



















Cybercrime with Snap!



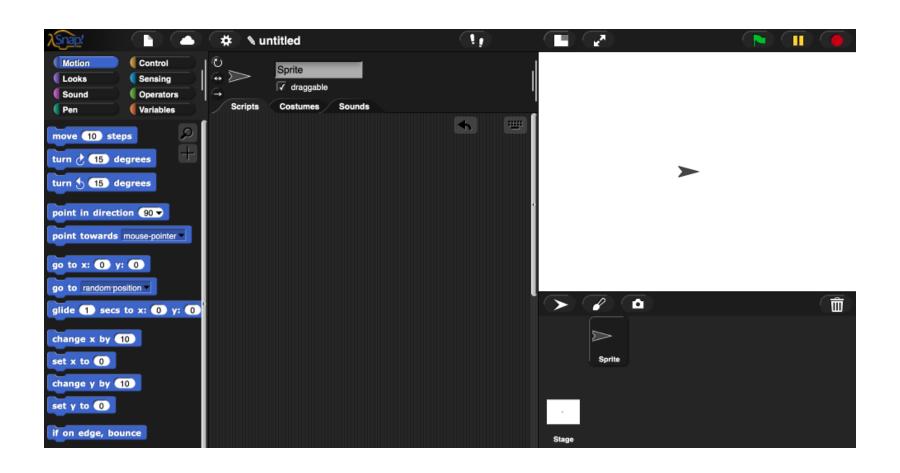
The Basics of Snap!





Snap!

https://snap.berkeley.edu/snap/snap.html

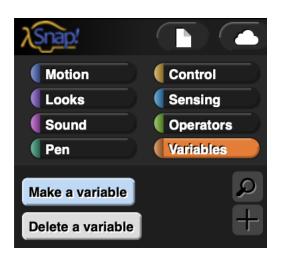




Make a Variable

A variable is a container that can hold some value for us, whether that value is a number, a string, a Boolean or even a list.

We're going to start by creating a new variable, naming it time.



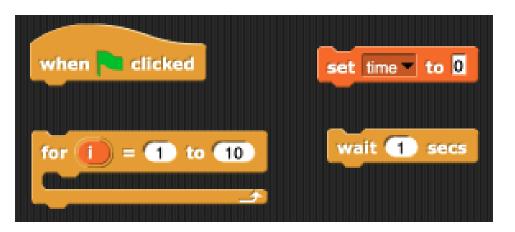




Make a Timer

Using our new variable, we're going to create a simple timer.

We will use a for loop to accomplish this, setting **time** to **i**; the counter variable of the loop.



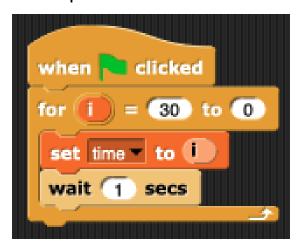
Hint – we can drag the variable **i** from the loop!



Make a Timer

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Hint – we can drag the variable **i** from the loop!



Using Data in Snap!

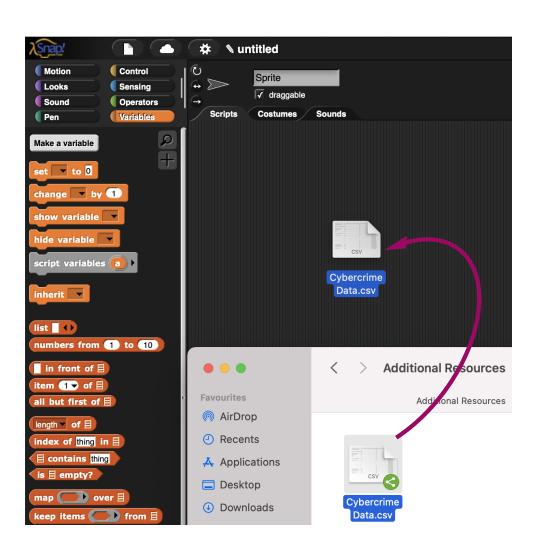
Download Data Here



Drag and Drop

With *Snap!* we can drag and drop our data straight into the browser!

Use this method to import your downloaded data into *Snap!* so that we can begin analysing.



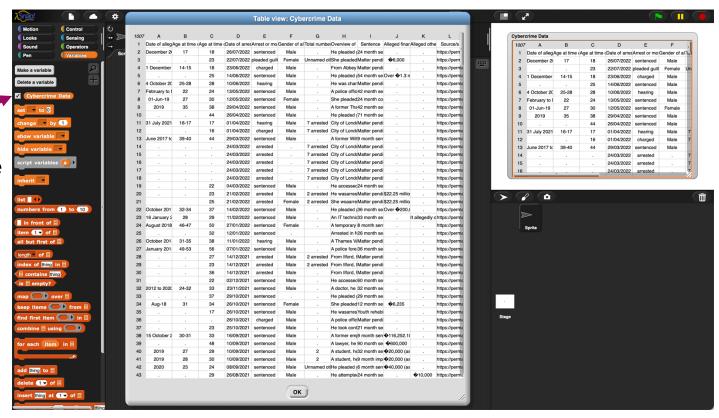


Data as a Variable

Your data will open, appear as a new variable, and be shown on

the stage.

Variable
(this can be unchecked to remove from the stage)



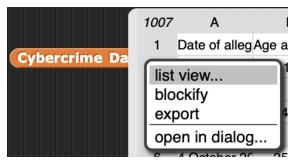


List View and Table View

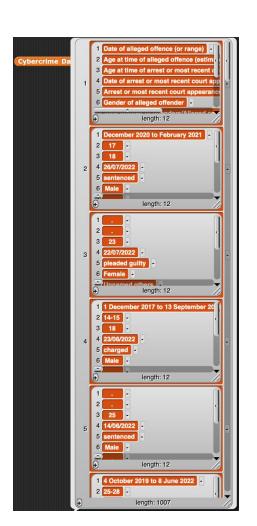
We can drag our variable into the scripting area to use it.

Cybercrime Data

And by clicking it we can open our data to view its contents. A right click will give us the option to see it in list view.



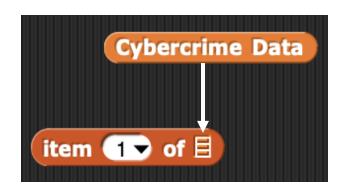
This shows us that a table in *Snap!* is just a list of lists, where each row is stored as an inner list within a larger outer list.





Opening Rows

As each row is just an item (a list of values) within our larger list of data, it is very simple to open each row of data.







Storing Rows

To store a row so that it can be used freely in other functions we will need to assign it to a new variable.

Create a variable called **row**, and add a row from our data set.

```
set row ▼ to 0 ← list ▶

add thing to 目 ← row

item 1 ▼ of Cybercrime Data
```

Note: we will have to set our new variable to have a list value!



Storing Rows

To store a row so that it can be used freely in other functions we will need to assign it to a new variable.

Create a variable called **row**, and add a row from our data set.

```
set row ▼ to list ▶

add item 1 ▼ of Cybercrime Data to row
```

Note: we will have to set our new variable to have a list value!



Storing Columns

Storing columns is much the same as rows, however we need to go through each of our lists (rows) one at a time and add the same item (column) from each to our **new** variable.

This requires us to use a for loop.

```
set column to list add thing to column

for each item in Cybercrime Data

item 1 of item
```

Hint: As before we can drag the variable **item** from the loop!



Storing Columns

Storing columns is much the same as rows, however we need to go through each of our lists (rows) one at a time and add the same item (column) from each to our **new** variable.

This requires us to use a for loop.

```
set column to list

for each item in Cybercrime Data

add item 1 of item to column
```

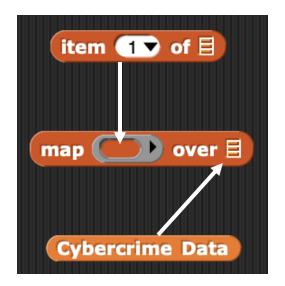
Hint: As before we can drag the variable **item** from the loop!



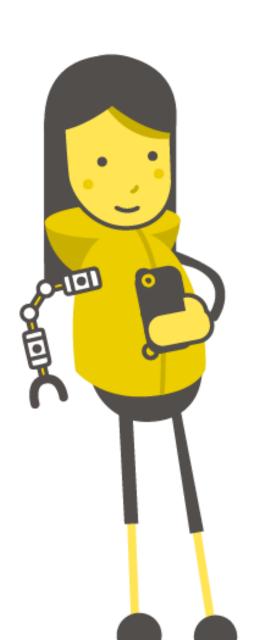
Map Function

Using loops is a slow process as our program will run through each row individually. *Snap!* instead has a higher order function that can pull columns from our data.

Using **map** will allow us to pull the same item from each inner list (row), as it maps the index of that item over the whole outer list.







Analysing Data in Snap!



All But First

The **all but first** function will remove the first item from our data.

This is beneficial as we can easily remove the first row which contains the headers for each column



1006	Α	В	С	D	E	F
1	December 20	17	18	26/07/2022	sentenced	Male
2			23	22/07/2022	pleaded guilt	Female
3	1 December	14-15	18	23/06/2022	charged	Male
4			25	14/06/2022	sentenced	Male
5	4 October 20	25-28	28	10/06/2022	hearing	Male



Using Operators

We can begin filtering our data by using operators.

Using the less than block, we can filter our results for entries of crimes committed by minors.

```
set Minors to list add item to Minors

for each item in Cybercrime Data

item 3 of item
```



Using Operators

We can begin filtering our data by using operators.

Using the less than block, we can filter our results for entries of crimes committed by minors.

```
set Minors to list

for each item in Cybercrime Data

if item 3 of item < 18

add item to Minors
```



Improving Our Filter

Unfortunately this data isn't very clean, so many of the suspects ages are missing.

We can improve our search by also checking if the item is indeed a number.

```
item 3 of item < 18 and item 3 of item a number ?
```



Improving Our Filter

Unfortunately, this data isn't very clean, so many of the suspects ages are missing.

We can improve our search by also checking if the item is indeed a number.

```
set Minors to list )

for each item in Cybercrime Data

if item 3 of item < 18 and

if is item 3 of item a number ?

add item to Minors
```



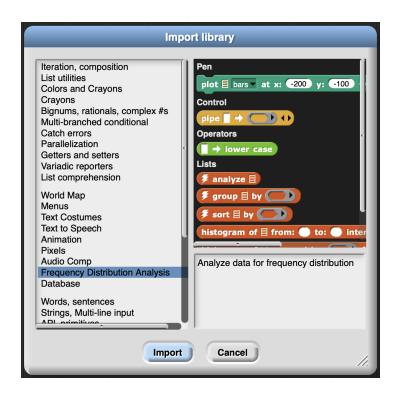
Adding Additional Libraries

In Snap! we can add additional functions by importing libraries.

These can be found in the menu at the top of the page.

Add the Frequency Distribution Analysis library.



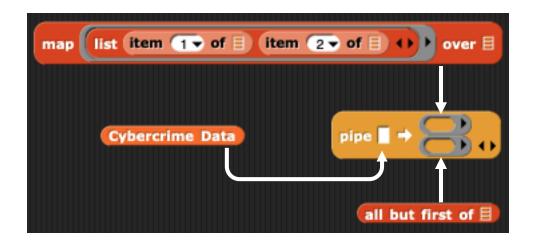




Pipe Function

The pipe function makes it easier to see how we're manipulating the data step by step.

The result of each function is passed to the next, chaining them together and avoiding the confusion of one large nested expression.





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The **pipe** function makes it easier to see how we're manipulating the data step by step.

The result of each function is passed to the next, chaining them together and avoiding the confusion of one large nested expression.

```
pipe Cybercrime Data →

map (list item 1 → of 目 item 2 → of 目 ↔) over 目

all but first of 目 ↔
```

```
all but first of

map list item 1 → of 目 item 2 → of 目 ↔ over Cybercrime Data
```



Keep Items

The **keep items** block performs the same function as the **if statement** filter we built earlier.

Using an operator to specify a condition will only return the data that fits that condition.



Sort Function

The **sort** function will arrange our data in any way we like.

Using the **less than (<)** operator we can arrange our data by a number value from lowest to highest.

```
pipe Cybercrime Data →

keep items (item 5 → of 目 = arrested) from 目

sort 目 by (item 3 → of 目 < item 3 → of 目) +++
```



Group Function

The **group** function will group our data by each unique entry (column A) and give us the number of uses of that entry in our data (column B).

In column C is a list containing each corresponding entry.

This is functionally a histogram of our data.



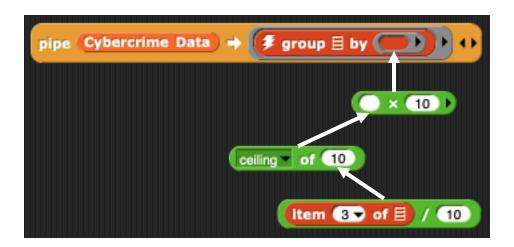
		_	
31	A	В	С
1	pleaded guilt	4	B
2	charged	13	
3	sentenced	647	8



Group Function

We can include more complex expressions in any of these functions to **filter**, **sort** or **group** our data in specific ways.

Below is an expression that will group our data by whether the suspect was in their teens, twenties, thirties etc.





Plot

Using all that we've learned we can now use the **plot** function to plot a histogram of age, sorted from young to old.

We need to use the **map** function as only one list of data (the age column) can be inputted to plot a bar chart.

Plot

```
pipe Cybercrime Data  
| keep items is item 3 of 8 a number ? | from 8 |
| sort 8 by | item 3 of 8 |
| group 8 by item 3 of 8 |
| map | item 2 of 8 | over 8 |
| clear | hide | plot 8 | bars | at x: -200 y: -100 width: 400 height: 200 |
```

Can anyone spot the problem with the way we've grouped this data?

Hint: Look at the output of the group function.

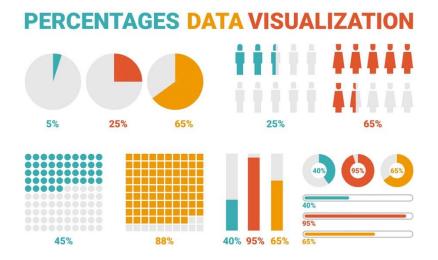


Visualising Data in Snap!



Data Visualisation

Now we're going to attempt visualising our data in more creative ways, without the use of traditional plots.



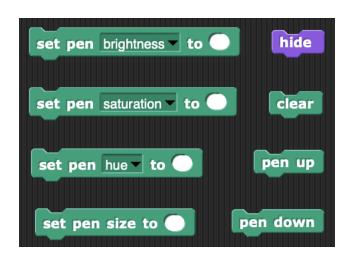
As you've had an opportunity to get used to *Snap!*, from here on the full code will not be shown on screen. Be sure to drag in all the blocks you see as they will be useful in building your code.

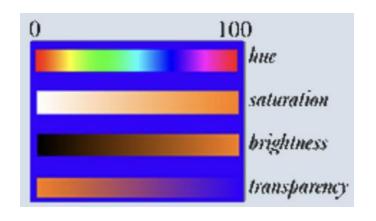


Pen Tool

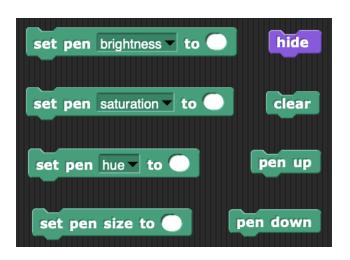
To make the most of the data visualisation capabilities of *Snap!*, we will be using the pen tool.

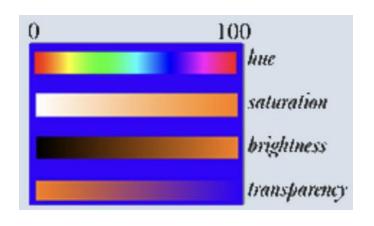
These are the blocks that we will primarily be using while using the pen tool.





Pen Tool





All the pen values range from 0 - 100, the pen size is the pens' diameter in pixels.

The pen will draw across the stage while down, so **pen up** is required to lift the pen and stop drawing temporarily.

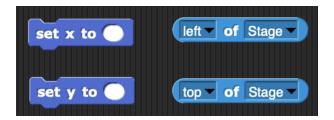
The **hide** block will hide the sprite (not the pen) and **clear** will wipe the stage clean.



Starting Conditions

We don't have to worry about the dimensions of our stage in *Snap!* as there is a block that defines each border of our stage for us!

This means that we can easily set our staring location using these.



As we're going to want to draw across multiple rows, it will also be beneficial to create a row variable and set it to 0.



Move to Next Line

When the pen goes off the right of the screen, we are going to need to bring it back to its starting position on the left, but also drop it down a row.

These are the blocks you will need to advance to the next line.

```
set x to

top of Stage - row

set y to

change row by pen size

pen up

pen down

right of Stage
```



Our Program

- Set the starting conditions, pen attributes, clear the screen, lift the pen
- For each item:
 - Check whether the suspect was Male/Female and set the colour (hue)
 - Set the brightness to the suspect's age
 - Check whether the pen has gone off the right of the stage, if so, go to the next row
 - Move the pen across by the pen size to draw



Full Program

Your completed program should look something like this.



```
when clicked
set row to 0
hide
pen up
clear
set pen saturation ▼ to 100
set pen size to 13
set x to left of Stage
set y to top of Stage
pen down
for each (item) in (all but first of Cybercrime Data
set pen brightness ▼ to item 3 ▼ of item
 if ( is item 6 → of item ) identical to Female ?
 set pen hue to 0
 set pen hue ▼ to 60
 if x position > right of Stage
  change row ▼ by pen size ▼
  set x to left of Stage
  set y to top of Stage - row
  pen down
 change x by pen size
```



IDEAS

Plot histogram of age – group and sort data, delete empty rows from data

Sort by sentence length

Group by sex

Colour visualtisation of age and sex

Circles visualization of sentences

Keep only earnings over x amount