

Introduction / Thinking Like a Computer

Day One of Programming Workshop

Andie Creel (she/her)

January 2024

TF: Eliana Stone

My background

- Freshman in college: financial engineering (whatever that is) -> Java
 - “I am a magician”
- Majored in Econ, minored in CS
- TAed programming labs in college
- Pandemic Hobby: big data
- Master’s thesis: Parks use in pandemic (Cell Phone Data)
- Dissertation work: Environmental Econ -- value of local recreation and urban green space



My motivation for knowing how to program

- Sustainable development: "meets the needs of the present without compromising the ability of future generations to meet their own needs" -- Brundtland Report, 1987
- Needs: consumption of goods, health, political stability, culture
 - The environment affects this
 - That effect can be hard to observe/measure
- Explosion of data and computing power can help us observe and understand how nature affects sustainable development
- "What gets measured gets managed" – Peter Drucker (maybe?)



Eliana's background

- Majored in Environmental Studies and Economics
- Didn't start coding till junior year of college
 - Felt a huge barrier to entry compared to peers with programming backgrounds
- Started with classes in R
- Now other languages like Python and Google Earth Engine JavaScript are easy to self-learn with online resources
- Master's thesis: Agribusiness lobbying on Brazilian economy and public health (remotely-sensed crop data, decades of municipal election data)

Introductions

- Name (pronouns)
- What you do at YSE
- Why you decided to take this workshop

Logistics

- 9:30am to ~noon
 - Two 60 to 80-minute lectures per day
 - 30 min break between
 - Lunch!
- A mini problem set every day
 - Not graded, but Eliana providing some feedback
 - I will release my code at 8pm
- Office hours
 - Location: 301 Prospect St, room 101
 - Time: 2 – 5 pm
 - Come to OH (even if you don't know how to ask your question)!

Outline of Material

- Today
 - Thinking Like a Computer (pseudo code)
 - Base R
- Tomorrow – tidyverse packages
 - Data manipulation (dplyr, tidyr)
 - Data Management and visualization (ggplot2)
- Friday
 - Collaboration and Version Control (GitHub)
 - Programming is Programming (python)

Thinking Like A Computer

Skills to help you outline and (eventually) debug code

Thanks to Ethan Addicott and Matt Gordon for early iterations of this lecture

What is programming

1. Bits and bytes – what the computer actually speaks (0s and 1s)
2. Machine and Assembly languages -- translates our code to 0s and 1s
3. Code – R, Python, etc.
4. Software – Windows, iOS, Applications, Excel, R Studio

What is programming

1. Bits and bytes – what the computer actually speaks (0s and 1s)
2. Machine and Assembly languages -- translates our code to 0s and 1s
3. **Code – R, Python, etc.**
4. Software – Windows, iOS, Applications, Excel, R Studio

Some definitions

- Code (in many different programming languages)
 - What your computer runs
- Script: The text file where you write your code
- Comments
 - Notes you write yourself that the computer doesn't read
- Run (aka compile and execute): when the computer executes your code
- IDE/GUI/Software
 - Where you write and run your scripts and comments
 - R Studio, Jupyter Notebooks, Google Collab (Collaboratory)

Think like a computer: more than coding



Programming is defining
and solving problems



Requires creativity



Clear definition of
“problems”



Solutions to “problems”

Think like a computer: coding

Efficiency
and Speed

Accurate

Replicability

Customize

Collaboration

Employment

Pseudo Code – first step of coding

- What
 - Pseudo code is the outline of your code
 - Similar to the writing process
 - Not a coding language
 - I do it on scrap paper or in comments at the top of my scripts
- Why
 - Clarify your logic
 - Serves as road map and plan
 - Collaboration/Documentation

Exercise One: Coffee

Write instructions for how to
brew a cup of coffee (3 min)

Exercise One: Coffee

Switch instructions with a partner

Have them “run” your code

Do you find any bugs? (5 min)

Exercise Two: Rock Paper Scissors

Write instructions for how to
play Rock, Paper, Scissors

You will need multiple cases
(5 min)

Exercise Two: Rock Paper Scissors

Switch with a partner.

Play by the rules they just gave you.

Can you cheat??
(5 min)

My pseudo code (lazy)

Player: choose rock paper scissor

Computer: random generate rock paper scissor

Compare P & C

 If P = Rock

 And C = Rock: tie

 And C = paper: player loses

 And C = scissors: player wins

 Same for if P = paper and P = Scissors

Not Lazy Pseudo Code

While play_again is true

- Prompt the player to select Rock, Paper, or Scissors

- Generate a random choice for the computer (Rock, Paper, or Scissors)

- If player's choice is the same as computer's choice

 - Display "It's a tie!"

- Else If player chooses Rock and computer chooses Scissors

 - Display "Player wins! Rock crushes Scissors."

- Else If player chooses Paper and computer chooses Rock

 - Display "Player wins! Paper covers Rock."

- Else If player chooses Scissors and computer chooses Paper

 - Display "Player wins! Scissors cut Paper."

- Else

 - Display "Computer wins!"

Ask the player if they want to play again

- set play_again to true or false

R Code

```
# Function to get computer's choice
get_computer_choice <- function() {
  choices <- c("Rock", "Paper", "Scissors")
  sample(choices, size = 1)
}

# Function to determine the winner
determine_winner <- function(player_choice, computer_choice) {
  if (player_choice == computer_choice) {
    return("It's a tie!")
  } else if (player_choice == "Rock" && computer_choice == "Scissors") {
    return("Player wins! Rock crushes Scissors.")
  } else if (player_choice == "Paper" && computer_choice == "Rock") {
    return("Player wins! Paper covers Rock.")
  } else if (player_choice == "Scissors" && computer_choice == "Paper") {
    return("Player wins! Scissors cut Paper.")
  } else {
    return("Computer wins!")
  }
}
```

```
while (play_again) {
  # Get player's choice
  player_choice <- readline(prompt = "Choose Rock, Paper, or Scissors: ")

  # Validate input
  while(!(player_choice %in% c("Rock", "Paper", "Scissors"))) {
    player_choice <- readline(prompt = "Invalid choice. Choose Rock, Paper, or Scissors: ")
  }

  # Get computer's choice
  computer_choice <- get_computer_choice()
  cat("Computer chose:", computer_choice, "\n")

  # Determine and display the winner
  result <- determine_winner(player_choice, computer_choice)
  cat(result, "\n")

  # Ask if the player wants to play again
  play_again_input <- readline(prompt = "Play again? (yes/no): ")
  play_again <- tolower(play_again_input) == "yes"
}

cat("Game Over. Thanks for playing!")
```

Couple of notes on writing, debugging code

- “I minored in stack overflow”
- I still have to look things up constantly
- Knowing programming makes me better at:
 - Defining problems
 - Developing solution strategies
 - Solving harder and harder problems
- Documentation, Google, Stack Overflow, and ChatGPT can help you from there
 - But if you don’t know how to define and solve problems, you won’t be able to take full advantage of these aids

Couple of notes on writing, debugging code

- “I minored in stack overflow”
- I still have to look things up constantly
- Knowing programming makes me better at:
 - Defining problems
 - Developing solution strategies
 - Solving harder and harder problems
- Documentation, Google, Stack Overflow, and ChatGPT can help you from there
 - But if you don’t know how to **define and solve problems**, you won’t be able to take full advantage of these aids

ChatGPT and other AI tools

- Any of them could solve 100% of what we do this week
- But they can't solve everything you'll eventually want to do
- You can't get to the cutting-edge problems without basics
 - At the very least, you'll be limited
- Learn basics so that you can get to hard problems, and use AI as a collaborative aid once there



What's next

-
- 30 min break
 - Base R