CSci 127: Introduction to Computer Science



hunter.cuny.edu/csci

From email & past semesters.

When is the final?

From email & past semesters.

• When is the final?
Section 01 (Howitt): Thursday July 8, 10:00am-12:00pm, on Gradescope.

From email & past semesters.

When is the final?

Section 01 (Howitt): Thursday July 8, 10:00am-12:00pm, on Gradescope. Section 02 (Kunhardt): Monday July 12, 10:00am-12:00pm, on Gradescope.

From email & past semesters.

- When is the final? Section 01 (Howitt): Thursday July 8, 10:00am-12:00pm, on Gradescope. Section 02 (Kunhardt): Monday July 12, 10:00am-12:00pm, on Gradescope.
- What is the format?

From email & past semesters.

- When is the final? Section 01 (Howitt): Thursday July 8, 10:00am-12:00pm, on Gradescope. Section 02 (Kunhardt): Monday July 12, 10:00am-12:00pm, on Gradescope.
- What is the format?
 Content will be similar to past paper exams. Format will be similar to Lab Quizzes
 on Gradescope: multiple choice, replace, select all, short answer, fill in the
 program. Pay extra attention to question instructions

2 / 35

From email & past semesters.

- When is the final?
 Section 01 (Howitt): Thursday July 8, 10:00am-12:00pm, on Gradescope.
 Section 02 (Kunhardt): Monday July 12, 10:00am-12:00pm, on Gradescope.
- What is the format?
 Content will be similar to past paper exams. Format will be similar to Lab Quizzes on Gradescope: multiple choice, replace, select all, short answer, fill in the program. Pay extra attention to question instructions
- Do I have to take the final?

2 / 35

From email & past semesters.

- When is the final?
 Section 01 (Howitt): Thursday July 8, 10:00am-12:00pm, on Gradescope.
 Section 02 (Kunhardt): Monday July 12, 10:00am-12:00pm, on Gradescope.
- What is the format?
 Content will be similar to past paper exams. Format will be similar to Lab Quizzes on Gradescope: multiple choice, replace, select all, short answer, fill in the program. Pay extra attention to question instructions
- Do I have to take the final?
 Yes, you must pass the final (60 out of 100 points) to the pass the class.

2 / 35

Today's Topics



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

CSci 127 (Hunter)

Today's Topics



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

CSci 127 (Hunter)

Challenge:

What does this code do?

```
import folium
import pandas as pd
cuny = pd.read_csv('cunyLocations.csv')
mapCUNY = folium.Map(location=[40.75, -74.125])
for index,row in cuny.iterrows():
    lat = row["Latitude"]
    lon = row["Longitude"]
    name = row["Campus"]
    if row["College or Institution Type"] == "Senior Colleges":
         collegeIcon = folium.Icon(color="purple")
    else:
         collegeIcon = folium.Icon(color="blue")
    newMarker = folium.Marker([lat, lon], popup=name, icon=collegeIcon)
    newMarker.add_to(mapCUNY)
mapCUNY.save(outfile='cunyLocationsSenior.html')
```

Folium example

What does this code do?

```
import folium
import pandas as pd

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

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

Folium example

What does this code do?

```
import folium
import pandas as pd

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

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



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



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

Folium



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

Folium



- 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:

Today's Topics



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

CSci 127 (Hunter)

Challenge:

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

9 / 35

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

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

def getYear():

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

def getYear():

return(num)

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

```
num = 0
return(num)
```

def getYear():

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

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

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

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

```
#Spring 2012 Final Exam, #8

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

 Indefinite loops repeat as long as the condition is true.

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

```
#Spring 2012 Final Exom, #8

runss = [1,4,0,6,5,2,9,8,12]

prinif(runs)
i=0

white i < len(runs)-1:
    if runs[i] < runs[i+1]:
        runs[i] = runs[i+1] = runs[i+1], runs[i]

prinif(runs)
```

- 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.

```
#Spring 2012 Final Exom, #8

runss = [1,4,0,6,5,2,9,8,12]

prinif(runs)
i=0

white i < len(runs)-1:
    if runs[i] < runs[i+1]:
        runs[i] = runs[i+1] = runs[i+1], runs[i]

prinif(runs)
```

- 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.

16 / 35

- 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.

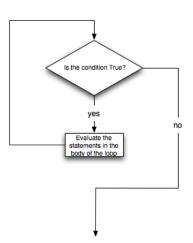
CSci 127 (Hunter)

```
#Spring 2012 Final Exom, #8

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

```
#Spring 2012 Final Exam, #8

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



Challenge

Predict what this code does:

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

Trinket Demo

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

(Demo with trinket)

Today's Topics



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

Design Patterns



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

Design Patterns



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

Design Patterns



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

Design Question:



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

Challenge:

Predict what the code will do:

```
nums = [1,4,10,6,5,42,9,8,12]
maxNum = 0
for n in nums:
    if n > maxNum:
        maxNum = n
print('The max is', maxNum)
```

Python Tutor

```
nums = [1,4,10,6,5,42,9,8,12]
maxNum = 0
for n in nums:
    if n > maxNum:
        maxNum = n
print('The max is', maxNum)
(Demo with pythonTutor)
```

June 2021

• Set a variable to the smallest value.

```
nums = [1,4,10,6,5,42,9,8,12]
maxNum = 0
for n in nums:
    if n > maxNum:
        maxNum = n
print('The max is', maxNum)
```

25 / 35

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

```
nums = [1,4,10,6,5,42,9,8,12]
maxNum = 0
for n in nums:
    if n > maxNum:
        maxNum = n
print('The max is', maxNum)
```

CSci 127 (Hunter)

nums = [1,4,10,6,5,42,9,8,12]
maxNum = 0
for n in nums:
 if n > maxNum:
 maxNum = n
print('The max is', maxNum)

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

```
nums = [1,4,10,6,5,42,9,8,12]
maxNum = 0
for n in nums:
    if n > maxNum:
        maxNum = n
print('The max is', maxNum)
```

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

```
nums = [1,4,10,6,5,42,9,8,12]
maxNum = 0
for n in nums:
    if n > maxNum:
        maxNum = n
print('The max is', maxNum)
```

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

```
nums = [1,4,10,6,5,42,9,8,12]
maxNum = 0
for n in nums:
    if n > maxNum:
        maxNum = n
print('The max is', maxNum)
```

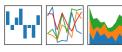
- Set a variable to the smallest value.
- Loop through the list,
- If the current number is larger, update your variable.
- Print/return the largest number found.
- Must look at entire list to determine max is found
- Similar idea works for finding the minimum value.

```
nums = \Gamma 1.4.10.6.5.42.9.8.127
maxNum = 0
for n in nums:
    if n > maxNum:
        maxNum = n
print('The max is'. maxNum)
```

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

Pandas: Minimum Values





In Pandas, lovely built-in functions:

Pandas: Minimum Values





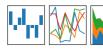




- In Pandas, lovely built-in functions:
 - ▶ df.sort_values('First Name') and
 - ► df['First Name'].min()

Pandas: Minimum Values





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









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









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









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









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









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









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

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







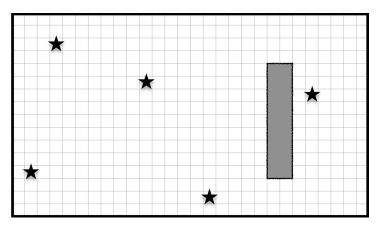
- What if you don't have a CSV and DataFrame, or data not ordered?
- Useful Design Pattern: min/max
 - ► Set a variable to worst value (i.e. maxN = 0 or first = "ZZ").
 - ▶ For each item, X, in the list:
 - ★ Compare X to your variable.
 - ★ If better, update your variable to be X.
 - Print/return X.

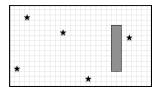
Today's Topics



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

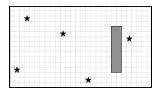
Collect all five stars (locations randomly generated):





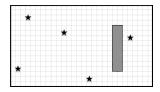
Possible approaches:

4 D > 4 D > 4 E > 4 E > E 990



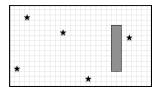
- Possible approaches:
 - ► Randomly wander until all 5 collected, or

◆ロト ◆個ト ◆差ト ◆差ト 差 りゅう

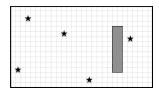


- Possible approaches:
 - ► Randomly wander until all 5 collected, or
 - ► Start in one corner, and systematically visit every point until 5 stars found (Linear Search).

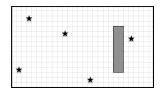
<ロ > < @ > < き > < き > き 2 の < で



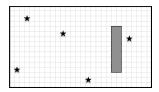
- Possible approaches:
 - Randomly wander until all 5 collected, or
 - Start in one corner, and systematically visit every point until 5 stars found (Linear Search).
- Input: The map of the 'world.'



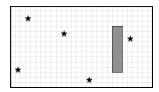
- Possible approaches:
 - ► Randomly wander until all 5 collected, or
 - Start in one corner, and systematically visit every point until 5 stars found (Linear Search).
- Input: The map of the 'world.'
- **Output:** Time taken and/or locations of the 5 stars.



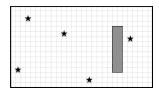
- Possible approaches:
 - ► Randomly wander until all 5 collected, or
 - ► Start in one corner, and systematically visit every point until 5 stars found (Linear Search).
- Input: The map of the 'world.'
- Output: Time taken and/or locations of the 5 stars.
- How to store locations? Use numpy array with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



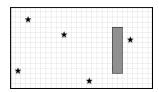
- Possible approaches:
 - ► Randomly wander until all 5 collected, or
 - Start in one corner, and systematically visit every point until 5 stars found (Linear Search).
- Input: The map of the 'world.'
- Output: Time taken and/or locations of the 5 stars.
- How to store locations? Use numpy array with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



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



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

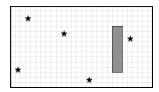


- Possible approaches:
 - Randomly wander until all 5 collected, or
 - Start in one corner, and systematically visit every point until 5 stars found (Linear Search).
- Input: The map of the 'world.'
- Output: Time taken and/or locations of the 5 stars.
- How to store locations? Use numpy array with -1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

 ←□→←□→←□→←□→←□→
 ★□→←□→←□→

 CSci 127 (Hunter)
 Lecture 10

 June 2021
 30 / 35



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

Recap



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

CSci 127 (Hunter) Lecture 10 June 2021 31 / 35

Recap

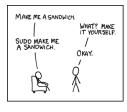


- Quick recap of a Python library, Folium for creating interactive HTML maps.
- More details on while loops for repeating commands for an indefinite number of times.

Recap



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



xkcd 149

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

CSci 127 (Hunter)



xkcd 149

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

32 / 35

CSci 127 (Hunter) Lecture 10 June 2021



xkcd 149

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

32 / 35

CSci 127 (Hunter)



xkcd 149

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



xkcd 149

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

Unix commands in the weekly on-line labs:



xkcd 149

CSci 127 (Hunter) Lecture 10 June 2021 33 / 35

Unix commands in the weekly on-line labs:

Lab 2: pwd, ls, mkdir, cd



xkcd 149

- Lab 2: pwd, ls, mkdir, cd
- Lab 3: ls -1, cp, mv



xkcd 149

- Lab 2: pwd, ls, mkdir, cd
- Lab 3: ls -1, cp, mv
- Lab 4: cd ../ (relative paths)



xkcd 149

- Lab 2: pwd, ls, mkdir, cd
- Lab 3: ls -1, cp, mv
- Lab 4: cd ../ (relative paths)
- ullet Lab 5: cd /usr/bin (absolute paths), cd \sim



xkcd 149

- Lab 2: pwd, ls, mkdir, cd
- Lab 3: ls -1, cp, mv
- Lab 4: cd ../ (relative paths)
- ullet Lab 5: cd /usr/bin (absolute paths), cd \sim
- Lab 6: Scripts, chmod



xkcd 149

- Lab 2: pwd, ls, mkdir, cd
- Lab 3: ls -1, cp, mv
- Lab 4: cd ../ (relative paths)
- ullet Lab 5: cd /usr/bin (absolute paths), cd \sim
- Lab 6: Scripts, chmod
- Lab 7: Running Python from the command line



xkcd 149

- Lab 2: pwd, ls, mkdir, cd
- Lab 3: ls -1, cp, mv
- Lab 4: cd ../ (relative paths)
- ullet Lab 5: cd /usr/bin (absolute paths), cd \sim
- Lab 6: Scripts, chmod
- Lab 7: Running Python from the command line
- Lab 8: git from the command line



xkcd 149

- Lab 2: pwd, ls, mkdir, cd
- Lab 3: ls -1, cp, mv
- Lab 4: cd ../ (relative paths)
- ullet Lab 5: cd /usr/bin (absolute paths), cd \sim
- Lab 6: Scripts, chmod
- Lab 7: Running Python from the command line
- Lab 8: git from the command line
- Lab 9: Is *.py (wildcards)



xkcd 149

- Lab 2: pwd, ls, mkdir, cd
- Lab 3: ls -1, cp, mv
- Lab 4: cd ../ (relative paths)
- ullet Lab 5: cd /usr/bin (absolute paths), cd \sim
- Lab 6: Scripts, chmod
- Lab 7: Running Python from the command line
- Lab 8: git from the command line
- Lab 9: Is *.py (wildcards)
- Lab 10: More on scripts, vim



xkcd 149

- Lab 2: pwd, ls, mkdir, cd
- Lab 3: ls -1, cp, mv
- Lab 4: cd ../ (relative paths)
- ullet Lab 5: cd /usr/bin (absolute paths), cd \sim
- Lab 6: Scripts, chmod
- Lab 7: Running Python from the command line
- Lab 8: git from the command line
- Lab 9: Is *.py (wildcards)
- Lab 10: More on scripts, vim
- Lab 11: ls | wc -c (pipes), grep, wc



xkcd 149

- Lab 2: pwd, ls, mkdir, cd
- Lab 3: ls -1, cp, mv
- Lab 4: cd ../ (relative paths)
- ullet Lab 5: cd /usr/bin (absolute paths), cd \sim
- Lab 6: Scripts, chmod
- Lab 7: Running Python from the command line
- Lab 8: git from the command line
- Lab 9: Is *.py (wildcards)
- Lab 10: More on scripts, vim
- Lab 11: ls | wc -c (pipes), grep, wc
- Lab 12: file, which



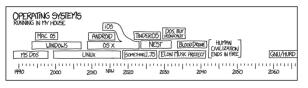
xkcd 149

- Lab 2: pwd, ls, mkdir, cd
- Lab 3: ls -1, cp, mv
- Lab 4: cd ../ (relative paths)
- ullet Lab 5: cd /usr/bin (absolute paths), cd \sim
- Lab 6: Scripts, chmod
- Lab 7: Running Python from the command line
- Lab 8: git from the command line
- Lab 9: Is *.py (wildcards)
- Lab 10: More on scripts, vim
- Lab 11: ls | wc -c (pipes), grep, wc
- Lab 12: file, which
- Lab 13: man, more, w



xkcd 149

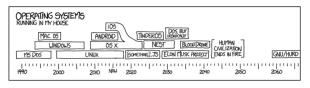
Practice Quiz & Final Questions



xkcd #1508

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

Practice Quiz & Final Questions



xkcd #1508

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

Class Reminders!



Before next class, don't forget to:

- Review this class's Lecture and Lab
- Take the Lab Quiz on Gradescope by 9pm today

CSci 127 (Hunter) Lecture 10 June 2021 35 / 35

Class Reminders!



Before next class, don't forget to:

- Review this class's Lecture and Lab
- Take the Lab Quiz on Gradescope by 9pm today
- Submit this class's 5 programming assignments (programs 46-50)

CSci 127 (Hunter) Lecture 10 June 2021 35 / 35

Class Reminders!



Before next class, don't forget to:

- Review this class's Lecture and Lab
- Take the Lab Quiz on Gradescope by 9pm today
- Submit this class's 5 programming assignments (programs 46-50)
- At any point, visit our tutoring office hours!

4 D > 4 B > 4 E > 4 E > 9 Q C

CSci 127 (Hunter) Lecture 10 June 2021 35 / 35