings you closer to the final result.

Focus on breaking down the problem into smaller transformations that can be represented as stream operations





Tip

Some questions to ask yourself:

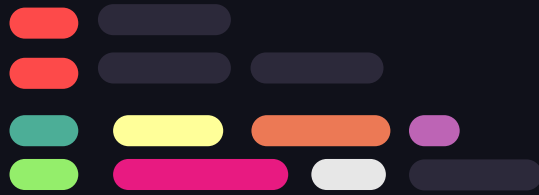
- How long does the (initial) Stream need to be? `//decides your start`
- What transformations do I need to do to the elements to achieve the desired results? `//decides your intermediate operations`
- What is the end result/required output? `//decides your terminal`





{ ..

Lab 1



} ..



Task Overview

Lab will be three different applications of Streams, make use of the aforementioned methods to solve the levels

Try to avoid Arrays as they are mutable structures





Task 1: Twin Primes

Twin Prime: One of a pair of prime numbers with a difference of 2
- e.g. 3 and 5, 5 and 7, 41 and 43 etc.

Define a `twinPrimes` method that takes in an integer `n` and returns an `IntStream` comprising of distinct twin primes from `2` to `n`





Task 2: Reverse String

Define a `reverse` method that takes in a string and reverses it

You should start by streaming the appropriate indices (indices should go in the correct/normal order, so 0, 1, 2, 3 etc.)





Task 3: Counting Repeats

Define a `countRepeats` method that takes in a list of integers (from 0 to 9) and returns the number of occurrences of adjacent repeated digits.

Hint: You need only look at every three consecutive digits to decide if a repeat has occurred `//ask yourself: “how do I look at consecutive digits?”`





Task Overview

Deadline: 4 Sep (Thurs) 2359





Useful resources

- Vim commands:
<https://docs.google.com/document/d/1fGmB45BAox8A3J-ZazVBg5ruz03rf4oS0oD3KnVEBno/edit?tab=t.0>
- Micro commands:
<https://gist.github.com/rochacbruno/9e4f4c471e849276f11562272db446b0>
- How to test your code:
<https://drive.google.com/file/d/1Dyi926PnlVuTLGKM6rM3HKYqyNgbcuu0/view?pli=1>