

# CSci 127: Introduction to Computer Science



[hunter.cuny.edu/csci](https://hunter.cuny.edu/csci)

# Frequently Asked Questions

From email & past semesters.

- **When is the final?**

# Frequently Asked Questions

From email & past semesters.

- **When is the final?**



- **What is the format?**

# Frequently Asked Questions

From email & past semesters.

- **When is the final?**



- **What is the format?**

*Content will be similar to past paper exams. Format will be similar to Lab Quizzes on Gradescope: multiple choice, replace, select all, short answer, fill in the program. **Pay extra attention to question instructions***

# Frequently Asked Questions

From email & past semesters.

- **When is the final?**



- **What is the format?**

*Content will be similar to past paper exams. Format will be similar to Lab Quizzes on Gradescope: multiple choice, replace, select all, short answer, fill in the program. Pay extra attention to question instructions*

- **Do I have to take the final?**

# Frequently Asked Questions

From email & past semesters.

- **When is the final?**



- **What is the format?**

*Content will be similar to past paper exams. Format will be similar to Lab Quizzes on Gradescope: multiple choice, replace, select all, short answer, fill in the program. **Pay extra attention to question instructions***

- **Do I have to take the final?**

*Yes, you must pass the final (60 out of 100 points) to pass the class.*

# Today's Topics



- Recap: Folium
- Indefinite loops
- Design Patterns: Max (Min)
- Design Challenge

# Today's Topics



- **Recap: Folium**
- Indefinite loops
- Design Patterns: Max (Min)
- Design Challenge



# Challenge:

*What does this code do?*

```
import folium
import pandas as pd

cuny = pd.read_csv('cunyLocations.csv')
mapCUNY = folium.Map(location=[40.75, -74.125])

for index, row in cuny.iterrows():
    lat = row["Latitude"]
    lon = row["Longitude"]
    name = row["Campus"]
    if row["College or Institution Type"] == "Senior Colleges":
        collegeIcon = folium.Icon(color="purple")
    else:
        collegeIcon = folium.Icon(color="blue")
    newMarker = folium.Marker([lat, lon], popup=name, icon=collegeIcon)
    newMarker.add_to(mapCUNY)

mapCUNY.save(outfile='cunyLocationsSenior.html')
```

# Folium example

*What does this code do?*

```
import folium
import pandas as pd

cuny = pd.read_csv('cunyLocations.csv')
mapCUNY = folium.Map(location=[40.75, -74.125])

for index, row in cuny.iterrows():
    lat = row["Latitude"]
    lon = row["Longitude"]
    name = row["Campus"]
    if row["College or Institution Type"] == "Senior Colleges":
        collegeIcon = folium.Icon(color="purple")
    else:
        collegeIcon = folium.Icon(color="blue")
    newMarker = folium.Marker([lat, lon], popup=name, icon=collegeIcon)
    newMarker.add_to(mapCUNY)

mapCUNY.save(outfile='cunyLocationsSenior.html')
```

# Folium example

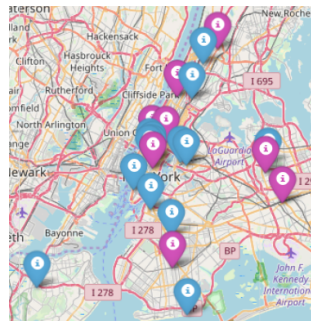
*What does this code do?*

```
import folium
import pandas as pd

cuny = pd.read_csv('cunyLocations.csv')
mapCUNY = folium.Map(location=[40.75, -74.125])

for index, row in cuny.iterrows():
    lat = row["Latitude"]
    lon = row["Longitude"]
    name = row["Campus"]
    if row["College or Institution Type"] == "Senior Colleges":
        collegeIcon = folium.Icon(color="purple")
    else:
        collegeIcon = folium.Icon(color="blue")
    newMarker = folium.Marker([lat, lon], popup=name, icon=collegeIcon)
    newMarker.add_to(mapCUNY)

mapCUNY.save(outfile='cunyLocationsSenior.html')
```



# Folium

- A module for making HTML maps.

Folium



# Folium

Folium



- A module for making HTML maps.
- It's a Python interface to the popular `leaflet.js`.

# Folium

Folium



- A module for making HTML maps.
- It's a Python interface to the popular `leaflet.js`.
- Outputs `.html` files which you can open in a browser.

# Folium

Folium



- A module for making HTML maps.
- It's a Python interface to the popular `leaflet.js`.
- Outputs `.html` files which you can open in a browser.
- An extra step:

# Folium

Folium



- A module for making HTML maps.
- It's a Python interface to the popular `leaflet.js`.
- Outputs `.html` files which you can open in a browser.
- An extra step:

*Write code.*     $\rightarrow$     *Run program.*     $\rightarrow$     *Open .html in browser.*



# Today's Topics



- Recap: Folium
- **Indefinite loops**
- Design Patterns: Max (Min)
- Design Challenge

# Challenge:

- Write a function that asks a user for number after 2000 but before 2018. The function should repeatedly ask the user for a number until they enter one within the range and return the number.

# Coding

- Write a function that asks a user for number after 2000 but before 2018. The function should repeatedly ask the user for a number until they enter one within the range and return the number..

# Coding

- Write a function that asks a user for number after 2000 but before 2018. The function should repeatedly ask the user for a number until they enter one within the range and return the number.

```
def getYear():
```

# Coding

- Write a function that asks a user for number after 2000 but before 2018. The function should repeatedly ask the user for a number until they enter one within the range and return the number.

```
def getYear():
```

```
    return(num)
```

# Coding

- Write a function that asks a user for number after 2000 but before 2018. The function should repeatedly ask the user for a number until they enter one within the range and return the number.

```
def getYear():  
    num = 0  
  
    return(num)
```

# Coding

- Write a function that asks a user for number after 2000 but before 2018. The function should repeatedly ask the user for a number until they enter one within the range and return the number.

```
def getYear():  
    num = 0  
    while num <= 2000 or num >= 2018:  
  
    return(num)
```

# Coding

- Write a function that asks a user for number after 2000 but before 2018. The function should repeatedly ask the user for a number until they enter one within the range and return the number.

```
def getYear():  
    num = 0  
    while num <= 2000 or num >= 2018:  
        num = int(input('Enter a number > 2000 & < 2018'))  
  
    return(num)
```



# Indefinite Loops

```
#Spring 2012 Final Exam, #8  
nums = [1,4,0,6,5,2,9,8,12]  
print(nums)  
i=0  
while i < len(nums)-1:  
    if nums[i] < nums[i+1]:  
        nums[i], nums[i+1] = nums[i+1], nums[i]  
        i=i+1  
print(nums)
```

# Indefinite Loops

- Indefinite loops repeat as long as the condition is true.

```
#Spring 2012 Final Exam, #8  
nums = [1,4,0,6,5,2,9,8,12]  
print(nums)  
i=0  
while i < len(nums)-1:  
    if nums[i] < nums[i+1]:  
        nums[i], nums[i+1] = nums[i+1], nums[i]  
        i=i+1  
print(nums)
```

# Indefinite Loops

```
#Spring 2012 Final Exam, #8  
nums = [1,4,0,6,5,2,9,8,12]  
print(nums)  
i=0  
while i < len(nums)-1:  
    if nums[i] < nums[i+1]:  
        nums[i], nums[i+1] = nums[i+1], nums[i]  
        i=i+1  
print(nums)
```

- Indefinite loops repeat as long as the condition is true.
- Could execute the body of the loop zero times, 10 times, infinite number of times.

# Indefinite Loops

```
#Spring 2012 Final Exam, #8  
nums = [1,4,0,6,5,2,9,8,12]  
print(nums)  
i=0  
while i < len(nums)-1:  
    if nums[i] < nums[i+1]:  
        nums[i], nums[i+1] = nums[i+1], nums[i]  
        i=i+1  
print(nums)
```

- Indefinite loops repeat as long as the condition is true.
- Could execute the body of the loop zero times, 10 times, infinite number of times.
- The condition determines how many times.

# Indefinite Loops

```
#Spring 2012 Final Exam, #8
nums = [1,4,0,6,5,2,9,8,12]
print(nums)
i=0
while i < len(nums)-1:
    if nums[i] < nums[i+1]:
        nums[i], nums[i+1] = nums[i+1], nums[i]
        i=i+1
print(nums)
```

- Indefinite loops repeat as long as the condition is true.
- Could execute the body of the loop zero times, 10 times, infinite number of times.
- The condition determines how many times.
- Very useful for checking input, simulations, and games.

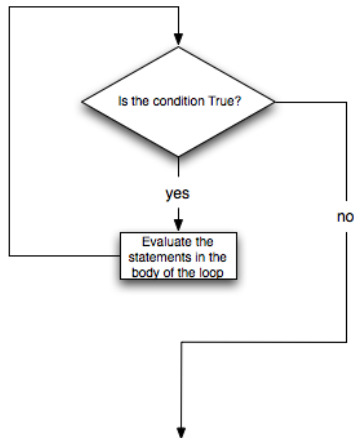
# Indefinite Loops

```
#Spring 2012 Final Exam, #8  
nums = [1,4,0,6,5,2,9,8,12]  
print(nums)  
i=0  
while i < len(nums)-1:  
    if nums[i] < nums[i+1]:  
        nums[i], nums[i+1] = nums[i+1], nums[i]  
        i=i+1  
print(nums)
```

# Indefinite Loops

#Spring 2012 Final Exam, #8

```
nums = [1,4,0,6,5,2,9,8,12]
print(nums)
i=0
while i < len(nums)-1:
    if nums[i] < nums[i+1]:
        nums[i], nums[i+1] = nums[i+1], nums[i]
    i=i+1
print(nums)
```



# Challenge

*Predict what this code does:*

```
#Random search
import turtle
import random
tess = turtle.Turtle()
tess.color('steelBlue')
tess.shape('turtle')
tess.penup()
#Start off screen:
tess.goto(-250,-250)
#Remember: abs(x) < 25 means absolute value: -25 < x < 25
while abs(tess.xcor()) > 25 or abs(tess.ycor()) > 25:
    x = random.randrange(-200,200)
    y = random.randrange(-200,200)
    tess.goto(x,y)
    tess.stamp()
    print(tess.xcor(), tess.ycor())
print('Found the center!')
```



# Trinket Demo

```
#Random search
import turtle
import random
tess = turtle.Turtle()
tess.color('steelBlue')
tess.shape('turtle')
tess.penup()
#Start off screen:
tess.goto(-250,-250)
#Remember: abs(x) < 25 means absolute value: -25 < x < 25
while abs(tess.xcor()) > 25 or abs(tess.ycor()) > 25:
    x = random.randrange(-200,200)
    y = random.randrange(-200,200)
    tess.goto(x,y)
    tess.stamp()
    print(tess.xcor(), tess.ycor())
print('Found the center!')
```

(Demo with trinket)

# Today's Topics



- Recap: Folium
- Indefinite loops
- **Design Patterns: Max (Min)**
- Design Challenge

# Design Patterns

- A **design pattern** is a standard algorithm or approach for solving a common problem.



# Design Patterns



- A **design pattern** is a standard algorithm or approach for solving a common problem.
- The pattern is independent of the programming language.

# Design Patterns



- A **design pattern** is a standard algorithm or approach for solving a common problem.
- The pattern is independent of the programming language.
- Can think of as a master recipe, with variations for different situations.

# Design Question:



You can uncover one card at a time.  
How would you go about finding the highest card?

# Challenge:

*Predict what the code will do:*

```
nums = [1,4,10,6,5,42,9,8,12]

maxNum = 0
for n in nums:
    if n > maxNum:
        maxNum = n
print('The max is', maxNum)
```

# Python Tutor

```
nums = [1,4,10,6,5,42,9,8,12]

maxNum = 0
for n in nums:
    if n > maxNum:
        maxNum = n
print('The max is', maxNum)
```

(Demo with pythonTutor)



# Max Design Pattern

- Set a variable to the smallest value.

```
nums = [1,4,10,6,5,42,9,8,12]

maxNum = 0
for n in nums:
    if n > maxNum:
        maxNum = n
print('The max is', maxNum)
```

# Max Design Pattern

- Set a variable to the smallest value.
- Loop through the list,

```
nums = [1,4,10,6,5,42,9,8,12]

maxNum = 0
for n in nums:
    if n > maxNum:
        maxNum = n
print('The max is', maxNum)
```

# Max Design Pattern

- Set a variable to the smallest value.
- Loop through the list,
- If the current number is larger, update your variable.

```
nums = [1,4,10,6,5,42,9,8,12]

maxNum = 0
for n in nums:
    if n > maxNum:
        maxNum = n
print('The max is', maxNum)
```

# Max Design Pattern

```
nums = [1,4,10,6,5,42,9,8,12]

maxNum = 0
for n in nums:
    if n > maxNum:
        maxNum = n
print('The max is', maxNum)
```

- Set a variable to the smallest value.
- Loop through the list,
  - If the current number is larger, update your variable.
- Print/return the largest number found.

# Max Design Pattern

```
nums = [1,4,10,6,5,42,9,8,12]

maxNum = 0
for n in nums:
    if n > maxNum:
        maxNum = n
print('The max is', maxNum)
```

- Set a variable to the smallest value.
- Loop through the list,
  - If the current number is larger, update your variable.
- Print/return the largest number found.
- Must look at entire list to determine max is found

# Max Design Pattern

```
nums = [1,4,10,6,5,42,9,8,12]

maxNum = 0
for n in nums:
    if n > maxNum:
        maxNum = n
print('The max is', maxNum)
```

- Set a variable to the smallest value.
- Loop through the list,
  - If the current number is larger, update your variable.
- Print/return the largest number found.
- Must look at entire list to determine max is found
- Similar idea works for finding the minimum value.

# Max Design Pattern

```
nums = [1,4,10,6,5,42,9,8,12]

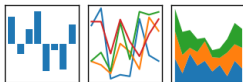
maxNum = 0
for n in nums:
    if n > maxNum:
        maxNum = n
print('The max is', maxNum)
```

- Set a variable to the smallest value.
- Loop through the list,
  - If the current number is larger, update your variable.
- Print/return the largest number found.
- Must look at entire list to determine max is found
- Similar idea works for finding the minimum value.
- Different from **Linear Search**: can stop when value you are looking for is found.

# Pandas: Minimum Values

pandas

$$y_{it} = \beta' x_{it} + \mu_i + \epsilon_{it}$$



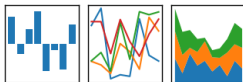
- In Pandas, lovely built-in functions:



# Pandas: Minimum Values

pandas

$$y_{it} = \beta' x_{it} + \mu_i + \epsilon_{it}$$

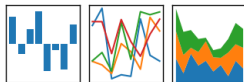


- In Pandas, lovely built-in functions:
  - ▶ `df.sort_values('First Name')` and
  - ▶ `df['First Name'].min()`

# Pandas: Minimum Values

pandas

$$y_{it} = \beta' x_{it} + \mu_i + \epsilon_{it}$$

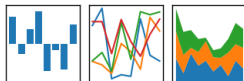


- In Pandas, lovely built-in functions:
  - ▶ `df.sort_values('First Name')` and
  - ▶ `df['First Name'].min()`
- What if you don't have a CSV and DataFrame, or data not ordered?

# Design Question: Find first alphabetically

pandas

$$y_{it} = \beta' x_{it} + \mu_i + \epsilon_{it}$$

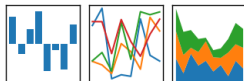


- What if you don't have a CSV and DataFrame, or data not ordered?

# Design Question: Find first alphabetically

pandas

$$y_{it} = \beta' x_{it} + \mu_i + \epsilon_{it}$$

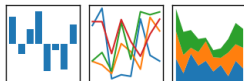


- What if you don't have a CSV and DataFrame, or data not ordered?
- Useful *Design Pattern*: min/max

# Design Question: Find first alphabetically

pandas

$$y_{it} = \beta' x_{it} + \mu_i + \epsilon_{it}$$

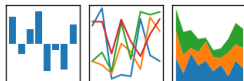


- What if you don't have a CSV and DataFrame, or data not ordered?
- Useful *Design Pattern*: min/max
  - ▶ Set a variable to worst value (i.e. `maxN = 0` or `first = "ZZ"`).

# Design Question: Find first alphabetically

pandas

$$y_{it} = \beta' x_{it} + \mu_i + \epsilon_{it}$$

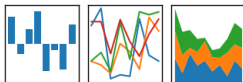


- What if you don't have a CSV and DataFrame, or data not ordered?
- Useful *Design Pattern*: min/max
  - ▶ Set a variable to worst value (i.e. `maxN = 0` or `first = "ZZ"`).
  - ▶ For each item, X, in the list:

# Design Question: Find first alphabetically

pandas

$$y_{it} = \beta' x_{it} + \mu_i + \epsilon_{it}$$

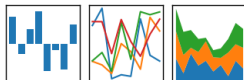


- What if you don't have a CSV and DataFrame, or data not ordered?
- Useful *Design Pattern*: min/max
  - ▶ Set a variable to worst value (i.e. `maxN = 0` or `first = "ZZ"`).
  - ▶ For each item, X, in the list:
    - ★ Compare X to your variable.

# Design Question: Find first alphabetically

pandas

$$y_{it} = \beta' x_{it} + \mu_i + \epsilon_{it}$$



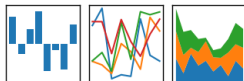
- What if you don't have a CSV and DataFrame, or data not ordered?
- Useful *Design Pattern*: min/max
  - ▶ Set a variable to worst value (i.e. `maxN = 0` or `first = "ZZ"`).
  - ▶ For each item, X, in the list:
    - ★ Compare X to your variable.
    - ★ If better, update your variable to be X.



# Design Question: Find first alphabetically

pandas

$$y_{it} = \beta' x_{it} + \mu_i + \epsilon_{it}$$



- What if you don't have a CSV and DataFrame, or data not ordered?
- Useful *Design Pattern*: min/max
  - ▶ Set a variable to worst value (i.e. `maxN = 0` or `first = "ZZ"`).
  - ▶ For each item, X, in the list:
    - ★ Compare X to your variable.
    - ★ If better, update your variable to be X.
  - ▶ Print/return X.

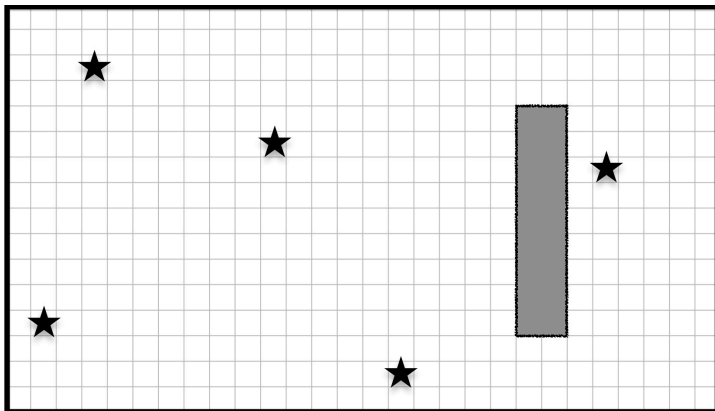
# Today's Topics



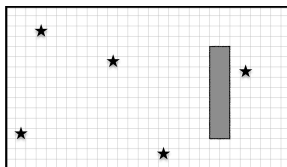
- Recap: Folium
- Indefinite loops
- Design Patterns: Max (Min)
- **Design Challenge**

# Design Challenge

Collect all five stars (locations randomly generated):

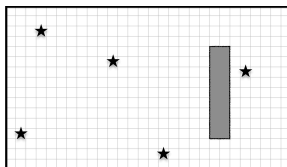


# Design Challenge



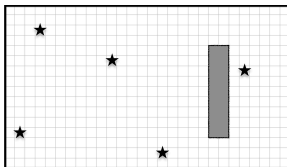
- Possible approaches:

# Design Challenge



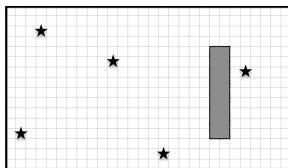
- Possible approaches:
  - ▶ Randomly wander until all 5 collected, or

# Design Challenge



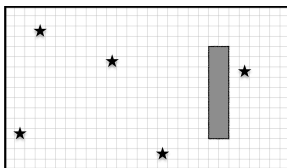
- Possible approaches:
  - ▶ Randomly wander until all 5 collected, or
  - ▶ Start in one corner, and systematically visit every point until 5 stars found (**Linear Search**).

# Design Challenge



- Possible approaches:
  - ▶ Randomly wander until all 5 collected, or
  - ▶ Start in one corner, and systematically visit every point until 5 stars found (**Linear Search**).
- **Input:** The map of the 'world.'

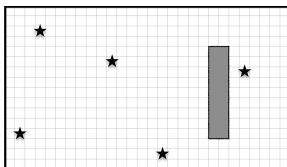
# Design Challenge



- Possible approaches:
  - ▶ Randomly wander until all 5 collected, or
  - ▶ Start in one corner, and systematically visit every point until 5 stars found (**Linear Search**).
- **Input:** The map of the 'world.'
- **Output:** Time taken and/or locations of the 5 stars.

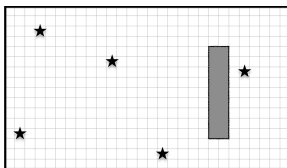


# Design Challenge



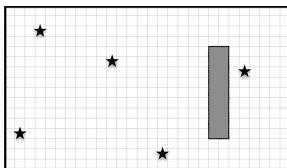
- Possible approaches:
  - ▶ Randomly wander until all 5 collected, or
  - ▶ Start in one corner, and systematically visit every point until 5 stars found (**Linear Search**).
- **Input:** The map of the 'world.'
- **Output:** Time taken and/or locations of the 5 stars.
- How to store locations? Use `numpy` array with -1 everywhere.

# Design Challenge



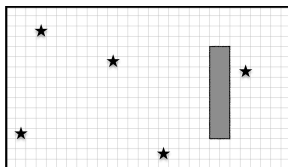
- Possible approaches:
  - ▶ Randomly wander until all 5 collected, or
  - ▶ Start in one corner, and systematically visit every point until 5 stars found (**Linear Search**).
- **Input:** The map of the 'world.'
- **Output:** Time taken and/or locations of the 5 stars.
- How to store locations? Use `numpy` array with -1 everywhere.
- Possible algorithms: `while numStars < 5:`

# Design Challenge



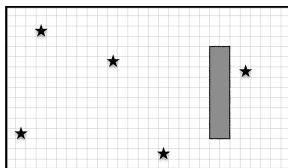
- Possible approaches:
  - ▶ Randomly wander until all 5 collected, or
  - ▶ Start in one corner, and systematically visit every point until 5 stars found (**Linear Search**).
- **Input:** The map of the 'world.'
- **Output:** Time taken and/or locations of the 5 stars.
- How to store locations? Use `numpy` array with -1 everywhere.
- Possible algorithms: `while numStars < 5:`
  - ▶ Move forward.

# Design Challenge



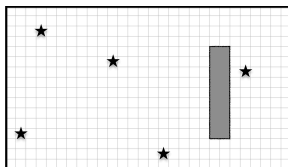
- Possible approaches:
  - ▶ Randomly wander until all 5 collected, or
  - ▶ Start in one corner, and systematically visit every point until 5 stars found (**Linear Search**).
- **Input:** The map of the 'world.'
- **Output:** Time taken and/or locations of the 5 stars.
- How to store locations? Use `numpy` array with -1 everywhere.
- Possible algorithms: while `numStars < 5`:
  - ▶ Move forward.
  - ▶ If wall, mark 0 in map, randomly turn left or right.

# Design Challenge



- Possible approaches:
  - ▶ Randomly wander until all 5 collected, or
  - ▶ Start in one corner, and systematically visit every point until 5 stars found (**Linear Search**).
- **Input:** The map of the 'world.'
- **Output:** Time taken and/or locations of the 5 stars.
- How to store locations? Use `numpy` array with -1 everywhere.
- Possible algorithms: while `numStars < 5`:
  - ▶ Move forward.
  - ▶ If wall, mark 0 in map, randomly turn left or right.
  - ▶ If star, mark 1 in map and add 1 to `numStars`.

# Design Challenge



- Possible approaches:
  - ▶ Randomly wander until all 5 collected, or
  - ▶ Start in one corner, and systematically visit every point until 5 stars found (**Linear Search**).
- **Input:** The map of the 'world.'
- **Output:** Time taken and/or locations of the 5 stars.
- How to store locations? Use `numpy` array with -1 everywhere.
- Possible algorithms: while `numStars < 5`:
  - ▶ Move forward.
  - ▶ If wall, mark 0 in map, randomly turn left or right.
  - ▶ If star, mark 1 in map and add 1 to `numStars`.
  - ▶ Otherwise, mark 2 in map that it's an empty square.

# Recap



- Quick recap of a Python library, Folium for creating interactive HTML maps.

# Recap



- Quick recap of a Python library, Folium for creating interactive HTML maps.
- More details on `while` loops for repeating commands for an indefinite number of times.

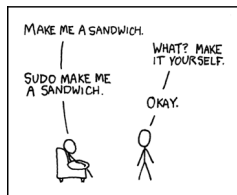


# Recap



- Quick recap of a Python library, Folium for creating interactive HTML maps.
- More details on `while` loops for repeating commands for an indefinite number of times.
- Introduced the `max/min` and linear-search design pattern.

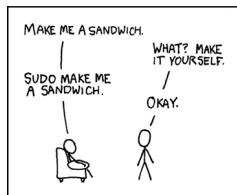
# Final Exam Prep: UNIX



xkcd 149

- This course has three main themes:
  - ▶ Programming & Problem Solving

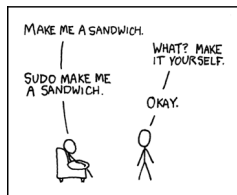
# Final Exam Prep: UNIX



xkcd 149

- This course has three main themes:
  - ▶ Programming & Problem Solving
  - ▶ Organization of Hardware & Data

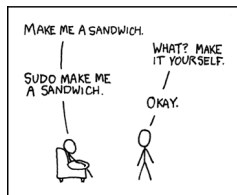
# Final Exam Prep: UNIX



xkcd 149

- This course has three main themes:
  - ▶ Programming & Problem Solving
  - ▶ Organization of Hardware & Data
  - ▶ Design

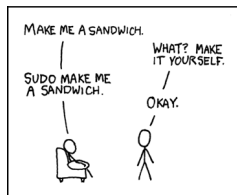
# Final Exam Prep: UNIX



xkcd 149

- This course has three main themes:
  - ▶ Programming & Problem Solving
  - ▶ Organization of Hardware & Data
  - ▶ Design
- The operating system, Unix, is part of the second theme.

# Final Exam Prep: UNIX

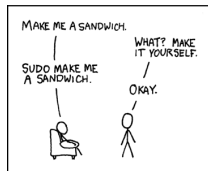


xkcd 149

- This course has three main themes:
  - ▶ Programming & Problem Solving
  - ▶ Organization of Hardware & Data
  - ▶ Design
- The operating system, Unix, is part of the second theme.
- Unix commands in the weekly on-line labs

# Final Exam Prep: UNIX

Unix commands in the weekly on-line labs:

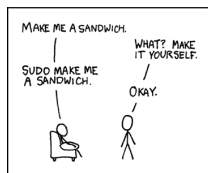


xkcd 149

# Final Exam Prep: UNIX

Unix commands in the weekly on-line labs:

- *Lab 2:* `pwd`, `ls`, `mkdir`, `cd`



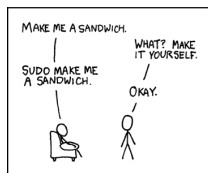
xkcd 149



# Final Exam Prep: UNIX

Unix commands in the weekly on-line labs:

- *Lab 2:* `pwd`, `ls`, `mkdir`, `cd`
- *Lab 3:* `ls -l`, `cp`, `mv`

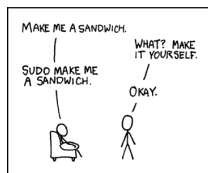


xkcd 149

# Final Exam Prep: UNIX

Unix commands in the weekly on-line labs:

- *Lab 2:* `pwd`, `ls`, `mkdir`, `cd`
- *Lab 3:* `ls -l`, `cp`, `mv`
- *Lab 4:* `cd ../` (relative paths)

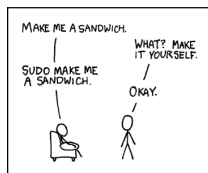


xkcd 149

# Final Exam Prep: UNIX

Unix commands in the weekly on-line labs:

- *Lab 2:* `pwd`, `ls`, `mkdir`, `cd`
- *Lab 3:* `ls -l`, `cp`, `mv`
- *Lab 4:* `cd ../` (relative paths)
- *Lab 5:* `cd /usr/bin` (absolute paths), `cd ~`

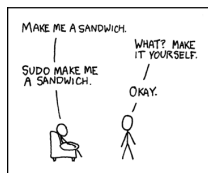


xkcd 149

# Final Exam Prep: UNIX

Unix commands in the weekly on-line labs:

- *Lab 2:* `pwd`, `ls`, `mkdir`, `cd`
- *Lab 3:* `ls -l`, `cp`, `mv`
- *Lab 4:* `cd ../` (relative paths)
- *Lab 5:* `cd /usr/bin` (absolute paths), `cd ~`
- *Lab 6:* Scripts, `chmod`

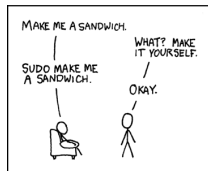


xkcd 149

# Final Exam Prep: UNIX

Unix commands in the weekly on-line labs:

- *Lab 2:* `pwd`, `ls`, `mkdir`, `cd`
- *Lab 3:* `ls -l`, `cp`, `mv`
- *Lab 4:* `cd ../` (relative paths)
- *Lab 5:* `cd /usr/bin` (absolute paths), `cd ~`
- *Lab 6:* Scripts, `chmod`
- *Lab 7:* Running Python from the command line

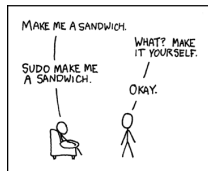


xkcd 149

# Final Exam Prep: UNIX

Unix commands in the weekly on-line labs:

- *Lab 2:* `pwd`, `ls`, `mkdir`, `cd`
- *Lab 3:* `ls -l`, `cp`, `mv`
- *Lab 4:* `cd ../` (relative paths)
- *Lab 5:* `cd /usr/bin` (absolute paths), `cd ~`
- *Lab 6:* Scripts, `chmod`
- *Lab 7:* Running Python from the command line
- *Lab 8:* `git` from the command line

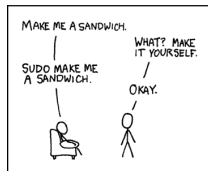


xkcd 149

# Final Exam Prep: UNIX

Unix commands in the weekly on-line labs:

- *Lab 2:* `pwd`, `ls`, `mkdir`, `cd`
- *Lab 3:* `ls -l`, `cp`, `mv`
- *Lab 4:* `cd ../` (relative paths)
- *Lab 5:* `cd /usr/bin` (absolute paths), `cd ~`
- *Lab 6:* Scripts, `chmod`
- *Lab 7:* Running Python from the command line
- *Lab 8:* `git` from the command line
- *Lab 9:* `ls *.py` (wildcards)

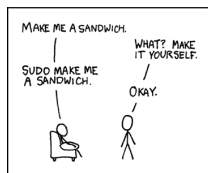


xkcd 149

# Final Exam Prep: UNIX

Unix commands in the weekly on-line labs:

- *Lab 2:* `pwd`, `ls`, `mkdir`, `cd`
- *Lab 3:* `ls -l`, `cp`, `mv`
- *Lab 4:* `cd ../` (relative paths)
- *Lab 5:* `cd /usr/bin` (absolute paths), `cd ~`
- *Lab 6:* Scripts, `chmod`
- *Lab 7:* Running Python from the command line
- *Lab 8:* git from the command line
- *Lab 9:* `ls *.py` (wildcards)
- *Lab 10:* More on scripts, `vim`



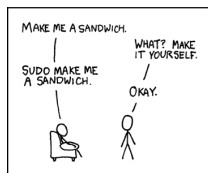
xkcd 149



# Final Exam Prep: UNIX

Unix commands in the weekly on-line labs:

- *Lab 2:* `pwd`, `ls`, `mkdir`, `cd`
- *Lab 3:* `ls -l`, `cp`, `mv`
- *Lab 4:* `cd ../` (relative paths)
- *Lab 5:* `cd /usr/bin` (absolute paths), `cd ~`
- *Lab 6:* Scripts, `chmod`
- *Lab 7:* Running Python from the command line
- *Lab 8:* git from the command line
- *Lab 9:* `ls *.py` (wildcards)
- *Lab 10:* More on scripts, `vim`
- *Lab 11:* `ls | wc -c` (pipes), `grep`, `wc`

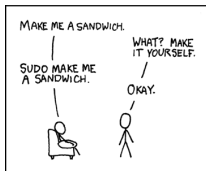


xkcd 149

# Final Exam Prep: UNIX

Unix commands in the weekly on-line labs:

- *Lab 2:* `pwd`, `ls`, `mkdir`, `cd`
- *Lab 3:* `ls -l`, `cp`, `mv`
- *Lab 4:* `cd ../` (relative paths)
- *Lab 5:* `cd /usr/bin` (absolute paths), `cd ~`
- *Lab 6:* Scripts, `chmod`
- *Lab 7:* Running Python from the command line
- *Lab 8:* `git` from the command line
- *Lab 9:* `ls *.py` (wildcards)
- *Lab 10:* More on scripts, `vim`
- *Lab 11:* `ls | wc -c` (pipes), `grep`, `wc`
- *Lab 12:* `file`, `which`

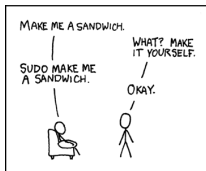


xkcd 149

# Final Exam Prep: UNIX

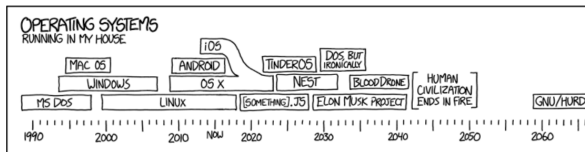
## Unix commands in the weekly on-line labs:

- *Lab 2:* `pwd`, `ls`, `mkdir`, `cd`
- *Lab 3:* `ls -l`, `cp`, `mv`
- *Lab 4:* `cd ../` (relative paths)
- *Lab 5:* `cd /usr/bin` (absolute paths), `cd ~`
- *Lab 6:* Scripts, `chmod`
- *Lab 7:* Running Python from the command line
- *Lab 8:* `git` from the command line
- *Lab 9:* `ls *.py` (wildcards)
- *Lab 10:* More on scripts, `vim`
- *Lab 11:* `ls | wc -c` (pipes), `grep`, `wc`
- *Lab 12:* `file`, `which`
- *Lab 13:* `man`, `more`, `w`



xkcd 149

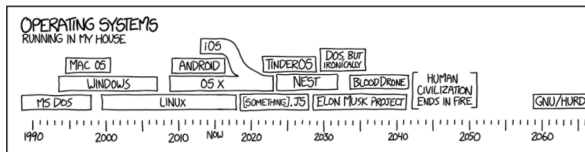
# Practice Quiz & Final Questions



xkcd #1508

- Since you must pass the final exam to pass the course, we end every lecture with final exam review.
- Pull out something to write on (not to be turned in).
- Lightning rounds:
  - ▶ write as much you can for 60 seconds;
  - ▶ followed by answer; and
  - ▶ repeat.
- Past exams are on the webpage (under [Final Exam Information](#)).

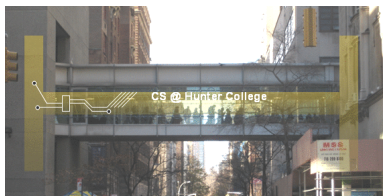
# Practice Quiz & Final Questions



xkcd #1508

- Since you must pass the final exam to pass the course, we end every lecture with final exam review.
- Pull out something to write on (not to be turned in).
- Lightning rounds:
  - ▶ write as much you can for 60 seconds;
  - ▶ followed by answer; and
  - ▶ repeat.
- Past exams are on the webpage (under [Final Exam Information](#)).
- Theme: Unix commands! (Spring 19 Version 3, #1.b)

# Class Reminders!

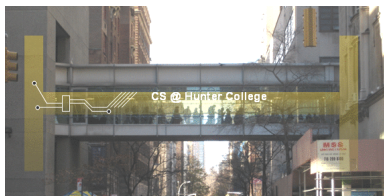


Before next class, don't forget to:


- Review this class's Lecture and Lab
- Take the Lab Quiz



# Class Reminders!



Before next class, don't forget to:

- Review this class's Lecture and Lab
- Take the Lab Quiz 
- Submit this class's 5 programming assignments (programs 46-50)