## Queries

In later section, remember to talk about raise!!!

# 1 Sorting

Both sections described selection sort, so we're going with that!

```
[25, 13, -100, -12, 60, 31, -76, 2]
```

- Find the minimum (select it), swap with index 0
- Repeat for spots 1, 2, ..., n-1

Go through example above; write out code.

```
def selection_sort(lst):
    for index in range(len(lst) - 1):
        small_index = index_of_smallest(lst, index)

        swap(lst, index, small_index)

# Remind them again that functions can modify lists!

def swap(lst, i, j):
    tmp = lst[i]
    lst[i] = lst[j]
    lst[j] = tmp

def index_of_smallest(lst, start):
    min_index = start

    for index in range(start + 1, len(lst)):
        if lst[index] < lst[min_index]:
            min_index = index

    return min_index</pre>
```

### 2 PPM

Let's learn about ppm files! Specifically the P3 format of ppm files! The ppm P3 format is a plain text format for storing images. Let's take a look at making an image!

```
Р3
  3 1
  255
  255 0 0 # red
  0 255 0 # green
  0 \ 0 \ 255 \ # blue
Now let's make one that's a little bigger!
  Р3
  3 2
  255
           # red
  255 0 0
  0 255 0
           # green
  0 0 255 # blue
  255 255 0 # yellow
  255 0 255 # magenta
  0 255 255 # cyan
```

Mess with components per line, show them that it makes no difference/they'll need to be able to handle it. Then intro Program 6.

#### Truth Tables!

```
Start simple: p or q
Get harder: not ((not p or q) and (not q or r)) or (not p or r)
```

#### Methods?

## Git?

## **Insertion Sort?**

- Start at index 1, swap with lower one until it gets to the correct location (insert it).
- Each iteration, the first *i* elements of the list are sorted, each subsequent element is then inserted.

Go through example above. Write out code?

```
def insertion_sort(lst):
    for index in range(1, len(lst)):
        insert(lst, index, lst[index])

def insert(lst, location, to_insert):
    while location > 0 and to_insert < lst[location - 1]:
        lst[location] = lst[location - 1]
        location -= 1</pre>
```