

Section 5

May 20, 2021



Today's Agenda

- Social Time (5 minutes)
- Recap/New (10 minutes)
- Index Game problem (15 minutes)
- Heads Up Game problem (15 minutes)
- Say goodbye (5 min)

Where We Are At

- Assignment 3 is due on Friday, May 21st
- Lessons 1-13 have been published
- This weeks: dictionaries, files, data science
- Next week: complete and submit final project



Social Time

- How was your week?
- Triumphs? Challenges?
- Any aha moments?
- Any new ideas for how to use Python?

Recap: Data Structures, Files

- Common list operations (relevant to Index Game Problem)
- Looping over sequences (lists versus strings)
- Finding answers (official Python docs, Google, etc.)
- List and string methods
- Try it out!
- Read a file line by line and print the content

Recap: Lists

Create a list:

```
a_list = ['a', 1, True]
```

Add a value to a list:

```
a_list.append('hello')
```

```
a_list = ['a', 1, True, 'hello']
```

Randomly select an index:

```
max_index = len(a_list) - 1
```

```
index = random.randint(0, max_index)
```

Access a value through index:

```
answer = a_list[index]
```

Recap: Looping Over Sequences

Looping through a list

```
a_list = ['a', 1, True]

for item in a_list:
    print(item)
```

```
a
1
True
```

Iterate through items in an
iterable/sequence (list, tuple, string)

Looping through a string

```
a_string = "hello"

for character in a_string:
    print(character)
```

```
h
e
l
l
o
```

Recap: Finding Answers...

No Need to Memorize!

5.1. More on Lists

The list data type has some more methods. Here are all of the methods of list objects:

`list.append(x)`

Add an item to the end of the list. Equivalent to `a[len(a):] = [x]`.

`list.extend(iterable)`

Extend the list by appending all the items from the iterable.

`list.insert(i, x)`

Insert an item at a given position. The first argument is the index where the new item is to be inserted, so `a.insert(0, x)` inserts at the front of the list, equivalent to `a.insert(0, x)`.

`list.remove(x)`

Remove the first item from the list whose value is equal to `x`.

`list.pop([i])`

Remove the item at the given position in the list, and return it. If no index is specified, `a.pop()` removes and returns the last item in the list. (The square brackets around the `i` in the method signature denote that the parameter is optional, not that you should type square brackets at that position. You will see this notation frequently in the Python Library Reference.)

`list.clear()`

Remove all items from the list. Equivalent to `del a[:]`.

`list.index(x, start[, end])`

Return zero-based index in the list of the first item whose value is equal to `x`. Raises a

String Methods

Strings implement all of the [common](#) sequence operations, along with the additional methods described below.

Strings also support two styles of string formatting, one providing a large degree of flexibility and customization (see [str.format\(\)](#), [Format String Syntax](#) and [Custom String Formatting](#)) and the other based on C `printf` style formatting that handles a narrower range of types and is slightly harder to use ([printf-style String Formatting](#)).

The `re` module covers a number of other modules that provide regular expression support in the `re` module).

Strings are [capitalized](#) and the rest lowercased.

Strings are [put into title case](#) rather than uppercase. This means that the first letter of each word is capitalized, instead of the full word.

Strings may be used for [caseless matching](#).

Strings are [caseless](#) because it is intended to remove all case distinctions in a string. For example, the German lowercase letter 'ß' is equivalent to "ss". Since it is already lowercase, `lower()` would do nothing to 'ß'; `casefold()` converts it to "ss".

The casefolding algorithm is described in section 3.13 of the Unicode Standard.

New in version 3.3.

`str.center(width[, fillchar])`

Return centered in a string of length `width`. Padding is done using the specified `fillchar` (default is space).

Use the official docs, Google, and other resources to find answers

More list and string methods in the official Python docs!

Recap: List and String Methods

W3Schools (Use at your own risk!)

Python List/Array Methods

[< Previous](#)[Next >](#)

Python has a set of built-in methods that you can use on lists/arrays.

Method	Description
<code>append()</code>	Adds an element at the end of the list
<code>clear()</code>	Removes all the elements from the list
<code>copy()</code>	Returns a copy of the list
<code>count()</code>	Returns the number of elements with the specified value
<code>extend()</code>	Add the elements of a list (or any iterable), to the end of the current list
<code>index()</code>	Returns the index of the first element with the specified value
<code>insert()</code>	Adds an element at the specified position
<code>pop()</code>	Removes the element at the specified position
<code>remove()</code>	Removes the first item with the specified value
<code>reverse()</code>	Reverses the order of the list
<code>sort()</code>	Sorts the list

Python String Methods

[< Previous](#)[Next >](#)

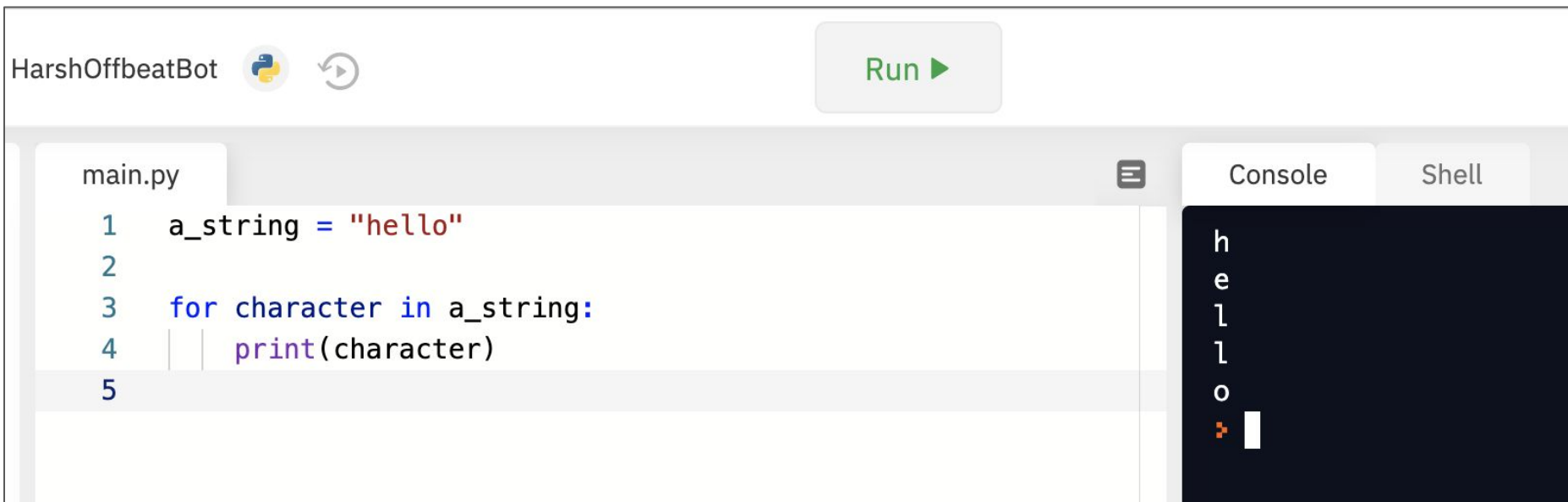
Python has a set of built-in methods that you can use on strings.

Note: All string methods returns new values. They do not change the original string.

Method	Description
<code>capitalize()</code>	Converts the first character to upper case
<code>casefold()</code>	Converts string into lower case
<code>center()</code>	Returns a centered string
<code>count()</code>	Returns the number of times a specified value occurs in a string
<code>encode()</code>	Returns an encoded version of the string
<code>endswith()</code>	Returns true if the string ends with the specified value
<code>expandtabs()</code>	Sets the tab size of the string
<code>find()</code>	Searches the string for a specified value and returns the position of where it was found

Recap: Try It Out

A “repl” in replit.com (similar to an IDE)



The screenshot shows a web-based IDE interface. At the top left, the username "HarshOffbeatBot" is displayed next to a Python logo and a refresh icon. A green "Run" button with a play icon is at the top right. The main area is split into two panes. The left pane, titled "main.py", contains the following Python code:

```
1 a_string = "hello"
2
3 for character in a_string:
4     print(character)
5
```

The right pane is titled "Console" and shows the output of the code, which is the word "hello" printed vertically, one character per line. A cursor is visible at the bottom of the console output.

You can use Ed, sites like replit.com, glitch.com, or your computer terminal

Index Game Problem

- Create a list
- Add values to a list
- Loop over a list
- Look up the length of a list
- Randomly select an index
- Access a value through its index
- Khansole Academy, index version

Mental Model

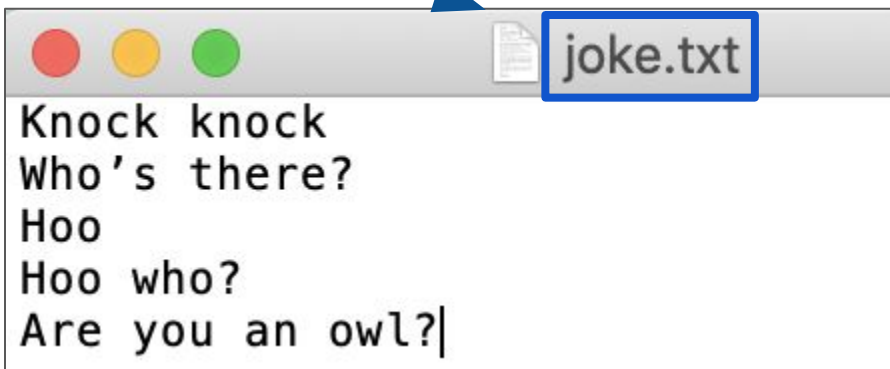
Value:	'Julie'	'Mehran'	'Simba'	'Ayesha'	'Karel'
Index:	0	1	2	3	4

Recap: Files

- Files are a series of bits
- Plain text bits represent characters
- JPEG bits represent image structure
- MPS bits represent music frequency info

Recap: Files

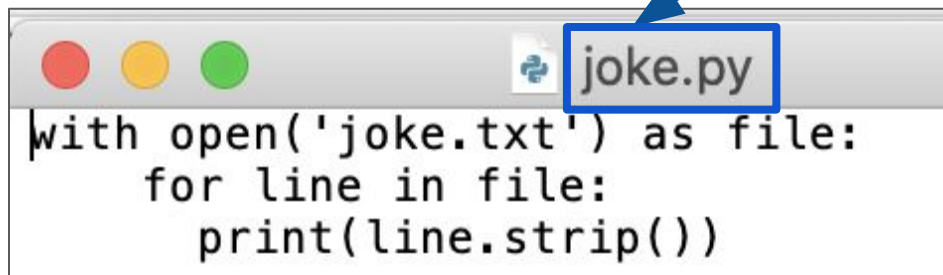
Text File

A screenshot of a text editor window titled 'joke.txt'. The window has a standard macOS-style title bar with red, yellow, and green buttons. The text inside the window is:

```
Knock knock  
Who's there?  
Hoo  
Hoo who?  
Are you an owl?
```

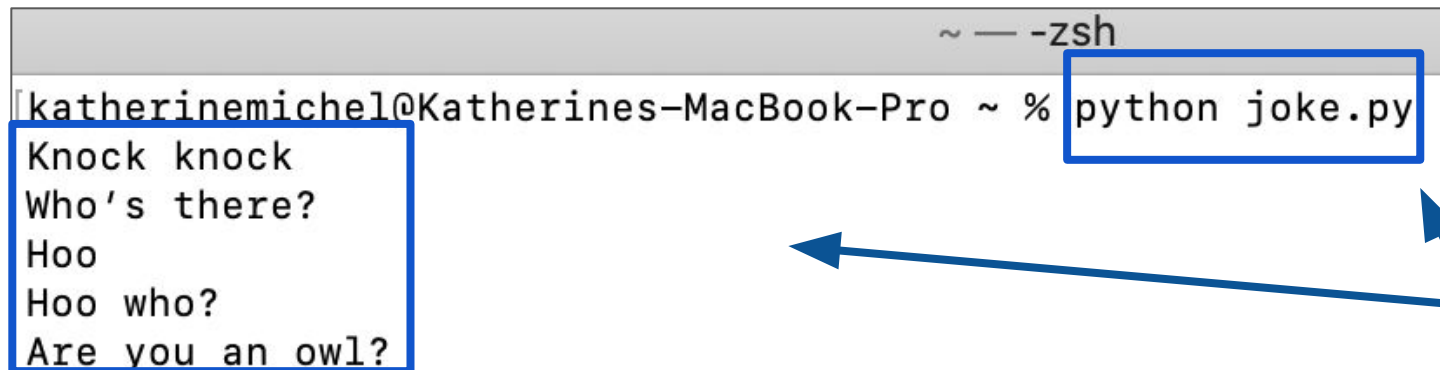
The filename 'joke.txt' is highlighted with a blue box.

Python File

A screenshot of a Python script editor window titled 'joke.py'. The window has a standard macOS-style title bar with red, yellow, and green buttons. The text inside the window is:

```
with open('joke.txt') as file:  
    for line in file:  
        print(line.strip())
```

The filename 'joke.py' is highlighted with a blue box.

A screenshot of a terminal window. The prompt is 'katherinemichel@Katherines-MacBook-Pro ~ %'. The command 'python joke.py' has been entered and is highlighted with a blue box. The output of the command is:

```
Knock knock  
Who's there?  
Hoo  
Hoo who?  
Are you an owl?
```

The output text is also highlighted with a blue box.

In my console,
use Python to
print the
content of a
text file

Recap: Read Files Line by Line

File

Syntax

For-each loop gives lines one at a time

Console

```
with open('joke.txt') as file:  
    for line in file:  
        print(line.strip())
```

```
Knock knock  
Who's there?  
Hoo  
Hoo who?  
Are you an owl?
```

strip() removes white space at the start or end

Heads Up: A Real Mobile Game

The screenshot shows the Google Play Store interface. At the top is the Google Play logo and a search bar. Below the logo is a green bar with 'Apps' and a grid icon. To the right of this bar are links for 'Categories', 'Home', 'Top charts', and 'New releases'. On the far right of the top bar are icons for help and settings. A left sidebar contains links for 'My apps', 'Shop', 'Games', 'Kids', 'Editors' Choice', 'Account', 'Payment methods', 'Play Points' (with a 'New' badge), 'My subscriptions', 'Redeem', 'Buy gift card', 'My wishlist', 'My Play activity', and 'Parent Guide'. The main content area features the 'Heads Up!' app page. The app is by Warner Bros. International Enterprises, categorized as 'Word', with a rating of 4.5 stars from 221,199 reviews. It is rated 'Everyone' and offers in-app purchases. A green 'Install' button is visible. Below the app title are three preview images: a woman holding a card that says 'Ellen', a collection of game cards including 'SUPERSTARS', 'Act Out', 'FRIENDS', 'the BIG BANG THEORY', 'Accents Impressions', 'ANIMALS', and '90s POP', and a hand holding a card that says 'CORRECT!'. To the right of the main app page is a 'Similar' section with a 'See more' button. It lists three similar apps: 'Charades!' by FatChicken Studios (4.5 stars), 'Psych! Outwit yo' by Warner Bros. International (4.5 stars), and '5 Second Guess' by Marco Studios (4.5 stars).

Google Play

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Parent Guide

Heads Up!

Warner Bros. International Enterprises Word

★★★★☆ 221,199

Everyone

Offers in-app purchases

This app is available for your device

Add to Wishlist

Install

Try to guess the card from your friend's clues!

Hosted the Oscars

Has a talk show!

Finding Nemo!

Choose from over 75 fun categories!

Act, dance, sing, or describe your clues – it's up to you!

CORRECT!

PASS

Similar

See more

Charades!

FatChicken Studios

Charades! is the outrageously fun and exciting group social

★★★★☆

Psych! Outwit yo

Warner Bros. International

Test your knowledge & bluff your friends with hilarious party games!

★★★★☆

5 Second Guess

Marco Studios

5 Second Rule - the fast thinking group party game for family and friends!!

★★★★☆

Heads Up Problem

Write a program that runs a console version of the game Heads Up!

1. Player closes eyes
2. Program displays a word
3. Rest of section tries to describe word without saying it
4. Player guesses word



Heads Up Problem: Milestones

1. Load words from `cswords.txt` into a list
2. Show a randomly chosen word from the list
3. When user hits enter, show another word

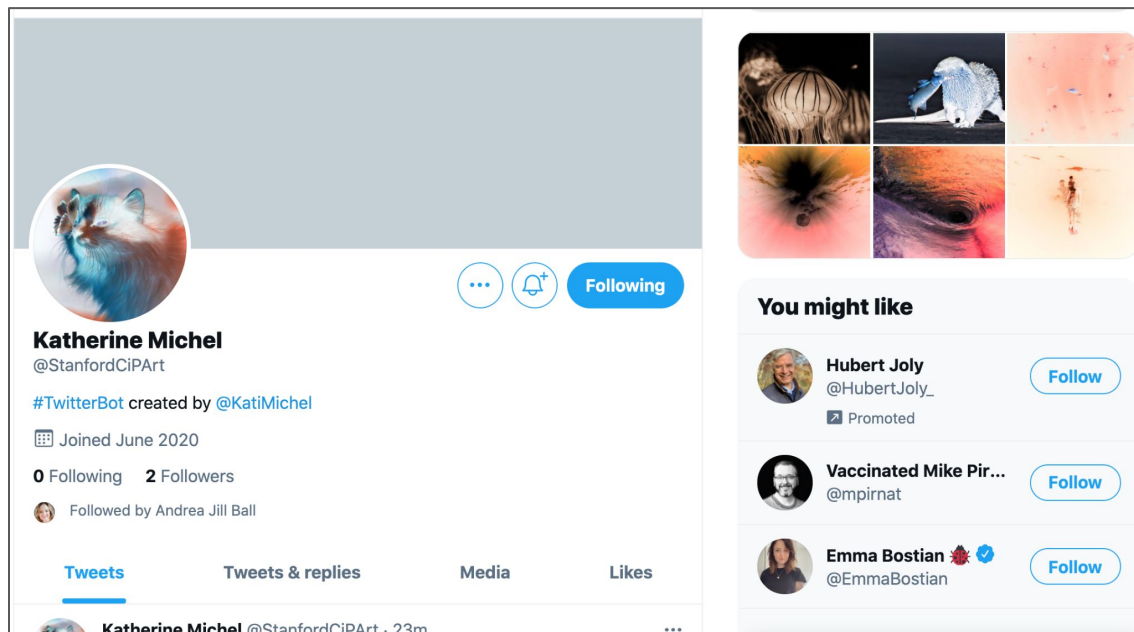
Covid-19 Data Science Problem

- Demonstrates how file reading and lists allow for data science
- Much of the Covid-19 data from different countries is public
- A file named `countries/Italy.txt` is provided
- The file lists the total number of confirmed cases in Italy, one value per day, starting on Jan 22nd, 2020 and going up until May 12, 2021.
- This is real data provided by Johns Hopkins University.

Covid-19 Data Science Problem: Milestones

1. Load all the values from the file into a list of integers.
2. Count the number of non-zero values in the file
(this is days since first case)
3. Create a list which stores how many new cases there were each day
 - $\text{Total cases on that day} - \text{Total cases on the previous day}$
New cases on a given day

My Final Project: Create an “Art Gallery”



Katherine Michel, Section Leader, Stanford Code in Place, 2021

My Final Project: Create an “Art Gallery”

Django administration

WELCOME, KATHERINEMICHEL [VIEW SITE](#) / [CHANGE PASSWORD](#) / [LOG OUT](#)

Home > Gallery > Arts > Gloomy

AUTHENTICATION AND AUTHORIZATION

Groups [+ Add](#)

Users [+ Add](#)

GALLERY

Arts [+ Add](#)

«

Change art

Gloomy [HISTORY](#)

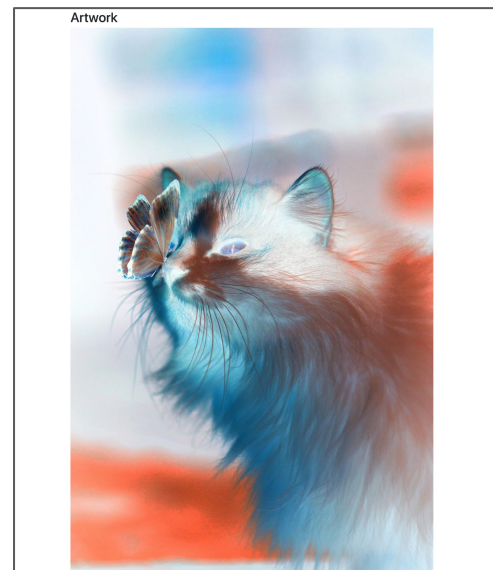
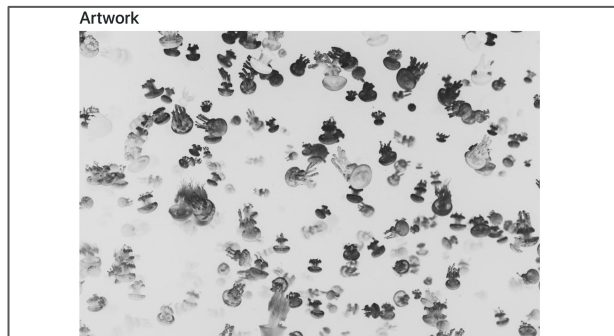
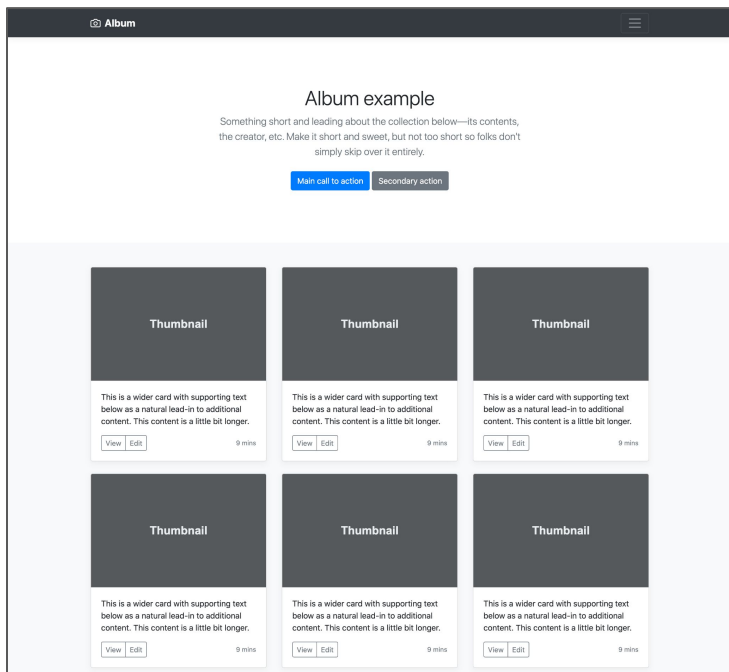
Name:

IMAGES

IMAGE	DELETE?
Image object (1) Currently: images/Gloomy/gallery/StanfordCIPAr1-1393953794296254464-20210516_103737-img1.jpg Change: Choose File No file chosen	<input type="checkbox"/>
Choose File No file chosen	x
Choose File No file chosen	x
Choose File No file chosen	x
+ Add another image	

[Delete](#) [Save and add another](#) [Save and continue editing](#) [SAVE](#)

My Final Project: Create an “Art Gallery”



Thank You!

- I loved being your Section Leader
- This was a great experience for me. :)
- Hope you had a great experience too!

Feel Free to Keep in Touch!

- Katherine “Kati” Michel
- Email: kthrnmichel@gmail.com
- Twitter: [@KatiMichel](https://twitter.com/KatiMichel)
- GitHub: [KatherineMichel](https://github.com/KatherineMichel)

For Continued Learning

- The course materials will continue to be available
- A list of resources to continue will be made available
- It will include the second part of CS106A (CS106B)
- I believe it is taught in C++

New Adventures

- Not “goodbye”... new adventures!
- What you have learned
- What are your thoughts on Python/programming?
- The impact it has had? Will you continue to learn?