

Q: What is the value of "age" after all lines of this program are executed?



A. 1

B. 40

C. 41

D. 401

```
when clicked

set age to 40

say join Yourage is now age to for 2 secs

set age to age + 1

say join Happy Birthday! Your age is now age to for 2 secs
```



CPSC 100

Computational Thinking

Intro to Programming

Instructor: Parsa Rajabi

Department of Computer Science

University of British Columbia



Agenda

- Learning Goals
- Course Admin
- Intro to Programming [Continued]



Learning Goals

After this week's lecture, you should be able to:

- Identify the differences between sequential and "breaking bad" algorithms
- Discuss the difference between high level, assembly & machine code.
- Identify and describe the components of an algorithm
 - (i.e., sequencing, selection, and iteration)
- Use snap blocks to represent algorithms
- Be able to trace through code using sequences of instructions, variables, loops, and conditional statements in short programs
 - Read carefully: it says be able to trace code, not write code. In order to help you do this, you will write a small amount of code in lab. You will not, however, be asked to write code on exam.
- Describe in English what a block of Snap! code does.



Course Admin



Course Admin

- Lab #3
 - Late submission available until Friday, Jan 31 at 11:59pm
- Post-Class (PC) Quiz #2
 - Only 1 attempt, 60 minutes
 - Due on Sunday, Feb 2 at 11:59pm
- Post-Class (PC) Quiz #3
 - To be available starting Monday
- Project
 - Milestone 1 Proposal (5%) Feb. 12
 - You should have started by now! If not, start today.



TA Office Hours





CPSC_V 100 201 2024W2 > Contact Parsa or TAs

2024W2_V

Home

Announcements

Syllabus

Contact Parsa or TAs

Discussion Board [Ed]

Project Details

Assignments

People

iClicker Cloud

Grades

Teaching Team

Instructor

| Name | Email 💌 | Office Hours 📤 | Location |
|--------------|--------------------------------------|----------------------|----------|
| Parsa Rajabi | prajabi[at] DELETEthisTEXT cs.ubc.ca | Wednesdays 1:30-2:30 | ICCS 249 |

Teaching Assistants

| Lab Section | Name | Email 🗠 | Book Office Hours |
|--------------|------------------|---|--------------------------|
| L2A (9-10a) | Olamide Olabiyi | oolabiyi [at] DELETEthisTEXT student.ubc.ca | Booking Link |
| L2B (10-11a) | Parsa Seyfourian | parsasey [at] DELETEthisTEXT student.ubc.ca | Booking Link |
| L2C (11-12p) | Kelly Xi | kellyxi [at] DELETEthisTEXT student.ubc.ca | Booking Link |
| L2D (12-1p) | Abigail Demian | ademia01[at] DELETEthisTEXT student.ubc.ca | g#10 |
| L2E (5-6p) | Sam Bakteria | bakteria [at] DELETEthisTEXT student.ubc.ca | Booking Link |







Snow day?



- We will keep a very close eye on the weather
- UBC/CS has a process in place and we shall follow their guidance
- You should keep a close eye on <u>canvas announcements</u>
- In case it snows AND UBC is still open...
 - We will use our best judgement
 - I will inform you of <u>any changes by Monday, at 9:30am</u>
 - By default, we WILL have class, unless stated otherwise
- Top priority: **safety**! Take care of yourself first, then help others.



Mutation



Mutation

Process of **changing the state** or data of an **object** after it has been created.

Repeat 10 times:

- 1. Preheat oven (400°C)
- 2. Combine ingredients in bowl to form dough
- 3. Put dough into bread pan
- 4. If ingredients contain yeast, allow to sit at room temperature for 1 hour
- Put bread pans into preheated oven and bake for 30 minutes







Components of an Algorithm

- 1. Sequencing
- 2. Selection
- 3. Iteration



Components of an Algorithm

- 1. Sequencing
- 2. Selection
- 3. Iteration



Sequencing

Instructions are executed in the specified order

Repeat 10 times:

- 1. Preheat oven (400°C)
- 2. Combine ingredients in bowl to form dough
- 3. Put dough into bread pan
- 4. If ingredients contain yeast, allow to sit at room temperature for 1 hour
- 5. Put bread pans into preheated oven and bake for 30 minutes



Sequencing

Order matters

Programs will execute exactly in the order that's given:

- 1. A
- 2. B
- 3. C

If we assign values to variables, they'll set one value after another after another.



Components of an Algorithm

- 1. Sequencing
- 2. Selection
- 3. Iteration



Selection

Allows the algorithm to select which instructions to execute (depending on conditions)

Repeat 10 times:

- 1. Preheat oven (400°C)
- 2. Combine ingredients in bowl to form dough
- 3. Put dough into bread pan
- 4. If ingredients contain yeast, allow to sit at room temperature for 1 hour
- Put bread pans into preheated oven and bake for 30 minutes



Selection → **Conditionals**

Conditionals allow for different results, depending on input. Generally this looks like "**if**" with a possible "**else**":

Real World:

If you eat your dinner

Then you may have some ice cream

Else (you may have referred to this step as "otherwise" in Lab 2)

You may only have fruit



Selection → **Conditionals**

If ingredients contains yeast allow to sit at room temp. for 1hr



If it's snowing Wake-up 6:30am

Else

Wake-up at 7am

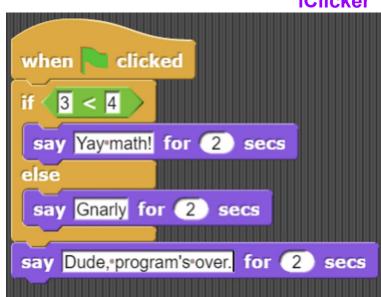




Q: What's the output after we press run?



- A. It only says "Yay math!"
- B. It says "Yay math!" Then...
 it says "Gnarly" Then...
 it says "Dude, program's over."
- C. It says "Gnarly" Then...
 it says "Dude, program's over."
- D. It says something else





Q: What is the output if you press the "P" key?



- A. "A is for alpha"
- B. "B is for beta"
- C. "I don't know any other Greek letters"
- D. The program crashes
- E. No output

```
when any key key pressed
    key a pressed?
 say A*is*for*alpha!
     key b pressed?
      Beiseforebeta!
 else
  say I don't know any other Greek letters
```







Components of an Algorithm

- 1. Sequencing
- 2. Selection
- 3. Iteration



Iteration

Allows the algorithm to repeat instructions.



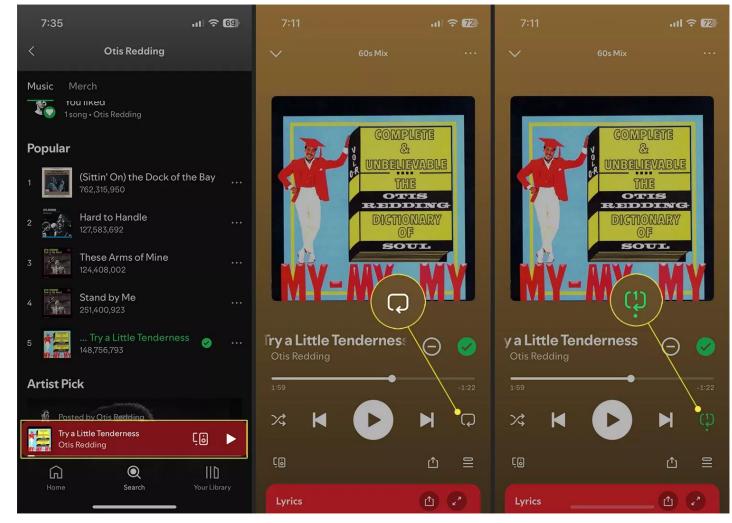
Repeat 10 times:

- 1. Preheat oven (400°C)
- 2. Combine ingredients in bowl to form dough
- 3. Put dough into bread pan
- 4. If ingredients contain yeast, allow to sit at room temperature for 1 hour
- 5. Put bread pans into preheated oven and bake for 30 minutes









Source/ Guide



Iteration

What if you want to do a task over and over again?

A loop allows you to do the same task over & over again, sometimes with a **stopping** condition, sometimes **forever!**

```
when clicked

forever

say Meow for 1 secs

wait 1 secs
```

```
repeat until temp > temp

say Make it hotter oooo for 2 secs

set temp v to temp + 7

say Boiling!!!! for 2 secs
```



Q: Will this program ever say "I still haven't found what I'm looking for"?



A. Yes

B. No

C. Sometimes







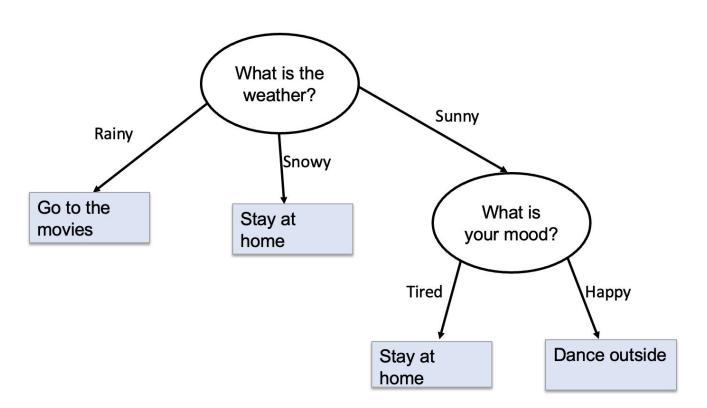


Activity



Activity: Conditionals in Snap!

Convert the following decision tree to a Snap Block program





Wrap up



Wrap Up

Lab #3

Late submission available until Friday, Jan 31 at 11:59pm

Post-Class (PC) Quiz #2

- Only 1 attempt, 60 minutes
- Due on Sunday, Feb 2 at 11:59pm

Post-Class (PC) Quiz #3

To be available starting Monday

Project

- Milestone 1 Proposal (5%) Feb. 12
- You should have started by now! If not, start <u>today</u>.