# CSci 127: Introduction to Computer Science



hunter.cuny.edu/csci

990

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This lecture will be recorded

CSci 127 (Hunter) Lecture 9 2 November 2021

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- Immediate, easy help is NOT REAL HELP





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- Our UTAs are the experts for this course
- Trained to help you with coursework while you LEARN important skills

 There is a bad culture that has crept within our school



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- Plagiarism lowers the quality of our students and our school





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- We seek to change that culture for your benefit
- All instances of plagiarism and academic dishonesty will be reported to the Office of Student Affairs
- If you are being reported and it's the first time, don't worry, but make sure it will never happen again!

From email and tutoring.

• How do I prepare for the final exam?

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Assuming you are already attending lecture meetings and reading the Online Lab each week,

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- How do I prepare for the final exam?
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    - ► Take the quizzes, if you get a wrong answer, review it and make sure you understand.

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• How do I prepare for the final exam?

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- ► Work-on and understand the programming assignments.

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- ► Take the quizzes, if you get a wrong answer, review it and make sure you understand.
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- ► Condense the skeletal notes we provide for each lab into a smaller set of notes for quick reference.

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- Condense the skeletal notes we provide for each lab into a smaller set of notes for quick reference.
- ► As you practice, keep refining you reference sheet that you can keep handy during the exam (write down anything you wished you could quickly look up while taking the practice exam)

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Assuming you are already attending lecture meetings and reading the Online Lab each week,

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- Condense the skeletal notes we provide for each lab into a smaller set of notes for quick reference.
- As you practice, keep refining you reference sheet that you can keep handy during the exam (write down anything you wished you could quickly look up while taking the practice exam)
- ▶ If you don't understand a question (from quiz or past exam) or a programming assignment, go to drop-in tutoring and ask a TA to explain.

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- Take the quizzes, if you get a wrong answer, review it and make sure you understand.
- ► Work-on and understand the programming assignments.
- ► Take past exams available on the course webpage. Take it without looking at the answers (give yourself 1.5 hours) then compare with answer key.
- Condense the skeletal notes we provide for each lab into a smaller set of notes for quick reference.
- As you practice, keep refining you reference sheet that you can keep handy during the exam (write down anything you wished you could quickly look up while taking the practice exam)
- ▶ If you don't understand a question (from quiz or past exam) or a programming assignment, go to drop-in tutoring and ask a TA to explain.
- ► More practice opportunities will be provided closer to the exam.

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# Today's Topics



- Recap: Functions & Top Down Design
- Mapping GIS Data
- Random Numbers
- Indefinite Loops

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- Recap: Functions & Top Down Design
- Mapping GIS Data
- Random Numbers
- Indefinite Loops

```
def prob4(amy, beth):
                                        def helper(meg, jo):
    if amv > 4:
         print("Easy case")
                                             for j in range(meg):
         kate = -1
                                                  print(j, ": ", jo[j])
                                                  if j % 2 == 0:
    else:
         print("Complex case")
                                                      s = s + jo[j]
         kate = helper(amy,beth)
                                                      print("Building s:", s)
                                             return(s)
    return(kate)
 • What are the formal parameters for the functions?
 What is the output of:
         r = prob4(4,"city")
         print("Return: ", r)
 • What is the output of:
         r = prob4(2, "university")
         print("Return: ", r)
```

```
def prob4(amy, beth):
    if amy > 4:
        print("Easy case")
        kate = -1
        print("Complex case")
        kate = helper(amy, beth)
    return(kate)
def helper(meg,jo):
    s = ""
    for j in range(meg):
        print(j, ": ", jo[j])
    if j % 2 == 0:
        s = s + jo[j]
        print("Building s:", s)
    return(s)
```

• What are the formal parameters for the functions?

```
def prob4(amy, beth):
                                           def helper(meg, jo)
     if amy > 4:
          print("Easy case")
                                                for j in range(meg):
                                                     print(j, ": ", jo[j])
          kate = -1
                                Formal
                                                     if j % 2 == 0:
     else:
                                Parameters
          print("Complex case")
                                                           s = s + jo[j]
          kate = helper(amy,beth)
                                                          print("Building s:", s)
     return(kate)
                                                return(s)
```

• What are the formal parameters for the functions?

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                                                  if j % 2 == 0:
    else:
         print("Complex case")
                                                      s = s + io[i]
         kate = helper(amy,beth)
                                                      print("Building s:", s)
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 What is the output of:
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 • What is the output of:
         r = prob4(2, "university")
         print("Return: ", r)
```

# Python Tutor

```
def prob4(any, beth):
    if any > 4:
        print("Easy case")
        kate = -1
else:
        print("Complex case")
        kate = helper(any,beth)
        return(kate)
```

(Demo with pythonTutor)



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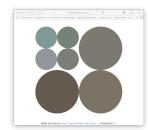




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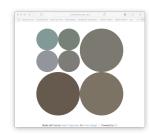












http://koalastothemax.com







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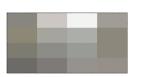




http://koalastothemax.com







#### Process:







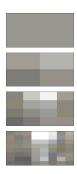
 $\begin{array}{ll} \rightarrow & \text{Fill in missing} \\ \rightarrow & \text{functions} \end{array}$ 



Test locally idle3/python3



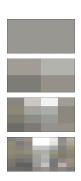
 $\rightarrow$  Submit to  $\rightarrow$  Gradescope



```
def main():
70
          inFile = input('Enter image file name: ')
          img = plt.imread(inFile)
          #Divides the image in 1/2, 1/4, 1/8, ... 1/2^8, and displays each:
74
          for i in range(8):
               img2 = img.copy()
                                   #Make a copy to average
                                   #Split in half i times, and average regions
76
               quarter(img2,i)
78
               plt.imshow(img2)
                                   #Load our new image into pyplot
                                   #Show the image (waits until closed to continue)
               plt.show()
80
81
          #Shows the original image:
82
          plt.imshow(img)
                                   #Load image into pyplot
83
          plt.show()
                                   #Show the image (waits until closed to continue)
84
```

85

#### From Last Time: koalas



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def main():
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          inFile = input('Enter image file name: ')
          img = plt.imread(inFile)
          #Divides the image in 1/2, 1/4, 1/8, ... 1/2^8, and displays each:
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```

• The main() is written for you.

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          for i in range(8):
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               quarter(img2,i)
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```

• The main() is written for you.

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Only fill in two functions: average() and setRegion().



 The last example demonstrates top-down design: breaking into subproblems, and implementing each part separately.

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- The last example demonstrates top-down design: breaking into subproblems, and implementing each part separately.
  - ► Break the problem into tasks for a "To Do" list.

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  - Break the problem into tasks for a "To Do" list.
  - Translate list into function names & inputs/returns.



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  - Break the problem into tasks for a "To Do" list.
  - ► Translate list into function names & inputs/returns.
  - ► Implement the functions, one-by-one.

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  - Break the problem into tasks for a "To Do" list.
  - Translate list into function names & inputs/returns.
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- Excellent approach since you can then test each part separately before adding it to a large program.



- The last example demonstrates top-down design: breaking into subproblems, and implementing each part separately.
  - Break the problem into tasks for a "To Do" list.
  - Translate list into function names & inputs/returns.
  - ► Implement the functions, one-by-one.
- Excellent approach since you can then test each part separately before adding it to a large program.
- Very common when working with a team: each has their own functions to implement and maintain.

• Write the missing functions for the program:

```
def main():
   tess = setUp() #Returns a purple turtle with pen up.
   for i in range(5):
       x,y = getInput() #Asks user for two numbers.
       markLocation(tess,x,y) #Move tess to (x,y) and stamp.
```

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def main():
    tess = setUp()  #Returns a purple turtle with pen up.
    for i in range(5):
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# Group Work: Fill in Missing Pieces

```
def main():
    tess = setUp()  #Returns a purple turtle with pen up.
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```

# Group Work: Fill in Missing Pieces

Write import statements.

```
import turtle
```

```
def main():
   tess = setUp() #Returns a purple turtle with pen up.
   for i in range(5):
       x,y = getInput() #Asks user for two numbers.
       markLocation(tess,x,y) #Move tess to (x,y) and stamp.
```

## Third Part: Fill in Missing Pieces

- Write import statements.
- 2 Write down new function names and inputs.

```
import turtle
def setUp():
    #FILL IN
def getInput():
    #FILL IN
def markLocation(t,x,y):
    #FILL IN
```

# Third Part: Fill in Missing Pieces

- Write import statements.
- Write down new function names and inputs.
- 3 Fill in return values.

import turtle

```
def setUp():
    #FILL IN
    return(newTurtle)

def getInput():
    #FILL IN
    return(x,y)

def markLocation(t,x,y):
    #FILL IN
```

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Lecture 9

# Third Part: Fill in Missing Pieces

- Write import statements.
- Write down new function names and inputs.
  - Fill in return values.
- 4 Fill in body of functions.

```
import turtle
def setUp():
    newTurtle = turtle.Turtle()
    newTurtle.color("purple")
    newTurtle.penup()
    return(newTurtle)
```

def getInput():
 x = int(input('Enter x: '))

y = int(input('Enter y: '))
return(x,y)

def markLocation(t,x,y):
 t.goto(x,y)

t.stamp()

def main():
 tess = setUp() #Returns a purple turtle with pen up.

for i in range(5):
 x,v = getInput()
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#Asks user for two numbers. 2 November 2021

 Write a function that takes a number as an input and prints its corresponding name.

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- For example,

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- For example,
  - ► num2string(0) returns: zero

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  - ▶ num2string(0) returns: zero
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  - ▶ num2string(2) returns: two

- Write a function that takes a number as an input and prints its corresponding name.
- For example,
  - ▶ num2string(0) returns: zero
  - ▶ num2string(1) returns: one
  - ▶ num2string(2) returns: two
- You may assume that only single digits, 0,1,...,9, are given as input.

# Python Tutor



 $(numsConvert.py\ on\ On\ github)$ 

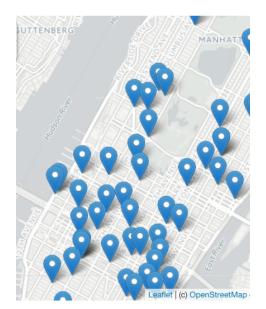
#### Lecture Quiz

- Log-in to Gradescope
- Find LECTURE 9 Quiz
- Take the quiz
- You have 3 minutes

# Today's Topics



- Recap: Functions & Top Down Design
- Mapping GIS Data
- Random Numbers
- Indefinite Loops



A module for making HTML maps.

# Folium



# **Folium**



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

# Folium



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- Outputs .html files which you can open in a browser.

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- An extra step:

## **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:

 $Write 
ightarrow Run 
ightarrow Open .html \ code. \qquad program. \qquad in browser.$ 

#### Demo



(Map created by Folium.)

To use:

import folium

# **Folium**





- To use: import folium
- o Create a map: myMap = folium.Map()

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# **Folium**



- To use:
  - import folium
- o Create a map: myMap = folium.Map()
- Make markers:

```
newMark = folium.Marker([lat,lon],popup=name)
```

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## **Folium**



- To use: import folium
- Create a map:
  - myMap = folium.Map()
- Make markers: newMark = folium.Marker([lat,lon],popup=name)
- Add to the map: newMark.add\_to(myMap)

#### **Folium**



- To use:
- import foliumCreate a map:
  - myMap = folium.Map()
- Make markers: newMark = folium.Marker([lat,lon],popup=name)
- Add to the map: newMark.add\_to(myMap)
- Many options to customize background map ("tiles") and markers.

#### Demo



(Python program using Folium.)

## In Pairs of Triples

#### • Predict which each line of code does:

```
m = folium.Map(
    location=[45.372, -121.6972],
    zoom start=12.
    tiles='Stamen Terrain'
folium.Marker(
    location=[45.3288, -121.6625],
    popup='Mt. Hood Meadows',
    icon=folium.Icon(icon='cloud')
).add to(m)
folium.Marker(
    location=[45.3311, -121.7113],
    popup='Timberline Lodge',
    icon=folium.Icon(color='green')
).add to(m)
folium.Marker(
    location=[45.3300, -121.6823],
    popup='Some Other Location',
    icon=folium.Icon(color='red', icon='info-sign')
).add to(m)
```



(example from Folium documentation)

## Today's Topics



- Recap: Functions & Top Down Design
- Mapping GIS Data
- Random Numbers
- Indefinite Loops

 Python has a built-in package for generating pseudo-random numbers.

```
import turtle
import random

trey = turtle.Turtle()

trey.speed(10)

for i in range(100):
    trey.forward(10)
    a = random.randrange(0,360,90)
    trey.rive.trie(10)
```

- Python has a built-in package for generating pseudo-random numbers.
- To use:

import random

```
import turtle
import random
trev = turtle.Turtle()
trey.speed(10)
for i in range(100):
  trey.forward(10)
  a = random.randrange(0.360.90)
  trey.right(a)
```

- Python has a built-in package for generating pseudo-random numbers.
- To use:

```
import random
```

 Useful command to generate whole numbers: random.randrange(start,stop,step)
 which gives a number chosen randomly from the specified range.

```
import tuntle
import random

trey = turtle.Turtle()

trey.speed(10)

for i in range(100):

trey.forward(10)

a = random.randrange(0,360,90)

trey.right(0)
```

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 Useful command to generate whole numbers: random.randrange(start,stop,step)
 which gives a number chosen randomly from the specified range.

Useful command to generate real numbers:

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import turtle
import random
trey = turtle.Turtle()
trey.speed(10)
for i in range(100):
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    a = random.randrange(0,360,90)
    trey.right(a)
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 Python has a built-in package for generating pseudo-random numbers.

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 Useful command to generate whole numbers: random.randrange(start,stop,step)
 which gives a number chosen randomly from the specified range.

Useful command to generate real numbers:

random.random()

which gives a number chosen (uniformly) at random from [0.0,1.0).

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 Python has a built-in package for generating pseudo-random numbers.

To use:

import random

 Useful command to generate whole numbers: random.randrange(start,stop,step)
 which gives a number chosen randomly from the specified range.

Useful command to generate real numbers:

```
random.random()
```

which gives a number chosen (uniformly) at random from [0.0,1.0).

 Very useful for simulations, games, and testing.

import turtle
import random

trey = turtle.Turtle()
trey.speed(10)

for i in range(100):
 trey.forward(10)
 a = random.randrange(0,360,90)
 trey.right(a)

#### **Trinket**

# Today's Topics



- Recap: Functions & Top Down Design
- Mapping GIS Data
- Random Numbers
- Indefinite Loops

## Challenge:

Predict what the code will do:

```
dist = int(input('Enter distance: '))
while dist < 0:
    print('Distances cannot be negative.')
    dist = int(input('Enter distance: '))
print('The distance entered is', dist)</pre>
```

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## Python Tutor

```
dist = int(input('Enter distance: '))
while dist < 0:
    print('Distances cannot be negative.')
    dist = int(input('Enter distance: '))
print('The distance entered is', dist)
```

(Demo with pythonTutor)

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```
dist = int(input('Enter distance: '))
while dist < or = near (int)
dist = int(input('Enter distance: '))
print('Distances cannot be negative.')
print('The distance entered is', dist)

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

print(nums)
```

 Indefinite loops repeat as long as the condition is true.

- 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.

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- The condition determines how many times.

- 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.

```
dist = int(Input('Enter distance: '))
while dist *0:
print('Distances cannot be negative,')
dist = int(input('Enter distance: '))
print('The distance entered is', dist)

#Spring 2012 Final Exam, #8

nums = [1,4,6,6,5,2,9,8,12]
print(nums)
ital i < len(nums)-1:
    #Inums[i] : nums[i+1]:
    nums[i] : nums[i+1]:
    nums[i] : nums[i+1], nums[i]
    i-1=[i], nums[i+1] = nums[i+1], nums[i]
    i-1=[i]
```

- 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.
- More details next lecture...



• Top-down design: breaking into subproblems, and implementing each part separately.

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- When possible, design so that your code is flexible to be reused ("code reuse").
- Introduced a Python library, Folium for creating interactive HTML maps.
- Introduced while loops for repeating commands for an indefinite number of times.

## Practice Quiz & Final Questions







- 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).

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- Theme: Functions & Top-Down Design (Summer 18, #7).



Before next lecture, don't forget to:

Work on this week's Online Lab

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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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- 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 41-45)



- 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 41-45)
- If you need help, schedule an appointment for Tutoring in lab 1001E 11am-5pm



- 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 41-45)
- 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)