

Reading Strategies: Previewing- Scanning



Why do we watch trailers before watching movies or TV series?



PREVIEWING IS USED FOR:

- Activating background knowledge;
- Creating expectations about the text;
- Predicting the (possible) main idea of the text;

Python – The Fastest Growing Programming Language

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What is this article about?

Abstract: Python is a suitable language for both learning and real world programming. Python is a powerful high-level, object-oriented programming language created by Guido van Rossum. In this paper we first introduce you to the python programming characteristics and features. This paper also discusses about the reasons behind python being credited as the most fastest growing programming language in the recent times supported by research done over the articles procured from various magazines and popular websites. This paper features about the characteristics and most important features of python language, the types of programming supported by python and its users and its applications.

Key words: Python ,Programming languages , Real world programming.

TITLE INFORMATION

Python-Bot: A Chatbot for Teaching Python Programming.

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*[ARTIFICIAL intelligence](#)
*[CHATBOTS](#)

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[Computer Science Education](#)
[Novice Programmers](#)
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[Python Programming](#)
[SnatchBot](#)

NAICS/Códigos Industriais: [541710](#) Research and development in the physical, engineering and life sciences
[541712](#) Research and Development in the Physical, Engineering, and Life Sciences (except Biotechnology)

KEY WORDS

WHAT DO YOU EXPECT TO LEARN FROM THIS ARTICLE?

The screenshot shows the homepage of the **nature** journal website. At the top, there is a navigation bar with links for "Explore content", "About the journal", "Publish with us", and "Subscribe". Below the navigation bar, the URL path is shown as [nature](#) > [perspectives](#) > [article](#). A timestamp "001" is visible in the top right corner. The main content area features a perspective published on 06 March 2024. The title of the article is **Artificial intelligence and illusions of understanding in scientific research**, written by [Lisa Messeri](#) & [M. J. Crockett](#). The article is from **Nature** **627**, 49–58 (2024) and has been cited. It has received **44k** accesses, **48** citations, and an Altmetric score of **879**. There is also a link to "Metrics".

[nature](#) > [perspectives](#) > [article](#)

Perspective | Published: 06 March 2024

Artificial intelligence and illusions of understanding in scientific research

[Lisa Messeri](#) & [M. J. Crockett](#)

[Nature](#) **627**, 49–58 (2024) | [Cite this article](#)

44k Accesses | **48** Citations | **879** Altmetric | [Metrics](#)

Artificial intelligence and illusions of understanding in scientific research

Lisa Messeri  & M. J. Crockett 

Nature 627, 49–58 (2024) | [Cite this article](#)

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Abstract

Scientists are enthusiastically imagining ways in which artificial intelligence (AI) tools might improve research. Why are AI tools so attractive and what are the risks of implementing them across the research pipeline? Here we develop a taxonomy of scientists' visions for AI, observing that their appeal comes from promises to improve productivity and objectivity by overcoming human shortcomings. But proposed AI solutions can also exploit our cognitive limitations, making us vulnerable to illusions of understanding in which we believe we understand more about the world than we actually do. Such illusions obscure the scientific community's ability to see the formation of scientific monocultures, in which some types of methods, questions and viewpoints come to dominate alternative approaches, making science less innovative and more vulnerable to errors. The proliferation of AI tools in science risks introducing a phase of scientific enquiry in which we produce more but understand less. By analysing the appeal of these tools, we provide a framework for advancing discussions of responsible knowledge production in the age of AI.

READING STRATEGY: PREVIEWING

- Previewing a book or article means **scanning** it to get a general idea of what it will be about.
- It allows you to:
 - recall what you already know about a topic.
 - what you can expect to learn.

WHAT ABOUT SCANNING?

- Scanning consists of rereading the text in order to find specific information.
- Scanning means quickly passing your eyes over a text to notice specific things.





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GENERAL DISCUSSION

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Introduce yourself to the Coding Forums community in here for a warm welcome.

 **Off-Topic**
Chat to other members here about non-coding related discussion.

 **Announcements, Suggestions and Feedback**
We'll post any site related news in this section. Please post any of your feedback or suggestions in here!

PROGRAMMING LANGUAGES

 **PHP**
For all PHP related discussion, one of the most popular programming languages on the web.

 **Perl**
Get help and support with any Perl questions in this forum category.

 **C, C++ and C#**
This is the place to discuss C, C++, C# and any other derivatives.

 **Java**

**Read the following
text quickly and
answer.**



Constants and Variables

You can use Python to do math just like you would use a calculator. You can add, subtract, divide, multiply, raise a number to a power and much more. Remember to type all of the examples in this section into the shell.

```
2 + 2
```

```
>> 4
```

```
2 - 2
```

```
>> 0
```

```
4 / 2
```

```
>> 2
```

```
2 * 2
```

```
>> 4
```

A *constant* is a value that never changes. Each of the numbers in the previous example is a constant: the number two will always represent the value 2. A *variable*, on the other hand, refers to a value; but that value can change. A variable consists of a name made up of one or more characters. That name gets assigned to a value using the *assignment operator* (the = sign). Unlike a constant, the value of a variable value can change.

Vocabulary: Action Verbs



Vocabulary: action verbs

You have been sent a list of issues that have been identified in the code development process:

optimise

execute

streamline

implement

integrate

configure

refactor

scale

Answer each concern with a resolution using an action verb + them/it

PROBLEMS:

1. The parameters haven't been set
2. Changes need to be made to the code base
3. The systems should work together
4. The scheduled tasks didn't run
5. Our workflow is too complicated
6. The pipeline should be more efficient
7. We need a user authentication process
8. The database has reached it's capacity limit

RESOLUTIONS:

1. Let's _____
2. Let's _____
3. Let's _____
4. Let's _____
5. Let's _____
6. Let's _____
7. Let's _____
8. Let's _____

Grammar: the imperative form



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TEAMS



Android Emulator issues in new versions - The emulator process has terminated

Asked 4 years, 3 months ago Modified 1 month ago Viewed 859k times  Part of [Mobile Development Collective](#)

 After updating to Android Studio 2020.3.1 canary 15, when I try to run an emulator, it gets killed with this error:

405

 The emulator process for AVD Pixel_4_API_30 has terminated.

 It was working correctly in the previous version (4.1.3), but now after installing the new one, it shows the same error.


I've tried some solutions had suggested in almost similar cases; however, It still doesn't work.

1. I deleted my emulator (also I cleared inside of directory: `./android/avd/`) and created a new one again
2. I updated the HAXM installer to version 7.6.5
3. I tried to run an emulator with lower APIs but...



 This question is in a collective defined by tags with relevant co...

The Overflow Blog

-  Documents: The architecture of programming language

Featured on Meta

-  Upcoming initiatives on and across the Stack Exchange network...
-  Further Experimentation Reputation Requirements
-  Updated design for the panel experiment



Faced this issue after update to arctic fox.

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After seeing error message about termination, open android studio logs



On Windows:

`("C:\Users\YourUserName\AppData\Local\Google\AndroidStudio2020.3\log\idea.log")`



Or on all platforms:

- Open `Help` Menu
- Select `Open Log in Files/Explorer/...`

scroll it down and try to find log line with text "Emulator terminated with exit code".

Probably, the reason for termination can be found a few lines above this message -
for me it was

`"Emulator: cannot add library vulkan-1.dll: failed"`.

If you have the same reason - go to `C:\Windows\System32` directory, search here
for file called `vulkan-1-999-0-0-0.dll` and just rename it to `vulkan-1.dll` (i've
made a copy just in case and named it "vulkan-1.dll").

This fixed the issue for me.

166

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When writing **commit messages**, think of them as instructions to the version control system and other developers:



Think,

"If I apply this commit, I will (insert commit message) "

Recommended	Not Recommended
Add new feature for user authentication Resolve issue with data validation	Added a new feature for user authentication Resolved the issue with data validation

when writing imperative sentences, we can omit articles (a/an/the)



To know about commit

What does 'commit/committing' mean when talking about code/programming? : r/answers

IMPERATIVE

- Commit messages detail the changes made to a codebase, providing context not only for yourself but also for future developers.
- For readability and consistency in commit messages within a team, **use the imperative form:**

the imperative mood:

- tells someone to do something
- uses the base form of the verb and usually no explicit subject

“Alexa, set a timer for 5 minutes.”

“Please call me.”

“Submit your reports by Friday.”

e.g.

commands
requests
instructions

Your team follows the version control strategy recommended by Git, where each commit message is expected to be in the imperative present tense

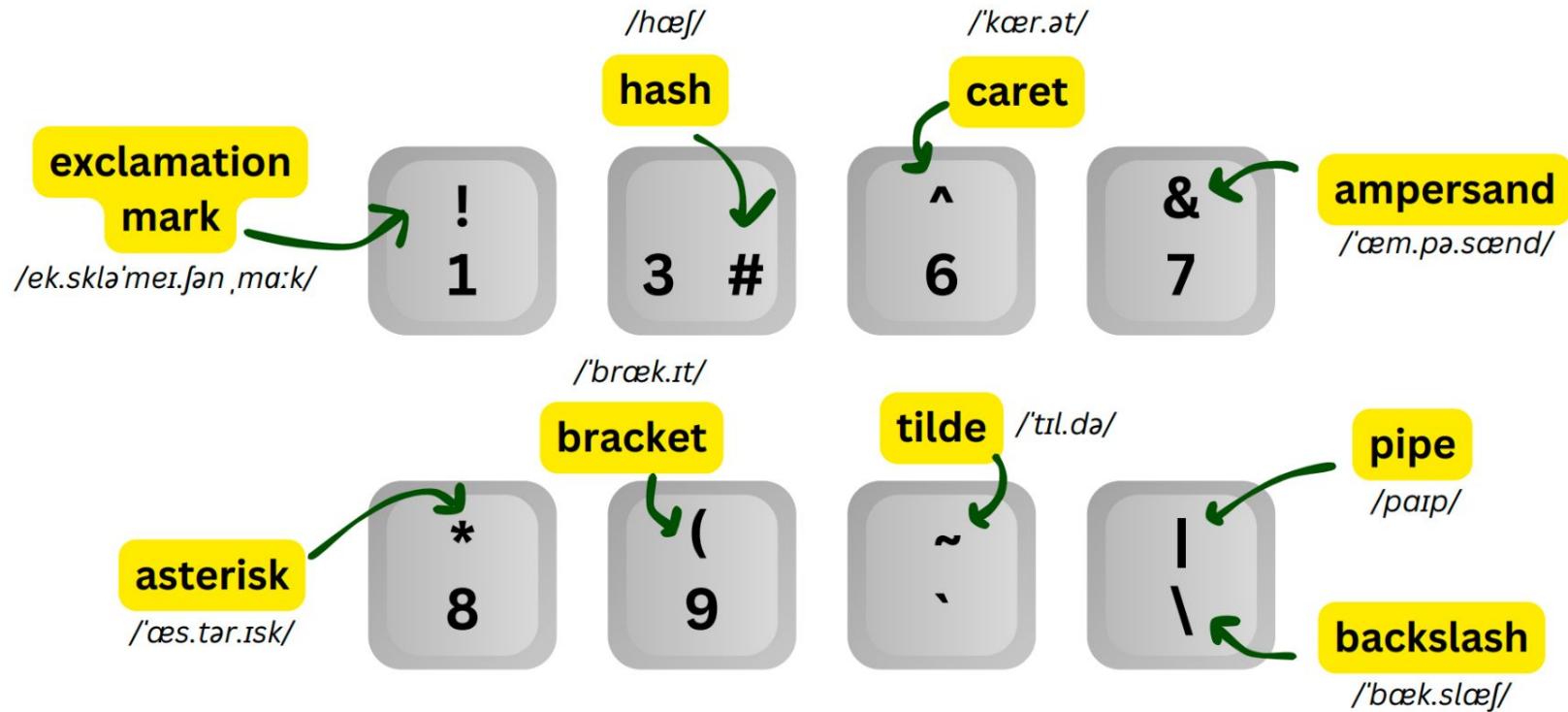
Next 

Rewrite the following commit messages to use the imperative present tense.

1. Changed the colour scheme of the homepage.
2. Updating the library dependencies.
3. Implemented a new algorithm for sorting.
4. Fixed a bug in the login module.
5. Adding new features to the dashboard.
6. Refactored the code for better readability.

Vocabulary

Keyboard Symbols



Compare the original and corrected code in the below snippets.

Describe the changes made using the names of the keyboard symbols

1

```
# original  
if result != 0:  
    print("Result is zero.")  
  
# corrected  
if result == 0:  
    print("Result is zero.")
```

replaced the

exclamation

mark with an

equals

2

```
# original  
print("Process complete."  
  
# corrected  
print("Process complete.")
```

3

```
# original  
result = a | b  
  
# corrected  
result = a & b
```

4

```
# original  
result = num1 ^ num2  
  
# corrected  
result = num1 * num
```

double quote

/'dʌb.əl kwəʊt/

“ ”

single quote

/'sɪŋ.gəl kwəʊt/

forward slash

/'fɔ:.wəd ,slæʃ/

? /

colon

/'kəʊ.lən/

: ;

semicolon

/sem.i'kəʊ.lən/

comma

/'kɒm.ə/

< ,

angle bracket

/'æŋ.gəl ,bræk.it/

curly bracket

/'kɜ:.li bræk.it/

{ [

square bracket

/skweər 'bræk.it/

hyphen

/'haɪ.fən/

- -

underscore

/ʌn.də.skɔ:r/