Discussion 01

Control, Environment Diagrams

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Slides available at `teaching.aditbala.com`

Announcements 📣

- Homework 1 is due Thursday 1/26 @ 11:59pm.
- Come to drop-in office hours to work with the staff & other students.
- Join the office hours queue when you get there: oh.cs61a.org.
- Request an extension if you need it: go.cs61a.org/extensions.

All Slides can be found on

`teaching.aditbala.com`

Control

Booleans

Falsey	Truthy
`False`	`True`
`None`	Everything else
`0`	
`[]`, `""`, `()`, `{}`	

Boolean Operators

- `not <conditional expression>`
  - returns opposite of `<conditional expression>`
  - `not (1 == 2)` -> `True`
- `<conditional expression> or <conditional expression>`
  - returns the first **Truthy** value it finds, `False` if none
  - `0 or None or 1` -> `1`
- `<conditional expression> and <conditional expression>`
  - return first **Falsey** value, or last value if everything is true
  - `40 and 0 and True` -> 0
  - `40 and 1 and True` -> True

Short Circuiting

- Sort of like making an assumption
  - If I'm broke, then I don't need to check the price of boba since I'll never be able to buy it **lol** 😢
- `and` will stop at the first **Falsey** value and return it
- `or` will stop at the first **Truthy** value and return it
- Why is this important?
  - May not need to evaluate all expressions. Even if there is an expression that errors, e.g. `1/0`, `and` / `or` expression might short circuit before it reaches error

Boolean Examples

- `0 or 435 or False`
  - returns `435`
- `True and "Hello" and 0`
  - returns `0`
- Short Circuiting
- `3 and 1/0 and False`
  - returns `Error`
- `3 and False and 1/0`
  - returns `False`

If Statements

- How to use `<conditional expressions>` to execute/skip lines of code?

```
if <conditional expression>:
    <suite of statements>
elif <conditional expression>:
    <suite of statements>
else:
    <suite of statements>
```

- Colons after `if`, `elif`, `else` statements
- `else` doesn't need `<conditional expression>`

If Statements Example

```
wallet = 0

if wallet > 0:
    print('you are not broke')
else:
    print('you are broke')
if wallet == 0:
    print(0)
```

If Statements Example

```
wallet = 0

if wallet > 0:
    print('you are not broke')
else:
    print('you are broke')
if wallet == 0:
    print(0)
```

```
 you are broke
 0
```

General Tips for Approaching Problems

- Do not immediately start coding
  - Ensure you understand the problem
  - Have an idea of what you want to code
- Groupwork
  - Bounce ideas off of each other!
  - Share any ideas, questions, or misconceptions
- Reading the problem
  - Please read the entire problem
  - Hints are very useful
  - Doctests are SUPER useful

Worksheet

While Loops

- How to execute a statement multiple times in a program?

```
while <conditional clause>:
    <statements body>
```

- program executes until `<conditional clause>` is false
- In other words, only run when `<conditional clause>` evaluates to `true`

While Loop Examples

```
x = 3
while x > 0:
    print(x)
    x -= 1
```

While Loop Example

```
x = 3
while x > 0:
    print(x)
    x -= 1
    # x = x - 1
```

```
3
2
1
```

While Loop Example

- What is wrong with this while loop

```
x = 3
while x > 0:
    print(x)
```

- This will result in an infinite loop
- Make sure you are modifying the condition in the while loop

Enviroment Diagrams

Enviroment Diagrams

- What are they?
  - A way to model how our program runs line by line
  - Keep track of variables, function calls and what they return, etc.
- Why use them?
  - Can help us understand where there is a bug in program (debugging)
  - Useful for other questions (WWPD, coding)
  - Exam points!

Important Concepts

- Expressions
  - Evaluate to values
  - `1 + 1` -> `2`
- Assignment Statements
  - Bind (left side) **names** to (right side) **values**
  - **Names**
    - variable names
  - **Values**
    - Evaluate right side before binding
  - `x = 2 * 2`
  - `x -> 4`
  - doesn't return anything

Frames

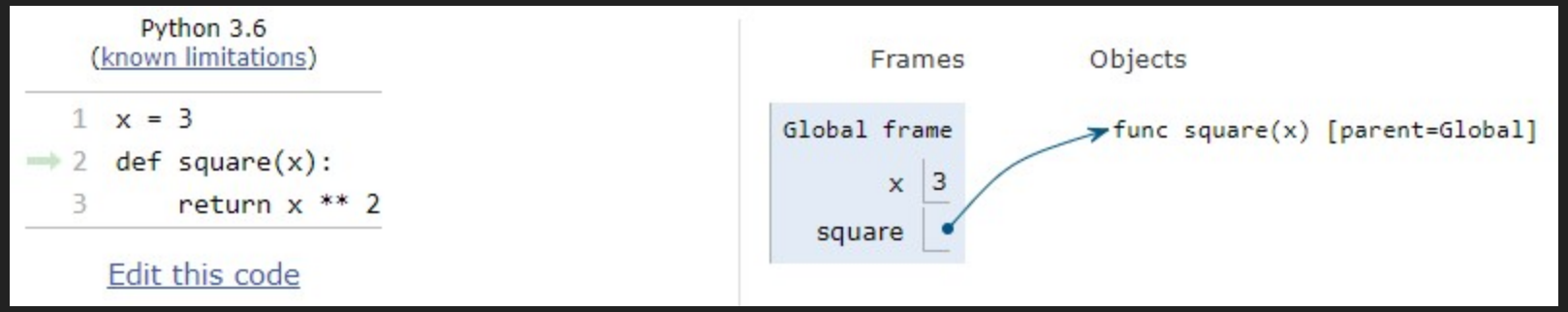
- `Global Frame` always exists
- Frames list the bindings of variables and their corresponding value
- Used to look up the value of a variable

Question 7: Assignment Diagram

```
x = 11 % 4
y = x
x **= 2
```

`def` statements

- `def` statements are used to bind **function objects** to a **variable**
- Only bind, **NO** execution until function is called
  - `def foo():` -> define function called `foo` with no parameters
  - `foo()` -> execute foo
- Binding name is function name
- Parent function is frame where function is defined
- Keep track of *name*, *parameters*, *parent frame*



Worksheet

Thank you!

Attendance (linked on website) -> `teaching.aditbala.com`

Anon Feedback -> `https://tinyurl.com/adit-anon`