CSci 127: Introduction to Computer Science

Frequently Asked Questions

From lecture slips & emails.

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  Starting with Lab2, bottom section will introduce shell commands. Command line is widely used among Computer Scientists and in Industry; very useful for automating tasks and working remotely. Do not overlook!!! Will be tested on both Quizzes and Final Exam.

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- More on Strings
- Arithmetic
- Indexing and Slicing Lists
- Colors & Hexadecimal Notation

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Why All the Handouts Today?

Lecture Slip   Overview   Consent Form   Survey

Research Study

This study investigates students' emotions, cognitions, motivation, and learning related to computer science.

Prof. John Ranellucci

Educational Psychology

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This study is not part of the class, and no individual analyses will be shared with your instructor.

Today's Topics

- Research Survey
- **More on Strings**
- Arithmetic
- Indexing and Slicing Lists
- Colors & Hexadecimal Notation

More on Strings...

From Final Exam, Fall 2017, Version 1, #1:

1. (a) What will the following Python code print:

```python
s = "FridaysSaturdaysSundays"
num = s.count("s")
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for i in range(len(mess)):
    if i > 2:
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Output:

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- *Will get 1/3 to 1/2 points for writing down the basic structure.*

More on Strings: String Methods

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s = "FridaysSaturdaysSundays"
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- The first line creates a variable, called s, that stores the string:
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More on Strings: String Methods

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  ▶ num = s.count("s") stores the result in the variable num, for later.

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  - ▶ What would print(s.count("sS")) output?

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  - ▶ num = s.count("s") stores the result in the variable num, for later.
  - ▶ What would print(s.count("sS")) output?
  - ▶ What about:
    ```
    mess = "10 20 21 9 101 35"
    mults = mess.count("0 ")
    print(mults)
    ```

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```
There are 3 fun days in a week
Two of them are ???
My favorite ???  is Saturday.
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More on Strings: Indexing & Substrings

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F	r	i	d	a	y	s	S	a	...	S	u	n	d	a	y	s

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- s[0] is 'F'.

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- s[1] is 'r'.

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- s[-1] is 's'.

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F	r	i	d	a	y	s	S	a	...	S	u	n	d	a	y	s
												...	-4	-3	-2	-1

- `s[:3]` is

More on Strings: Indexing & Substrings

```
s = "FridaysSaturdaysSundays"
days = s[:-1].split("s")
```

- Strings are made up of individual characters (letters, numbers, etc.)
- Useful to be able to refer to pieces of a string, either an individual location or a "substring" of the string.

0	1	2	3	4	5	6	7	8	...	16	17	18	19	20	21	22
F	r	i	d	a	y	s	S	a	...	S	u	n	d	a	y	s
												...	-4	-3	-2	-1

- s[:3] is 'Fri'.

More on Strings: Indexing & Substrings

```
s = "FridaysSaturdaysSundays"
days = s[:-1].split("s")
```

- Strings are made up of individual characters (letters, numbers, etc.)
- Useful to be able to refer to pieces of a string, either an individual location or a "substring" of the string.

0	1	2	3	4	5	6	7	8	...	16	17	18	19	20	21	22
F	r	i	d	a	y	s	S	a	...	S	u	n	d	a	y	s
												...	-4	-3	-2	-1

- s[:-1] is

More on Strings: Indexing & Substrings

```
s = "FridaysSaturdaysSundays"
days = s[:-1].split("s")
```

- Strings are made up of individual characters (letters, numbers, etc.)
- Useful to be able to refer to pieces of a string, either an individual location or a "substring" of the string.

0	1	2	3	4	5	6	7	8	...	16	17	18	19	20	21	22
F	r	i	d	a	y	s	S	a	...	S	u	n	d	a	y	s
												...	-4	-3	-2	-1

- s[:-1] is 'FridaysSaturdaysSunday'.
  (no trailing 's' at the end)

More on Strings: Splits

```
s = "FridaysSaturdaysSundays"
days = s[:-1].split("s")
```

- split() divides a string into a list.

More on Strings: Splits

```
s = "FridaysSaturdaysSundays"
days = s[:-1].split("s")
```

- split() divides a string into a list.
- Cross out the delimiter, and the remaining items are the list.

More on Strings: Splits

```
s = "FridaysSaturdaysSundays"
days = s[:-1].split("s")
```

- split() divides a string into a list.
- Cross out the delimiter, and the remaining items are the list.

"Friday✗Saturday✗Sunday"

More on Strings: Splits

```
s = "FridaysSaturdaysSundays"
days = s[:-1].split("s")
```

- split() divides a string into a list.
- Cross out the delimiter, and the remaining items are the list.

```
"FridayXSaturdayXSunday"
days = ['Friday', 'Saturday', 'Sunday']
```

More on Strings: Splits

```
s = "FridaysSaturdaysSundays"
days = s[:-1].split("s")
```

- split() divides a string into a list.
- Cross out the delimiter, and the remaining items are the list.

  "Friday❌Saturday❌Sunday"
  days = ['Friday', 'Saturday', 'Sunday']

- Different delimiters give different lists:

More on Strings: Splits

```
s = "FridaysSaturdaysSundays"
days = s[:-1].split("s")
```

- split() divides a string into a list.
- Cross out the delimiter, and the remaining items are the list.

  "Friday✗Saturday✗Sunday"
  days = ['Friday', 'Saturday', 'Sunday']

- Different delimiters give different lists:

  days = s[:-1].split("day")

More on Strings: Splits

```
s = "FridaysSaturdaysSundays"
days = s[:-1].split("s")
```

- split() divides a string into a list.
- Cross out the delimiter, and the remaining items are the list.

  "Friday✗Saturday✗Sunday"
  days = ['Friday', 'Saturday', 'Sunday']

- Different delimiters give different lists:

  days = s[:-1].split("day")
  "Fri✗✗✗sSatur✗✗✗sSun✗✗✗"

More on Strings: Splits

```
s = "FridaysSaturdaysSundays"
days = s[:-1].split("s")
```

- split() divides a string into a list.
- Cross out the delimiter, and the remaining items are the list.

```
"Friday⊗Saturday⊗Sunday"
days = ['Friday', 'Saturday', 'Sunday']
```

- Different delimiters give different lists:

```
days = s[:-1].split("day")
"Fri⊗⊗⊗sSatur⊗⊗⊗sSun⊗⊗⊗"
days = ['Fri', 'sSatur', 'sSun']
```

More on Strings...

1. (a) What will the following Python code print:

```
s = "FridaysSaturdaysSundays"
num = s.count("s")
days = s[:-1].split("s")
print("There are", num, "fun days in a week")
mess = days[0]
print("Two of them are", mess, days[-1])
result = ""
for i in range(len(mess)):
    if i > 2:
        result = result + mess[i]
print("My favorite", result, "is Saturday.")
```

Output:

- Don't leave it blank– write what you know & puzzle out as much as possible:

More on Strings...

1. (a) What will the following Python code print:

```python
s = "FridaysSaturdaysSundays"
num = s.count("s")
days = s[:-1].split("s")
print("There are", num, "fun days in a week")
mess = days[0]
print("Two of them are", mess, days[-1])
result = ""
for i in range(len(mess)):
    if i > 2:
        result = result + mess[i]
print("My favorite", result, "is Saturday.")
```

Output:

- Don't leave it blank– write what you know & puzzle out as much as possible:

```
There are 3 fun days in a week
Two of them are Friday Sunday
My favorite ???  is Saturday.
```

Today's Topics

- Research Survey
- More on Strings
- **Arithmetic**
- Indexing and Slicing Lists
- Colors & Hexadecimal Notation

Arithmetic

Some arithmetic operators in Python:

- Addition:

Arithmetic

Some arithmetic operators in Python:

- Addition: `sum = sum + 3`

Arithmetic

Some arithmetic operators in Python:

- Addition: `sum = sum + 3`
- Subtraction:

Arithmetic

Some arithmetic operators in Python:

- Addition: `sum = sum + 3`

- Subtraction: `deb = deb - item`

Arithmetic

Some arithmetic operators in Python:

- Addition: `sum = sum + 3`
- Subtraction: `deb = deb - item`
- Multiplication:

Arithmetic

Some arithmetic operators in Python:

- Addition: `sum = sum + 3`
- Subtraction: `deb = deb - item`
- Multiplication: `area = h * w`

Arithmetic

Some arithmetic operators in Python:

- Addition: `sum = sum + 3`
- Subtraction: `deb = deb - item`
- Multiplication: `area = h * w`
- Division:

Arithmetic

Some arithmetic operators in Python:

- Addition: `sum = sum + 3`
- Subtraction: `deb = deb - item`
- Multiplication: `area = h * w`
- Division: `ave = total / n`

Arithmetic

Some arithmetic operators in Python:

- Addition: `sum = sum + 3`
- Subtraction: `deb = deb - item`
- Multiplication: `area = h * w`
- Division: `ave = total / n`
- Floor or Integer Division:

Arithmetic

Some arithmetic operators in Python:

- Addition: `sum = sum + 3`
- Subtraction: `deb = deb - item`
- Multiplication: `area = h * w`
- Division: `ave = total / n`
- Floor or Integer Division:
  `weeks = totalDays // 7`   *15 // 7 = 2*

Arithmetic

Some arithmetic operators in Python:

- Addition: `sum = sum + 3`
- Subtraction: `deb = deb - item`
- Multiplication: `area = h * w`
- Division: `ave = total / n`
- Floor or Integer Division:
  `weeks = totalDays // 7`   *15 // 7 = 2*
- Remainder or Modulus:

Arithmetic

Some arithmetic operators in Python:

- Addition: `sum = sum + 3`

- Subtraction: `deb = deb - item`

- Multiplication: `area = h * w`

- Division: `ave = total / n`

- Floor or Integer Division:
  `weeks = totalDays // 7`   *15 // 7 = 2*

- Remainder or Modulus:
  `days = totalDays % 7`   *15 % 7 = 1*

Arithmetic

Some arithmetic operators in Python:

- Addition: `sum = sum + 3`
- Subtraction: `deb = deb - item`
- Multiplication: `area = h * w`
- Division: `ave = total / n`
- Floor or Integer Division:
  `weeks = totalDays // 7`   *15 // 7 = 2*
- Remainder or Modulus:
  `days = totalDays % 7`   *15 % 7 = 1*
- Exponentiaion:

Arithmetic

Some arithmetic operators in Python:

- Addition: `sum = sum + 3`
- Subtraction: `deb = deb - item`
- Multiplication: `area = h * w`
- Division: `ave = total / n`
- Floor or Integer Division:
  `weeks = totalDays // 7`   *15 // 7 = 2*
- Remainder or Modulus:
  `days = totalDays % 7`   *15 % 7 = 1*
- Exponentiaion:
  `pop = 2**time`

In Pairs or Triples...

What does this code do?

```
#Mystery code for lecture 3

startTime = int(input('Enter starting time: '))
duration = int(input('Enter how long: '))

print('Your event starts at', startTime, "o'clock.")

endTime = (startTime+duration)%12
print('Your event ends at', endTime, "o'clock.")
```

In Pairs or Triples...

What does this code do?

```
#Mystery code for lecture 3

startTime = int(input('Enter starting time: '))
duration = int(input('Enter how long: '))

print('Your event starts at', startTime, "o'clock.")

endTime = (startTime+duration)%12
print('Your event ends at', endTime, "o'clock.")
```

In particular, what is printed...

- If the user enters, 9 and 2.

In Pairs or Triples...

What does this code do?

```
#Mystery code for lecture 3

startTime = int(input('Enter starting time: '))
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print('Your event starts at', startTime, "o'clock.")

endTime = (startTime+duration)%12
print('Your event ends at', endTime, "o'clock.")
```

In particular, what is printed...

- If the user enters, 9 and 2.
- If the user enters, 12 and 4.

In Pairs or Triples...

What does this code do?

```
#Mystery code for lecture 3

startTime = int(input('Enter starting time: '))
duration = int(input('Enter how long: '))

print('Your event starts at', startTime, "o'clock.")

endTime = (startTime+duration)%12
print('Your event ends at', endTime, "o'clock.")
```

In particular, what is printed...

- If the user enters, 9 and 2.
- If the user enters, 12 and 4.
- If the user enters, 8 and 20.

In Pairs or Triples...

What does this code do?

```python
#Mystery code for lecture 3

startTime = int(input('Enter starting time: '))
duration = int(input('Enter how long: '))

print('Your event starts at', startTime, "o'clock.")

endTime = (startTime+duration)%12
print('Your event ends at', endTime, "o'clock.")
```

In particular, what is printed...

- If the user enters, 9 and 2.
- If the user enters, 12 and 4.
- If the user enters, 8 and 20.
- If the user enters, 11 and 1.

In Pairs or Triples...

What does this code do?

```python
#Mystery code for lecture 3

startTime = int(input('Enter starting time: '))
duration = int(input('Enter how long: '))

print('Your event starts at', startTime, "o'clock.")

endTime = (startTime+duration)%12
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duration = int(input('Enter how long: '))

print('Your event starts at', startTime, "o'clock.")

endTime = (startTime+duration)%12
print('Your event ends at', endTime, "o'clock.")
```

In particular, what is printed...

- If the user enters, 9 and 2.
  ```
  Enter starting time: 9
  Enter how long: 2
  Your event starts at 9 o'clock.
  Your event ends at 11 o'clock.
  ```

In Pairs or Triples...

What does this code do?

```
#Mystery code for lecture 3

startTime = int(input('Enter starting time: '))
duration = int(input('Enter how long: '))

print('Your event starts at', startTime, "o'clock.")

endTime = (startTime+duration)%12
print('Your event ends at', endTime, "o'clock.")
```

In particular, what is printed...

- If the user enters, 12 and 4.

In Pairs or Triples...

What does this code do?

```python
#Mystery code for lecture 3

startTime = int(input('Enter starting time: '))
duration = int(input('Enter how long: '))

print('Your event starts at', startTime, "o'clock.")

endTime = (startTime+duration)%12
print('Your event ends at', endTime, "o'clock.")
```

In particular, what is printed...

- If the user enters, 12 and 4.
  ```
  Enter starting time: 12
  Enter how long: 4
  Your event starts at 12 o'clock.
  Your event ends at 4 o'clock.
  ```

In Pairs or Triples...

What does this code do?

```
#Mystery code for lecture 3

startTime = int(input('Enter starting time: '))
duration = int(input('Enter how long: '))

print('Your event starts at', startTime, "o'clock.")

endTime = (startTime+duration)%12
print('Your event ends at', endTime, "o'clock.")
```

In particular, what is printed...

- If the user enters, 8 and 20.

In Pairs or Triples...

What does this code do?

```python
#Mystery code for lecture 3

startTime = int(input('Enter starting time: '))
duration = int(input('Enter how long: '))

print('Your event starts at', startTime, "o'clock.")

endTime = (startTime+duration)%12
print('Your event ends at', endTime, "o'clock.")
```

In particular, what is printed...

- If the user enters, 8 and 20.
  Enter starting time: 8
  Enter how long: 20
  Your event starts at 8 o'clock.
  Your event ends at 4 o'clock.

In Pairs or Triples...

What does this code do?

```
#Mystery code for lecture 3

startTime = int(input('Enter starting time: '))
duration = int(input('Enter how long: '))

print('Your event starts at', startTime, "o'clock.")

endTime = (startTime+duration)%12
print('Your event ends at', endTime, "o'clock.")
```

In particular, what is printed...

- If the user enters, 11 and 1.

In Pairs or Triples...

What does this code do?

```python
#Mystery code for lecture 3

startTime = int(input('Enter starting time: '))
duration = int(input('Enter how long: '))

print('Your event starts at', startTime, "o'clock.")

endTime = (startTime+duration)%12
print('Your event ends at', endTime, "o'clock.")
```

In particular, what is printed...

- If the user enters, 11 and 1.
  ```
  Enter starting time: 11
  Enter how long: 1
  Your event starts at 11 o'clock.
  Your event ends at 0 o'clock.
  ```

Today's Topics

- Research Survey
- More on Strings
- Arithmetic
- **Indexing and Slicing Lists**
- Colors & Hexadecimal Notation

In Pairs or Triples...

Mostly review:

```
 1  for d in range(10, 0, -1):
 2      print(d)
 3  print("Blast off!")
 4
 5  for num in range(5,8):
 6      print(num, 2*num)
 7
 8  s = "City University of New York"
 9  print(s[3], s[0:3], s[:3])
10  print(s[5:8], s[-1])
11
12  names = ["Eleanor", "Anna", "Alice", "Edith"]
13  for n in names:
14      print(n)
```

Python Tutor

```
1  for d in range(10, 0, -1):
2      print(d)
3  print("Blast off!")
4
5  for num in range(5,8):
6      print(num, 2*num)
7
8  s = "City University of New York"
9  print(s[3], s[0:3], s[:3])
10 print(s[5:8], s[-1])
11
12 names = ["Eleanor", "Anna", "Alice", "Edith"]
13 for n in names:
14     print(n)
```

(Demo with pythonTutor)

Review: range()

The three versions:

Review: range()

The three versions:
- range(stop)

Review: range()

The three versions:

- range(stop)
- range(start, stop)

Review: `range()`

The three versions:

- `range(stop)`
- `range(start, stop)`
- `range(start, stop, step)`

Slices

- Similar to `range()`, you can take portions or **slices** of lists and strings:

```
1  for d in range(10, 0, -1):
2      print(d)
3  print("Blast off!")
4
5  for num in range(5,8):
6      print(num, 2*num)
7
8  s = "City University of New York"
9  print(s[3], s[0:3], s[:3])
10 print(s[5:8], s[-1])
11
12 names = ["Eleanor", "Anna", "Alice", "Edith"]
13 for n in names:
14     print(n)
```

Slices

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1  for d in range(10, 0, -1):
2      print(d)
3  print("Blast off!")
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7
8  s = "City University of New York"
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10 print(s[5:8], s[-1])
11
12 names = ["Eleanor", "Anna", "Alice", "Edith"]
13 for n in names:
14     print(n)
```

- Similar to `range()`, you can take portions or **slices** of lists and strings:

    `s[5:8]`

    gives: `"Uni"`

Slices

```
1  for d in range(10, 0, -1):
2      print(d)
3  print("Blast off!")
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5  for num in range(5,8):
6      print(num, 2*num)
7
8  s = "City University of New York"
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10 print(s[5:8], s[-1])
11
12 names = ["Eleanor", "Anna", "Alice", "Edith"]
13 for n in names:
14     print(n)
```

- Similar to `range()`, you can take portions or **slices** of lists and strings:

    s[5:8]

    gives: "Uni"
- Also works for lists:

Slices

- Similar to `range()`, you can take portions or **slices** of lists and strings:

    `s[5:8]`

    gives: `"Uni"`
- Also works for lists:

    `names[1:3]`

```
1  for d in range(10, 0, -1):
2      print(d)
3  print("Blast off!")
4
5  for num in range(5,8):
6      print(num, 2*num)
7
8  s = "City University of New York"
9  print(s[3], s[0:3], s[:3])
10 print(s[5:8], s[-1])
11
12 names = ["Eleanor", "Anna", "Alice", "Edith"]
13 for n in names:
14     print(n)
```

Slices

```
1  for d in range(10, 0, -1):
2      print(d)
3  print("Blast off!")
4
5  for num in range(5,8):
6      print(num, 2*num)
7
8  s = "City University of New York"
9  print(s[3], s[0:3], s[:3])
10 print(s[5:8], s[-1])
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12 names = ["Eleanor", "Anna", "Alice", "Edith"]
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```

- Similar to `range()`, you can take portions or **slices** of lists and strings:

  `s[5:8]`

  gives: `"Uni"`
- Also works for lists:

  `names[1:3]`

  gives: `["Anna", "Alice"]`

Slices

```
1  for d in range(10, 0, -1):
2      print(d)
3  print("Blast off!")
4
5  for num in range(5,8):
6      print(num, 2*num)
7
8  s = "City University of New York"
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11
12 names = ["Eleanor", "Anna", "Alice", "Edith"]
13 for n in names:
14     print(n)
```

- Similar to `range()`, you can take portions or **slices** of lists and strings:

  `s[5:8]`

  gives: `"Uni"`
- Also works for lists:

  `names[1:3]`

  gives: `["Anna", "Alice"]`
- Python also lets you "count backwards": last element has index: `-1`.

Today's Topics

- Arithmetic
- Indexing and Slicing Lists
- Design Challenge: Planes
- **Colors & Hexadecimal Notation**

Colors

Color Name	HEX	Color
Black	#000000	
Navy	#000080	
DarkBlue	#00008B	
MediumBlue	#0000CD	
Blue	#0000FF	

- Can specify by name.

Colors

Color Name	HEX	Color
Black	#000000	
Navy	#000080	
DarkBlue	#00008B	
MediumBlue	#0000CD	
Blue	#0000FF	

- Can specify by name.
- Can specify by numbers:

Colors

Color Name	HEX	Color
Black	#000000	
Navy	#000080	
DarkBlue	#00008B	
MediumBlue	#0000CD	
Blue	#0000FF	

- Can specify by name.
- Can specify by numbers:
  - Amount of Red, Green, and Blue (RGB).

Colors

Color Name	HEX	Color
Black	#000000	
Navy	#000080	
DarkBlue	#00008B	
MediumBlue	#0000CD	
Blue	#0000FF	

- Can specify by name.
- Can specify by numbers:
  - Amount of Red, Green, and Blue (RGB).
  - Adding light, not paint:

Colors

Color Name	HEX	Color
Black	#000000	
Navy	#000080	
DarkBlue	#00008B	
MediumBlue	#0000CD	
Blue	#0000FF	

- Can specify by name.
- Can specify by numbers:
  - ▶ Amount of Red, Green, and Blue (RGB).
  - ▶ Adding light, not paint:
    - ★ Black: 0% red, 0% green, 0% blue

Colors

Color Name	HEX	Color
Black	#000000	
Navy	#000080	
DarkBlue	#00008B	
MediumBlue	#0000CD	
Blue	#0000FF	

- Can specify by name.
- Can specify by numbers:
  - Amount of Red, Green, and Blue (RGB).
  - Adding light, not paint:
    - ★ Black: 0% red, 0% green, 0% blue
    - ★ White: 100% red, 100% green, 100% blue

Colors

Color Name	HEX	Color
Black	#000000	
Navy	#000080	
DarkBlue	#00008B	
MediumBlue	#0000CD	
Blue	#0000FF	

- Can specify by numbers (RGB):

Colors

Color Name	HEX	Color
Black	#000000	
Navy	#000080	
DarkBlue	#00008B	
MediumBlue	#0000CD	
Blue	#0000FF	

- Can specify by numbers (RGB):
  - ▸ Fractions of each:

Colors

Color Name	HEX	Color
Black	#000000	
Navy	#000080	
DarkBlue	#00008B	
MediumBlue	#0000CD	
Blue	#0000FF	

- Can specify by numbers (RGB):
  - ▶ Fractions of each:
    e.g. (1.0, 0, 0) is 100% red, no green, and no blue.

Colors

Color Name	HEX	Color
Black	#000000	
Navy	#000080	
DarkBlue	#00008B	
MediumBlue	#0000CD	
Blue	#0000FF	

- Can specify by numbers (RGB):
  - Fractions of each:
    e.g. (1.0, 0, 0) is 100% red, no green, and no blue.
  - 8-bit colors: numbers from 0 to 255:

Colors

Color Name	HEX	Color
Black	#000000	
Navy	#000080	
DarkBlue	#00008B	
MediumBlue	#0000CD	
Blue	#0000FF	

- Can specify by numbers (RGB):
  - Fractions of each:
    e.g. (1.0, 0, 0) is 100% red, no green, and no blue.
  - 8-bit colors: numbers from 0 to 255:
    e.g. (0, 255, 0) is no red, 100% green, and no blue.

Colors

Color Name	HEX	Color
Black	#000000	
Navy	#000080	
DarkBlue	#00008B	
MediumBlue	#0000CD	
Blue	#0000FF	

- Can specify by numbers (RGB):
  - Fractions of each:
    e.g. (1.0, 0, 0) is 100% red, no green, and no blue.
  - 8-bit colors: numbers from 0 to 255:
    e.g. (0, 255, 0) is no red, 100% green, and no blue.
  - Hexcodes (base-16 numbers)...

Decimal & Hexadecimal Numbers

Counting with 10 digits:
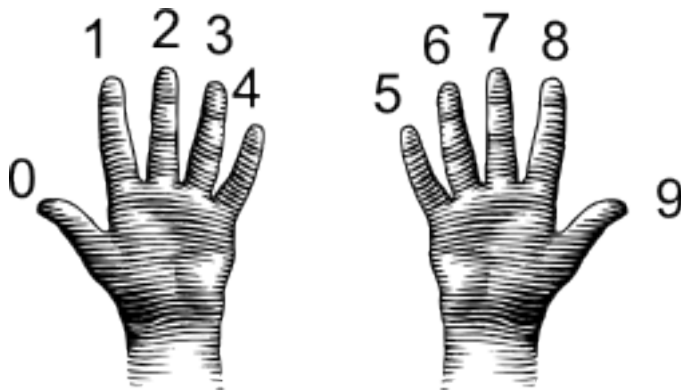
(from i-programmer.info)
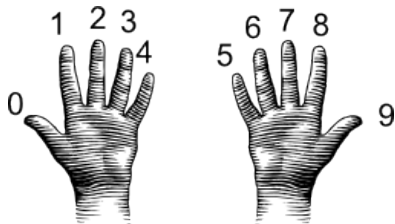
Decimal

(from i-programmer.info)

Decimal

00 01 02 03 04 05 06 07 08 09
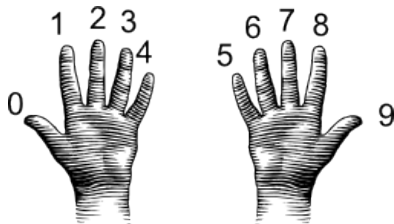
(from i-programmer.info)
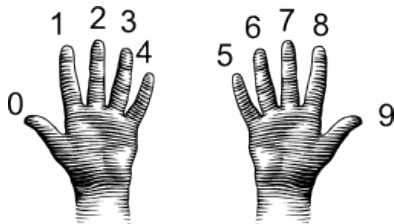
Decimal

00 01 02 03 04 05 06 07 08 09
10 11 12 13 14 15 16 17 18 19

(from i-programmer.info)
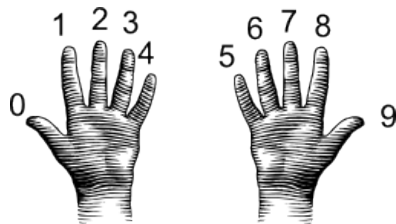
Decimal

(from i-programmer.info)

00	01	02	03	04	05	06	07	08	09
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29

Decimal
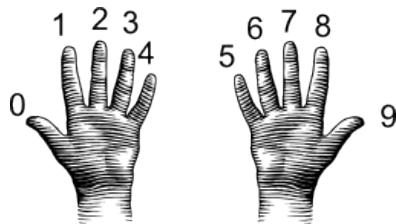
(from i-programmer.info)

```
00 01 02 03 04 05 06 07 08 09
10 11 12 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27 28 29
30 31 32 33 34 35 36 37 38 39
```

Decimal
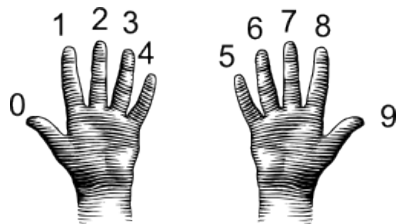
(from i-programmer.info)

```
00 01 02 03 04 05 06 07 08 09
10 11 12 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27 28 29
30 31 32 33 34 35 36 37 38 39
40 41 42 43 44 45 46 47 48 49
```

Decimal
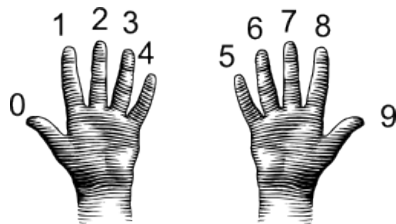
(from i-programmer.info)

```
00 01 02 03 04 05 06 07 08 09
10 11 12 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27 28 29
30 31 32 33 34 35 36 37 38 39
40 41 42 43 44 45 46 47 48 49
50 51 52 53 54 55 56 57 58 59
```

Decimal
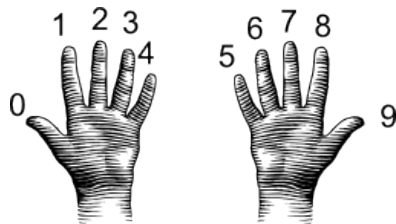
(from i-programmer.info)

```
00 01 02 03 04 05 06 07 08 09
10 11 12 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27 28 29
30 31 32 33 34 35 36 37 38 39
40 41 42 43 44 45 46 47 48 49
50 51 52 53 54 55 56 57 58 59
60 61 62 63 64 65 66 67 68 69
```

Decimal
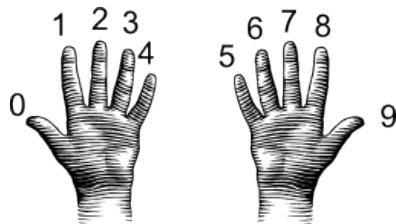
(from i-programmer.info)

```
00 01 02 03 04 05 06 07 08 09
10 11 12 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27 28 29
30 31 32 33 34 35 36 37 38 39
40 41 42 43 44 45 46 47 48 49
50 51 52 53 54 55 56 57 58 59
60 61 62 63 64 65 66 67 68 69
70 71 72 73 74 75 76 77 78 79
```

Decimal
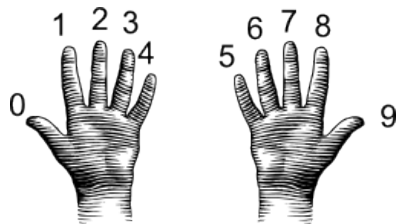
(from i-programmer.info)

```
00 01 02 03 04 05 06 07 08 09
10 11 12 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27 28 29
30 31 32 33 34 35 36 37 38 39
40 41 42 43 44 45 46 47 48 49
50 51 52 53 54 55 56 57 58 59
60 61 62 63 64 65 66 67 68 69
70 71 72 73 74 75 76 77 78 79
80 81 82 83 84 85 86 87 88 89
```

Decimal
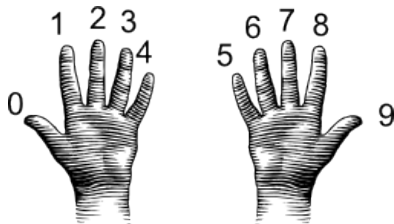
(from i-programmer.info)

```
00 01 02 03 04 05 06 07 08 09
10 11 12 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27 28 29
30 31 32 33 34 35 36 37 38 39
40 41 42 43 44 45 46 47 48 49
50 51 52 53 54 55 56 57 58 59
60 61 62 63 64 65 66 67 68 69
70 71 72 73 74 75 76 77 78 79
80 81 82 83 84 85 86 87 88 89
90 91 92 93 94 95 96 97 98 99
```

Max Number = 99

Decimal & Hexadecimal Numbers

Counting with 16 digits:
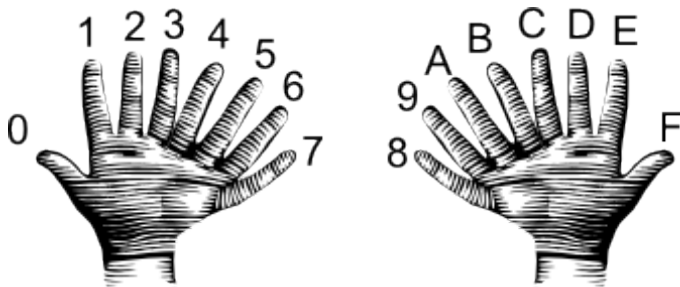
(from i-programmer.info)
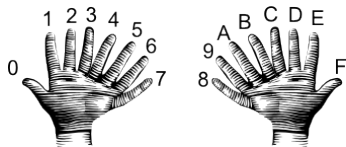
Hexadecimal

00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F

(from i-programmer.info)

Hexadecimal

```
00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
10 11 12 13 14 15 16 17 18 19 1A 1B 1C 1D 1E 1F
```
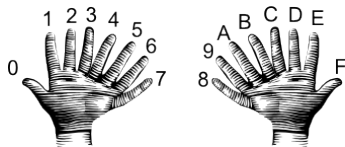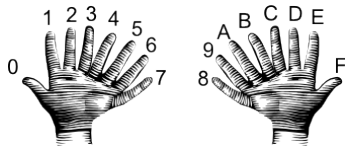

(from i-programmer.info)

Hexadecimal

```
00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
10 11 12 13 14 15 16 17 18 19 1A 1B 1C 1D 1E 1F
20 21 22 23 24 25 26 27 28 29 2A 2B 2C 2D 2E 2F
```


(from i-programmer.info)

Hexadecimal

(from i-programmer.info)

```
00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
10 11 12 13 14 15 16 17 18 19 1A 1B 1C 1D 1E 1F
20 21 22 23 24 25 26 27 28 29 2A 2B 2C 2D 2E 2F
30 31 32 33 34 35 36 37 38 39 3A 3B 3C 3D 3E 3F
```
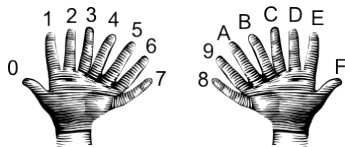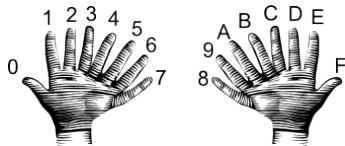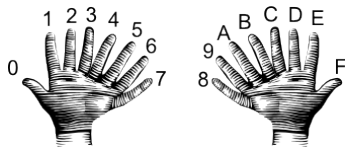
Hexadecimal

(from i-programmer.info)

```
00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
10 11 12 13 14 15 16 17 18 19 1A 1B 1C 1D 1E 1F
20 21 22 23 24 25 26 27 28 29 2A 2B 2C 2D 2E 2F
30 31 32 33 34 35 36 37 38 39 3A 3B 3C 3D 3E 3F
40 41 42 43 44 45 46 47 48 49 4A 4B 4C 4D 4E 4F
```

Hexadecimal

(from i-programmer.info)

```
00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
10 11 12 13 14 15 16 17 18 19 1A 1B 1C 1D 1E 1F
20 21 22 23 24 25 26 27 28 29 2A 2B 2C 2D 2E 2F
30 31 32 33 34 35 36 37 38 39 3A 3B 3C 3D 3E 3F
40 41 42 43 44 45 46 47 48 49 4A 4B 4C 4D 4E 4F
50 51 52 53 54 55 56 57 58 59 5A 5B 5C 5D 5E 5F
```
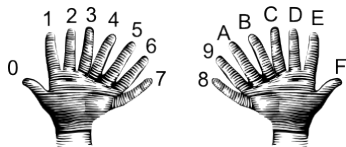
Hexadecimal

(from i-programmer.info)

```
00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
10 11 12 13 14 15 16 17 18 19 1A 1B 1C 1D 1E 1F
20 21 22 23 24 25 26 27 28 29 2A 2B 2C 2D 2E 2F
30 31 32 33 34 35 36 37 38 39 3A 3B 3C 3D 3E 3F
40 41 42 43 44 45 46 47 48 49 4A 4B 4C 4D 4E 4F
50 51 52 53 54 55 56 57 58 59 5A 5B 5C 5D 5E 5F
60 61 62 63 64 65 66 67 68 69 6A 6B 6C 6D 6E 6F
```
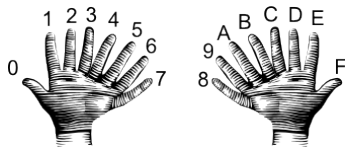
Hexadecimal

(from i-programmer.info)

```
00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
10 11 12 13 14 15 16 17 18 19 1A 1B 1C 1D 1E 1F
20 21 22 23 24 25 26 27 28 29 2A 2B 2C 2D 2E 2F
30 31 32 33 34 35 36 37 38 39 3A 3B 3C 3D 3E 3F
40 41 42 43 44 45 46 47 48 49 4A 4B 4C 4D 4E 4F
50 51 52 53 54 55 56 57 58 59 5A 5B 5C 5D 5E 5F
60 61 62 63 64 65 66 67 68 69 6A 6B 6C 6D 6E 6F
70 71 72 73 74 75 76 77 78 79 7A 7B 7C 7D 7E 7F
```

Hexadecimal

(from i-programmer.info)

```
00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
10 11 12 13 14 15 16 17 18 19 1A 1B 1C 1D 1E 1F
20 21 22 23 24 25 26 27 28 29 2A 2B 2C 2D 2E 2F
30 31 32 33 34 35 36 37 38 39 3A 3B 3C 3D 3E 3F
40 41 42 43 44 45 46 47 48 49 4A 4B 4C 4D 4E 4F
50 51 52 53 54 55 56 57 58 59 5A 5B 5C 5D 5E 5F
60 61 62 63 64 65 66 67 68 69 6A 6B 6C 6D 6E 6F
70 71 72 73 74 75 76 77 78 79 7A 7B 7C 7D 7E 7F
80 81 82 83 84 85 86 87 88 89 8A 8B 8C 8D 8E 8F
```
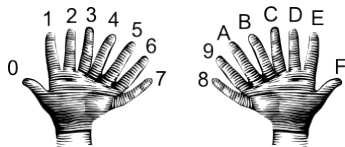
Hexadecimal

(from i-programmer.info)

```
00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
10 11 12 13 14 15 16 17 18 19 1A 1B 1C 1D 1E 1F
20 21 22 23 24 25 26 27 28 29 2A 2B 2C 2D 2E 2F
30 31 32 33 34 35 36 37 38 39 3A 3B 3C 3D 3E 3F
40 41 42 43 44 45 46 47 48 49 4A 4B 4C 4D 4E 4F
50 51 52 53 54 55 56 57 58 59 5A 5B 5C 5D 5E 5F
60 61 62 63 64 65 66 67 68 69 6A 6B 6C 6D 6E 6F
70 71 72 73 74 75 76 77 78 79 7A 7B 7C 7D 7E 7F
80 81 82 83 84 85 86 87 88 89 8A 8B 8C 8D 8E 8F
90 91 92 93 94 95 96 97 98 99 9A 9B 9C 9D 9E 9F
```
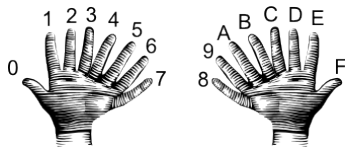
Hexadecimal

(from i-programmer.info)

```
00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
10 11 12 13 14 15 16 17 18 19 1A 1B 1C 1D 1E 1F
20 21 22 23 24 25 26 27 28 29 2A 2B 2C 2D 2E 2F
30 31 32 33 34 35 36 37 38 39 3A 3B 3C 3D 3E 3F
40 41 42 43 44 45 46 47 48 49 4A 4B 4C 4D 4E 4F
50 51 52 53 54 55 56 57 58 59 5A 5B 5C 5D 5E 5F
60 61 62 63 64 65 66 67 68 69 6A 6B 6C 6D 6E 6F
70 71 72 73 74 75 76 77 78 79 7A 7B 7C 7D 7E 7F
80 81 82 83 84 85 86 87 88 89 8A 8B 8C 8D 8E 8F
90 91 92 93 94 95 96 97 98 99 9A 9B 9C 9D 9E 9F
A0 A1 A2 A3 A4 A5 A6 A7 A8 A9 AA AB AC AD AE AF
```
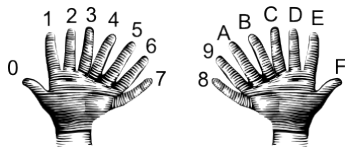
Hexadecimal

(from i-programmer.info)

```
00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
10 11 12 13 14 15 16 17 18 19 1A 1B 1C 1D 1E 1F
20 21 22 23 24 25 26 27 28 29 2A 2B 2C 2D 2E 2F
30 31 32 33 34 35 36 37 38 39 3A 3B 3C 3D 3E 3F
40 41 42 43 44 45 46 47 48 49 4A 4B 4C 4D 4E 4F
50 51 52 53 54 55 56 57 58 59 5A 5B 5C 5D 5E 5F
60 61 62 63 64 65 66 67 68 69 6A 6B 6C 6D 6E 6F
70 71 72 73 74 75 76 77 78 79 7A 7B 7C 7D 7E 7F
80 81 82 83 84 85 86 87 88 89 8A 8B 8C 8D 8E 8F
90 91 92 93 94 95 96 97 98 99 9A 9B 9C 9D 9E 9F
A0 A1 A2 A3 A4 A5 A6 A7 A8 A9 AA AB AC AD AE AF
B0 B1 B2 B3 B4 B5 B6 B7 B8 B9 BA BB BC BD BE BF
```

Hexadecimal

(from i-programmer.info)

```
00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
10 11 12 13 14 15 16 17 18 19 1A 1B 1C 1D 1E 1F
20 21 22 23 24 25 26 27 28 29 2A 2B 2C 2D 2E 2F
30 31 32 33 34 35 36 37 38 39 3A 3B 3C 3D 3E 3F
40 41 42 43 44 45 46 47 48 49 4A 4B 4C 4D 4E 4F
50 51 52 53 54 55 56 57 58 59 5A 5B 5C 5D 5E 5F
60 61 62 63 64 65 66 67 68 69 6A 6B 6C 6D 6E 6F
70 71 72 73 74 75 76 77 78 79 7A 7B 7C 7D 7E 7F
80 81 82 83 84 85 86 87 88 89 8A 8B 8C 8D 8E 8F
90 91 92 93 94 95 96 97 98 99 9A 9B 9C 9D 9E 9F
A0 A1 A2 A3 A4 A5 A6 A7 A8 A9 AA AB AC AD AE AF
B0 B1 B2 B3 B4 B5 B6 B7 B8 B9 BA BB BC BD BE BF
C0 C1 C2 C3 C4 C5 C6 C7 C8 C9 CA CB CC CD CE CF
```

Hexadecimal

(from i-programmer.info)

```
00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
10 11 12 13 14 15 16 17 18 19 1A 1B 1C 1D 1E 1F
20 21 22 23 24 25 26 27 28 29 2A 2B 2C 2D 2E 2F
30 31 32 33 34 35 36 37 38 39 3A 3B 3C 3D 3E 3F
40 41 42 43 44 45 46 47 48 49 4A 4B 4C 4D 4E 4F
50 51 52 53 54 55 56 57 58 59 5A 5B 5C 5D 5E 5F
60 61 62 63 64 65 66 67 68 69 6A 6B 6C 6D 6E 6F
70 71 72 73 74 75 76 77 78 79 7A 7B 7C 7D 7E 7F
80 81 82 83 84 85 86 87 88 89 8A 8B 8C 8D 8E 8F
90 91 92 93 94 95 96 97 98 99 9A 9B 9C 9D 9E 9F
A0 A1 A2 A3 A4 A5 A6 A7 A8 A9 AA AB AC AD AE AF
B0 B1 B2 B3 B4 B5 B6 B7 B8 B9 BA BB BC BD BE BF
C0 C1 C2 C3 C4 C5 C6 C7 C8 C9 CA CB CC CD CE CF
D0 D1 D2 D3 D4 D5 D6 D7 D8 D9 DA DB DC DD DE DF
```

Hexadecimal

(from i-programmer.info)

```
00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
10 11 12 13 14 15 16 17 18 19 1A 1B 1C 1D 1E 1F
20 21 22 23 24 25 26 27 28 29 2A 2B 2C 2D 2E 2F
30 31 32 33 34 35 36 37 38 39 3A 3B 3C 3D 3E 3F
40 41 42 43 44 45 46 47 48 49 4A 4B 4C 4D 4E 4F
50 51 52 53 54 55 56 57 58 59 5A 5B 5C 5D 5E 5F
60 61 62 63 64 65 66 67 68 69 6A 6B 6C 6D 6E 6F
70 71 72 73 74 75 76 77 78 79 7A 7B 7C 7D 7E 7F
80 81 82 83 84 85 86 87 88 89 8A 8B 8C 8D 8E 8F
90 91 92 93 94 95 96 97 98 99 9A 9B 9C 9D 9E 9F
A0 A1 A2 A3 A4 A5 A6 A7 A8 A9 AA AB AC AD AE AF
B0 B1 B2 B3 B4 B5 B6 B7 B8 B9 BA BB BC BD BE BF
C0 C1 C2 C3 C4 C5 C6 C7 C8 C9 CA CB CC CD CE CF
D0 D1 D2 D3 D4 D5 D6 D7 D8 D9 DA DB DC DD DE DF
E0 E1 E2 E3 E4 E5 E6 E7 E8 E9 EA EB EC ED EE EF
```

Hexadecimal

(from i-programmer.info)

```
00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
10 11 12 13 14 15 16 17 18 19 1A 1B 1C 1D 1E 1F
20 21 22 23 24 25 26 27 28 29 2A 2B 2C 2D 2E 2F
30 31 32 33 34 35 36 37 38 39 3A 3B 3C 3D 3E 3F
40 41 42 43 44 45 46 47 48 49 4A 4B 4C 4D 4E 4F
50 51 52 53 54 55 56 57 58 59 5A 5B 5C 5D 5E 5F
60 61 62 63 64 65 66 67 68 69 6A 6B 6C 6D 6E 6F
70 71 72 73 74 75 76 77 78 79 7A 7B 7C 7D 7E 7F
80 81 82 83 84 85 86 87 88 89 8A 8B 8C 8D 8E 8F
90 91 92 93 94 95 96 97 98 99 9A 9B 9C 9D 9E 9F
A0 A1 A2 A3 A4 A5 A6 A7 A8 A9 AA AB AC AD AE AF
B0 B1 B2 B3 B4 B5 B6 B7 B8 B9 BA BB BC BD BE BF
C0 C1 C2 C3 C4 C5 C6 C7 C8 C9 CA CB CC CD CE CF
D0 D1 D2 D3 D4 D5 D6 D7 D8 D9 DA DB DC DD DE DF
E0 E1 E2 E3 E4 E5 E6 E7 E8 E9 EA EB EC ED EE EF
F0 F1 F2 F3 F4 F5 F6 F7 F8 F9 FA FB FC FD FE FF
```

Max Number = 255

Colors

Color Name	HEX	Color
Black	#000000	
Navy	#000080	
DarkBlue	#00008B	
MediumBlue	#0000CD	
Blue	#0000FF	

- Can specify by numbers (RGB):
  - Fractions of each:
    e.g. (1.0, 0, 0) is 100% red, no green, and no blue.
  - 8-bit colors: numbers from 0 to 255:
    e.g. (0, 255, 0) is no red, 100% green, and no blue.
  - Hexcodes (base-16 numbers):

Colors

Color Name	HEX	Color
Black	#000000	
Navy	#000080	
DarkBlue	#00008B	
MediumBlue	#0000CD	
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  - 8-bit colors: numbers from 0 to 255:
    e.g. (0, 255, 0) is no red, 100% green, and no blue.
  - Hexcodes (base-16 numbers):
    e.g. #0000FF is no red, no green, and 100% blue.

In Pairs or Triples...

Some review and some novel challenges:

```python
1   import turtle
2   teddy = turtle.Turtle()
3
4   names = ["violet", "purple", "indigo", "lavender"]
5 - for c in names:
6     teddy.color(c)
7     teddy.left(60)
8     teddy.forward(40)
9     teddy.dot(10)
10
11  teddy.penup()
12  teddy.forward(100)
13  teddy.pendown()
14
15  hexNames = ["#FF00FF", "#990099", "#550055", "#111111"]
16 - for c in hexNames:
17    teddy.color(c)
18    teddy.left(60)
19    teddy.forward(40)
20    teddy.dot(10)
```

Trinkets

```
1  import turtle
2  teddy = turtle.Turtle()
3
4  names = ["violet", "purple", "indigo", "lavender"]
5  for c in names:
6      teddy.color(c)
7      teddy.left(60)
8      teddy.forward(40)
9      teddy.dot(10)
10
11 teddy.penup()
12 teddy.forward(100)
13 teddy.pendown()
14
15 hexNames = ["#FF00FF", "#990099", "#550055", "#111111"]
16 for c in hexNames:
17     teddy.color(c)
18     teddy.left(60)
19     teddy.forward(40)
20     teddy.dot(10)
```

(Demo with `trinkets`)

Lecture Slip

Name:

EmpID:

1. Write down the names of your team members:

2. What is printed? Write your answer for each in the output box.

```
months = ["Jan","Feb","Mar","Apr","May","Jun","Jul","Aug","Sep","Oct","Nov","Dec"]
#Indices:  0     1     2     3     4     5     6     7     8     9     10    11
#Or:                                                     ....  -3    -2    -1
```

Output:

```
half = months[6]
print(half.upper())
```

```
print(months[-1].lower())
```

```
start = 9
print(months[start-1])
```

```
term = 3
print(months[(start+term-1)%12])
```

Recap

- On lecture slip, write down a topic you wish we had spent more time (and why).

Recap

- On lecture slip, write down a topic you wish we had spent more time (and why).

- In Python, we introduced:

Recap

- On lecture slip, write down a topic you wish we had spent more time (and why).
- In Python, we introduced:
  - Indexing and Slicing Lists

Recap

- On lecture slip, write down a topic you wish we had spent more time (and why).

- In Python, we introduced:

  - Indexing and Slicing Lists
  - Colors

Recap

- On lecture slip, write down a topic you wish we had spent more time (and why).

- In Python, we introduced:
  - Indexing and Slicing Lists
  - Colors
  - Hexadecimal Notation

Recap

- On lecture slip, write down a topic you wish we had spent more time (and why).

- In Python, we introduced:
  - Indexing and Slicing Lists
  - Colors
  - Hexadecimal Notation

- Pass your lecture slips to the end of the rows for the UTA's to collect.

Practice Quiz & Final Questions
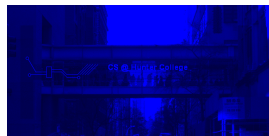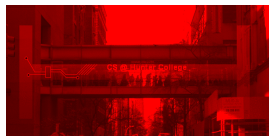
- Since you must pass the final exam to pass the course, we end every lecture with final exam review.
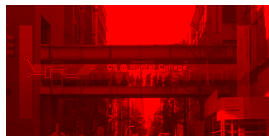
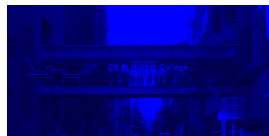# Practice Quiz & Final Questions
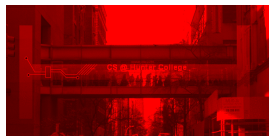
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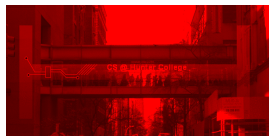## Practice Quiz & Final Questions
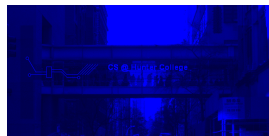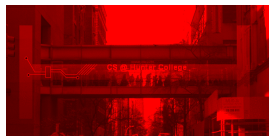
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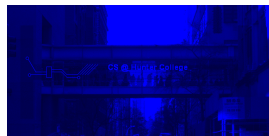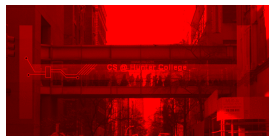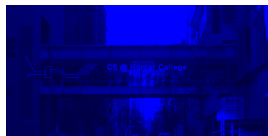

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  - ▶ write as much you can for 60 seconds;

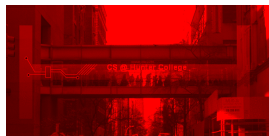# Practice Quiz & Final Questions
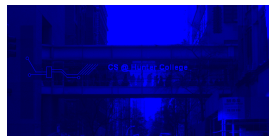
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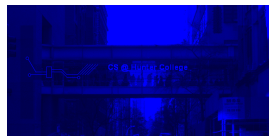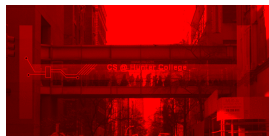# Practice Quiz & Final Questions

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- Past exams are on the webpage (under Final Exam Information).
- We're starting with Fall 2017, Version 2.

Writing Boards

- Return writing boards as you leave...