

# Welcome to your 310 Portfolio

A progression of learning for CSC/DSP 310: Programming for Data Science at University of Rhode Island.

## About Me

Hello, my name is Brianna MacDonald and I am a Senior at URI with a double major in Computer Engineering and Chinese with a double minor in Cyber Security and Data Science. I've been studying Chinese for about 4 years and I recently had the opportunity to go to Shanghai and Beijing last Winter right before COVID-19.

## Data Science, to me

Data Science is the intersection between computer science, statistics, and domain knowledge. Data Science has many different uses, such as in medical sciences or in machine learning.

There are many different components of Data Science. The four main components of Data Science are Data Strategy, Data Engineering, Data Analysis and Modeling, and Data Visualization/Operationalization. Data Strategy is about determining what data you want to gather and why. It makes a connection between the data you want to gather and the goals for that data. Data Engineering is about the systems and technology that are used to leverage, access, organize, and use the data. Data Analysis/Modeling is about describing or predicting data, creating analysis and assumptions about data, and mathematically modeling the data. Data Visualization/Operationalization is about visualizing data and understanding how different visuals describe the data, as well as making the data operational by making a machine/person make a decision or action based on the computing of the data.

## Compute the Grade for CSC/DSP 310

- To run by entering values into function, please run `compute_grade()` with desired values.

☰ Contents

About

[About Me](#)

[Data Science, to me](#)

[Compute the Grade for CSC/DSP 310](#)

```
def compute_grade(num_level1, num_level2, num_level3):
    """
    Computes a grade for CSC/DSP 310 from numbers of achievements earned at each level
    :param num_level1: int, number of level 1 achievements earned
    :param num_level2: int, number of level 2 achievements earned
    :param num_level3: int, number of level 3 achievements earned
    :return: letter_grade: string, letter grade with possible modifier (+/-)
    """

    # Initializing Variables
    letter_grade = ""
    total_grade = num_level1 + num_level2 + num_level3

    # Error Handling
    if total_grade > 45:
        print("Invalid total. Please re-enter values.")

    # Definitions of Grades
    else:
        if 3 <= num_level1 < 5:
            letter_grade = 'D'
        elif 5 <= num_level1 < 10:
            letter_grade = 'D+'
        elif 10 <= num_level1 < 15:
            letter_grade = 'C-'
        elif num_level1 == 15 and 0 <= num_level2 < 5:
            letter_grade = 'C'
        elif num_level1 == 15 and 5 <= num_level2 < 10:
            letter_grade = 'C+'
        elif num_level1 == 15 and 10 <= num_level2 < 15:
            letter_grade = 'B-'
        elif num_level1 == 15 and num_level2 == 15 and 0 <= num_level3 < 5:
            letter_grade = 'B'
        elif num_level1 == 15 and num_level2 == 15 and 5 <= num_level3 < 10:
            letter_grade = 'B+'
        elif num_level1 == 15 and num_level2 == 15 and 10 <= num_level3 < 15:
            letter_grade = 'A-'
        elif num_level1 == 15 and num_level2 == 15 and num_level3 == 15:
            letter_grade = 'A'
        else:
            print("Does not translate to letter grade.")
    print(f'Your grade is {letter_grade}.')
```

The example below will give a grade of a C.

```
# Example 1
compute_grade(15, 2, 0)
```

The example below will give a grade of a B.

```
# Example 2
compute_grade(15, 15, 2)
```

The example below will give a grade of an A-.

```
# Example 3
compute_grade(15, 15, 12)
```