

CSci 127: Introduction to Computer Science



hunter.cuny.edu/csci

Frequently Asked Questions

From emails.

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- Available only at beginning of lecture, please do it now.
- If you don't have a device, come to the front at the end of lecture.

Today's Topics



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

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- Arithmetic
- Indexing and Slicing Lists
- Colors & Hexadecimal Notation

More on Strings...

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

Name:

EmpID:

CSci 127 Final, V1, F17

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:

More on Strings...

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Output:



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- First, go through and write down what we know:
 - ▶ There are 3 print().

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 - Output will have at least:
There are ??? fun days in a week
Two of them are ???
My favorite ??? is Saturday.
- 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"  
num = s.count("s")
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- The first line creates a variable, called `s`, that stores the string: "FridaysSaturdaysSundays"

More on Strings: String Methods

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- `s.count(x)` will count the number of times the pattern, `x`, appears in `s`.

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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.

More on Strings: Indexing & Substrings

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s = "FridaysSaturdaysSundays"  
days = s[:-1].split("s")
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- Strings are made up of individual characters (letters, numbers, etc.)

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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

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- `s[0]` is

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- `s[0]` is 'F'.

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- `s[1]` is `'r'`.

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- `s[-1]` is

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- `s[-1]` is 's'.

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- `s[3:6]` is

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- `s[3:6]` is 'day'.

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- `s[:3]` is

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- `s[:3]` is 'Fri'.

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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~~s~~Saturday~~s~~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.

```
"FridayXSaturdayXSunday"  
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.

```
"FridaysSaturdaysSunday"  
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.

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

- Different delimiters give different lists:

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

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.

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

- Different delimiters give different lists:

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

More on Strings...

Name:

EmpID:

CSci 127 Final, V1, F17

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...

Name: _____

EmpID: _____

CSci 127 Final, V1, F17

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:

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

Today's Topics



- 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`
- Remainder or Modulus:
`days = totalDays % 7`

`15 // 7 = 2`

`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`

Side Note: '+' for numbers and strings



- `x = 3 + 5` stores the number 8 in memory location `x`.

Side Note: '+' for numbers and strings



- $x = 3 + 5$ stores the number 8 in memory location x .
- $x = x + 1$ increases x by 1.

Side Note: '+' for numbers and strings



- `x = 3 + 5` stores the number 8 in memory location `x`.
- `x = x + 1` increases `x` by 1.
- `s = "hi" + "Mom"` stores "hiMom" in memory locations `s`.

Side Note: '+' for numbers and strings



- `x = 3 + 5` stores the number 8 in memory location `x`.
- `x = x + 1` increases `x` by 1.
- `s = "hi" + "Mom"` stores "hiMom" in memory locations `s`.
- `s = s + "A"` adds the letter "A" to the end of the strings `s`.

Challenge (Group Work):

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.")
```

Challenge (Group Work):

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
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```

In particular, what is printed...

- If the user enters, 9 and 2.

Challenge (Group Work):

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startTime = int(input('Enter starting time: '))
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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.

Challenge (Group Work):

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.

Challenge (Group Work):

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.
- If the user enters, 11 and 1.

Challenge (Group Work):

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
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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.

Challenge (Group Work):

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.

Challenge (Group Work):

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.
Enter starting time: 12
Enter how long: 4
Your event starts at 12 o'clock.
Your event ends at 4 o'clock.

Challenge (Group Work):

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.

Challenge (Group Work):

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.
Enter starting time: 8
Enter how long: 20
Your event starts at 8 o'clock.
Your event ends at 4 o'clock.

Challenge (Group Work):

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.

Challenge (Group Work):

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.
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



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

Challenge (Group Work):

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])
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11
12 names = ["Eleanor", "Anna", "Alice", "Edith"]
13 for n in names:
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```

Slices

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

`s[5:8]`

gives: "Uni "

```
1 for d in range(10, 0, -1):
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4
5 for num in range(5,8):
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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

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

`s[5:8]`

gives: "Uni "

- Also works for lists:

```
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

- 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

- 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"]

```
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

- 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`.






```
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)
```

Today's Topics








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

Colors

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






- Can specify by name.

Colors

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






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

Colors

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






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

Colors

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






- 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
<u>Black</u>	<u>#000000</u>	
<u>Navy</u>	<u>#000080</u>	
<u>DarkBlue</u>	<u>#00008B</u>	
<u>MediumBlue</u>	<u>#0000CD</u>	
<u>Blue</u>	<u>#0000FF</u>	






- 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
<u>Black</u>	<u>#000000</u>	
<u>Navy</u>	<u>#000080</u>	
<u>DarkBlue</u>	<u>#00008B</u>	
<u>MediumBlue</u>	<u>#0000CD</u>	
<u>Blue</u>	<u>#0000FF</u>	






- Can specify by numbers (RGB):

Colors

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






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

Colors

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






- 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
<u>Black</u>	<u>#000000</u>	
<u>Navy</u>	<u>#000080</u>	
<u>DarkBlue</u>	<u>#00008B</u>	
<u>MediumBlue</u>	<u>#0000CD</u>	
<u>Blue</u>	<u>#0000FF</u>	






- 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
<u>Black</u>	<u>#000000</u>	
<u>Navy</u>	<u>#000080</u>	
<u>DarkBlue</u>	<u>#00008B</u>	
<u>MediumBlue</u>	<u>#0000CD</u>	
<u>Blue</u>	<u>#0000FF</u>	

- 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.

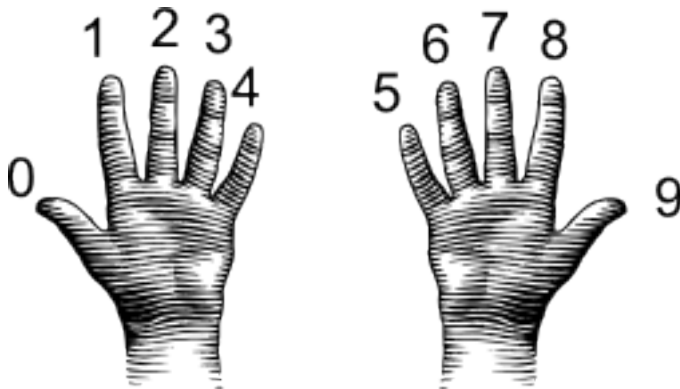
Colors

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

- 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)...

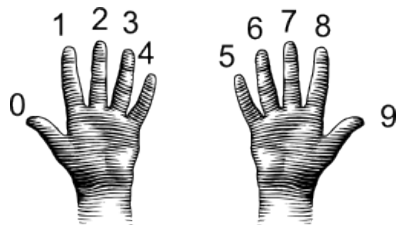
Decimal & Hexadecimal Numbers

Counting with 10 digits:



(from i-programmer.info)

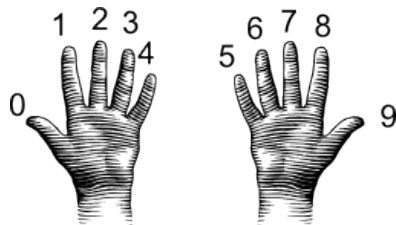
Decimal



(from i-programmer.info)

Decimal

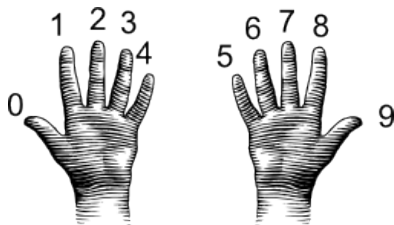
00 01 02 03 04 05 06 07 08 09



(from i-programmer.info)

Decimal

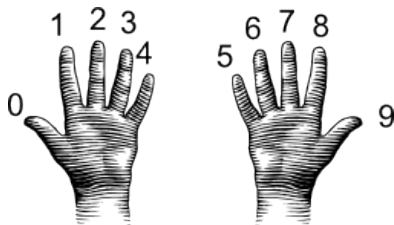
00	01	02	03	04	05	06	07	08	09
10	11	12	13	14	15	16	17	18	19



(from i-programmer.info)

Decimal

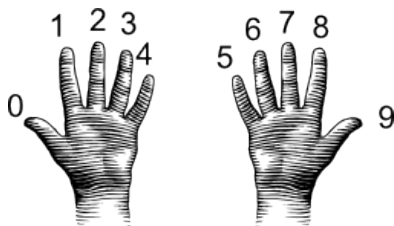
00	01	02	03	04	05	06	07	08	09
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29



(from i-programmer.info)

Decimal

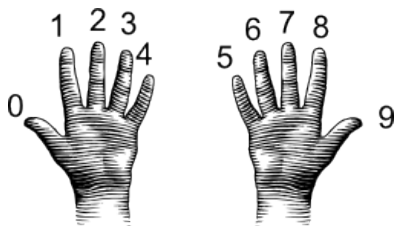
00	01	02	03	04	05	06	07	08	09
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39



(from i-programmer.info)

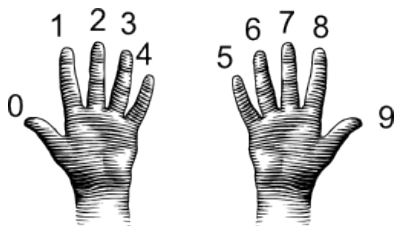
Decimal

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



(from i-programmer.info)

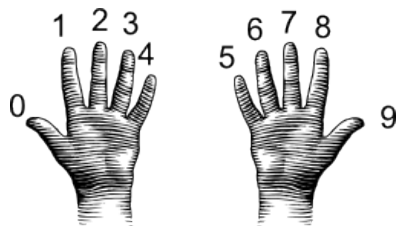
Decimal



(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
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

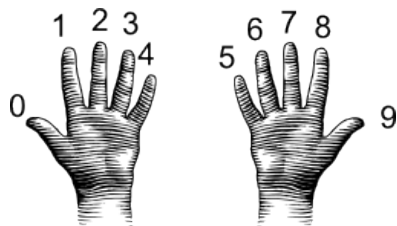
Decimal



(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

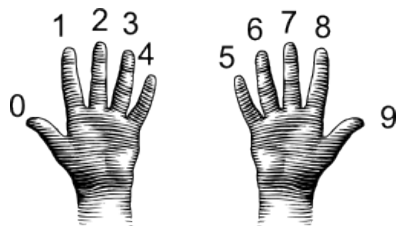
Decimal



(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

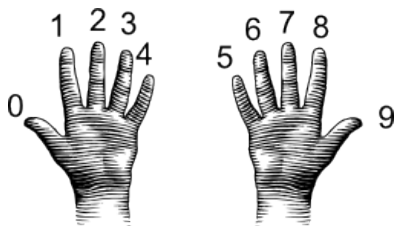
Decimal



(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

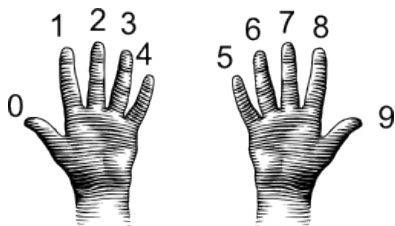
Decimal



(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

Decimal



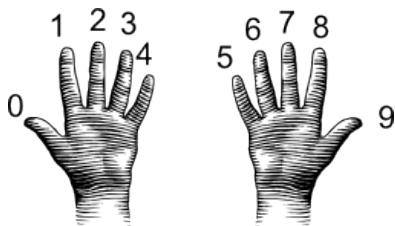
(from i-programmer.info)

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

$$10^1 + 10^0$$

Max Number = 99

Decimal



(from i-programmer.info)

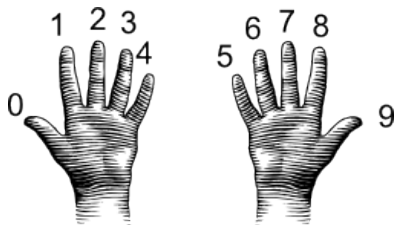
00	01	02	03	04	05	06	07	08	09
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58	59
60	61	62	63	64	65	66	67	68	69
70	71	72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87	88	89
90	91	92	93	94	95	96	97	98	99

$$10^1 + 10^0$$

Max Number = 99

$$90 = (9 * 10^1) + (0 * 10^0)$$

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

$$10^1 + 10^0$$

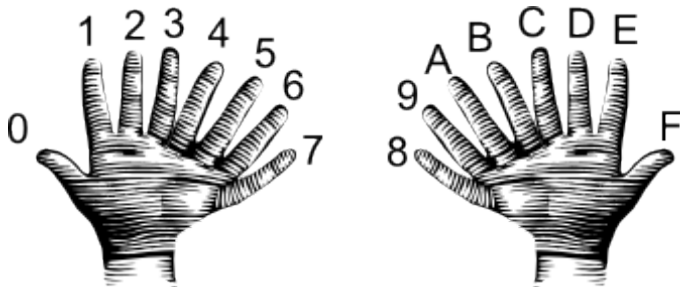
Max Number = 99

$$90 = (9 * 10^1) + (0 * 10^0)$$

$$99 = (9 * 10^1) + (9 * 10^0)$$

Decimal & Hexadecimal Numbers

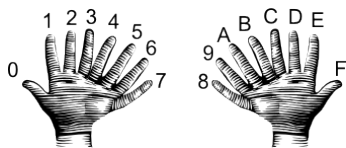
Counting with 16 digits:



(from i-programmer.info)

Hexadecimal

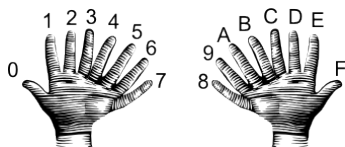
00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F



(from i-programmer.info)

Hexadecimal

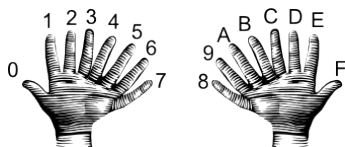
00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F
10	11	12	13	14	15	16	17	18	19	1A	1B	1C	1D	1E	1F



(from i-programmer.info)

Hexadecimal

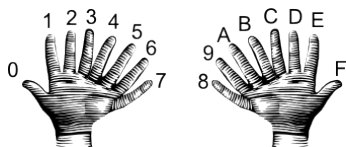
00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F
10	11	12	13	14	15	16	17	18	19	1A	1B	1C	1D	1E	1F
20	21	22	23	24	25	26	27	28	29	2A	2B	2C	2D	2E	2F



(from i-programmer.info)

Hexadecimal

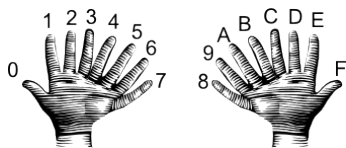
00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F
10	11	12	13	14	15	16	17	18	19	1A	1B	1C	1D	1E	1F
20	21	22	23	24	25	26	27	28	29	2A	2B	2C	2D	2E	2F
30	31	32	33	34	35	36	37	38	39	3A	3B	3C	3D	3E	3F



(from i-programmer.info)

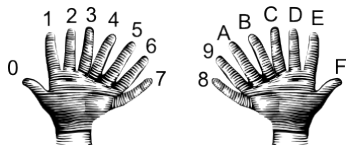
Hexadecimal

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
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



(from i-programmer.info)

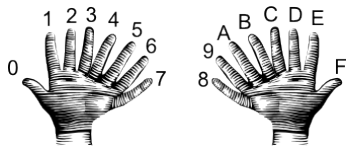
Hexadecimal



(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
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

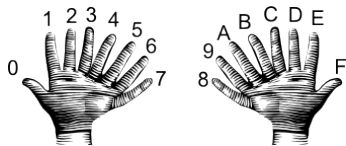
Hexadecimal



(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

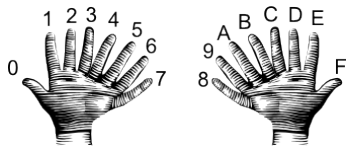
Hexadecimal



(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

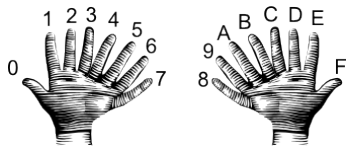
Hexadecimal



(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

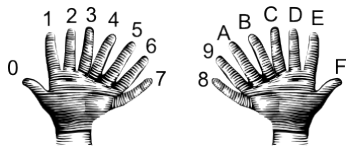
Hexadecimal



(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
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40	41	42	43	44	45	46	47	48	49	4A	4B	4C	4D	4E	4F
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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

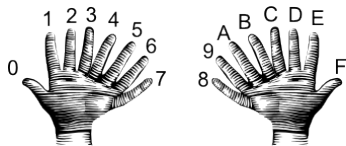
Hexadecimal



(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

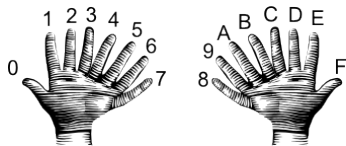
Hexadecimal



(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

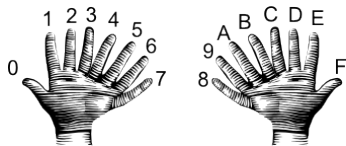
Hexadecimal



(from i-programmer.info)

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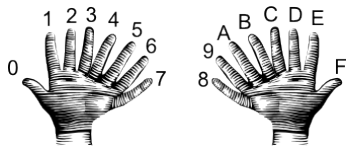
Hexadecimal



(from i-programmer.info)

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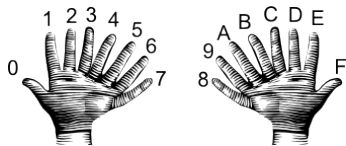
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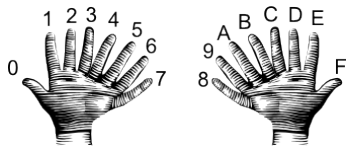
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Hexadecimal

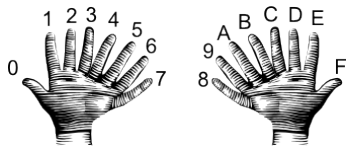


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F0	F1	F2	F3	F4	F5	F6	F7	F8	F9	FA	FB	FC	FD	FE	FF

$$16^1 + 16^0$$

Hexadecimal



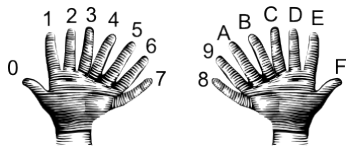
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F0	F1	F2	F3	F4	F5	F6	F7	F8	F9	FA	FB	FC	FD	FE	FF

$$16^1 + 16^0$$

Max Number = 255

Hexadecimal



(from i-programmer.info)

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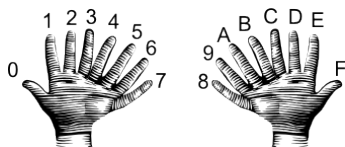
$$16^1 + 16^0$$

Max Number = 255

$$F0 = (F * 16^1) + (0 * 16^0)$$

$$F0 = (240) + (0) = 240$$

Hexadecimal



(from i-programmer.info)

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F0	F1	F2	F3	F4	F5	F6	F7	F8	F9	FA	FB	FC	FD	FE	FF

$$16^1 + 16^0$$

Max Number = 255






$$F0 = (F * 16^1) + (0 * 16^0)$$

$$F0 = (240) + (0) = 240$$

$$FF = (F * 16^1) + (F * 16^0)$$






$$FF = (240) + (15) = 255$$

Colors

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

- 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
<u>Black</u>	<u>#000000</u>	
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 - ▶ Hexcodes (base-16 numbers):
e.g. #0000FF is no red, no green, and 100% blue.

Challenge (Group Work):

Some review and some novel challenges:

```
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)

Recap



- In Python, we introduced:

Recap



- In Python, we introduced:
 - ▶ Indexing and Slicing Lists

Recap



- In Python, we introduced:
 - ▶ Indexing and Slicing Lists
 - ▶ Arithmetic

Recap



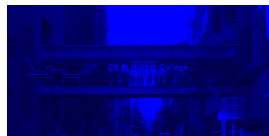
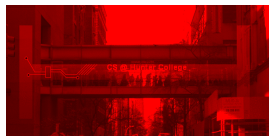
- In Python, we introduced:
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 - ▶ Colors

Recap



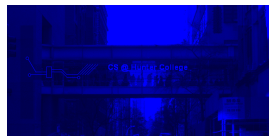
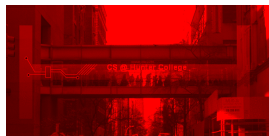
- In Python, we introduced:
 - ▶ Indexing and Slicing Lists
 - ▶ Arithmetic
 - ▶ Colors
 - ▶ Hexadecimal Notation

Practice Quiz & Final Questions



- 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).

Practice Quiz & Final Questions



- 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](#)).
- We're starting with Fall 2017, Version 2.

Weekly Reminders!



Before next lecture, don't forget to:

- Work on this week's Online Lab

Weekly Reminders!



Before next lecture, don't forget to:

- Work on this week's Online Lab
- Schedule an appointment to take the Quiz in lab 1001E Hunter North

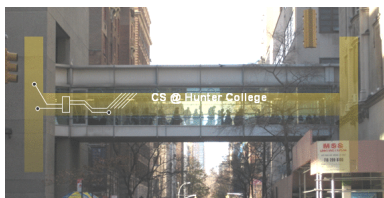
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- Schedule an appointment to take the Quiz in lab 1001E Hunter North
- If you haven't already, schedule an appointment to take the Code Review (**one every two weeks**) in lab 1001E Hunter North

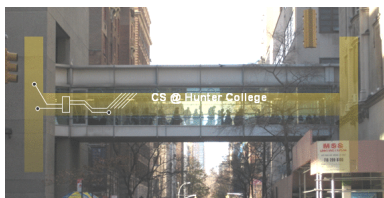
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- Submit this week's 5 programming assignments (**programs 11-15**)

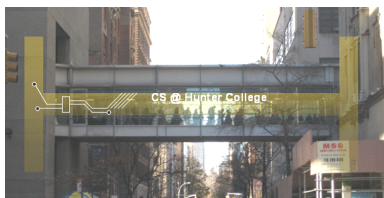
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- If you need help, schedule an appointment for Tutoring in lab 1001E 11am-5pm

Weekly Reminders!



Before next lecture, don't forget to:

- Work on this week's Online Lab
- Schedule an appointment to take the Quiz in lab 1001E Hunter North
- If you haven't already, schedule an appointment to take the Code Review (**one every two weeks**) in lab 1001E Hunter North
- Submit this week's 5 programming assignments (**programs 11-15**)
- If you need help, schedule an appointment for Tutoring in lab 1001E 11am-5pm
- Take the Lecture Preview on Blackboard on Monday (or no later than 10am on Tuesday)

Lecture Slips & Writing Boards



- Return writing boards as you leave.