

CSCI E-50 WEEK 2

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TODAY

— — —

- Introductions
- Resources Review
- Debugging
- Arrays
- Functions and variable scope
- Command-line arguments
- Problem Set 2 Preview

ABOUT ME

HBSc PSYCHOLOGY & HUMAN BIOLOGY, U OF TORONTO (2009)

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Sections: Mondays 6-8 pm EST

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ABOUT YOU

— — —

Share:

- YOUR NAME
- WHERE YOU LIVE
- WHAT WOULD YOU LIKE TO GET OUT CS50?
- PREVIOUS CS EXPERIENCE?

MY JOB AS A TF

— — —

- SECTIONS
- OFFICE HOURS
- E-MAILS: 12-24 HOURS RESPONSE WINDOW
- GRADING

WHAT TO EXPECT FROM SECTION

— — —

- Review of core concepts
- Hands-on practice problems and activities
- Pset questions
- Q & A
- Anything and everything in between

GROUND RULES

— — —

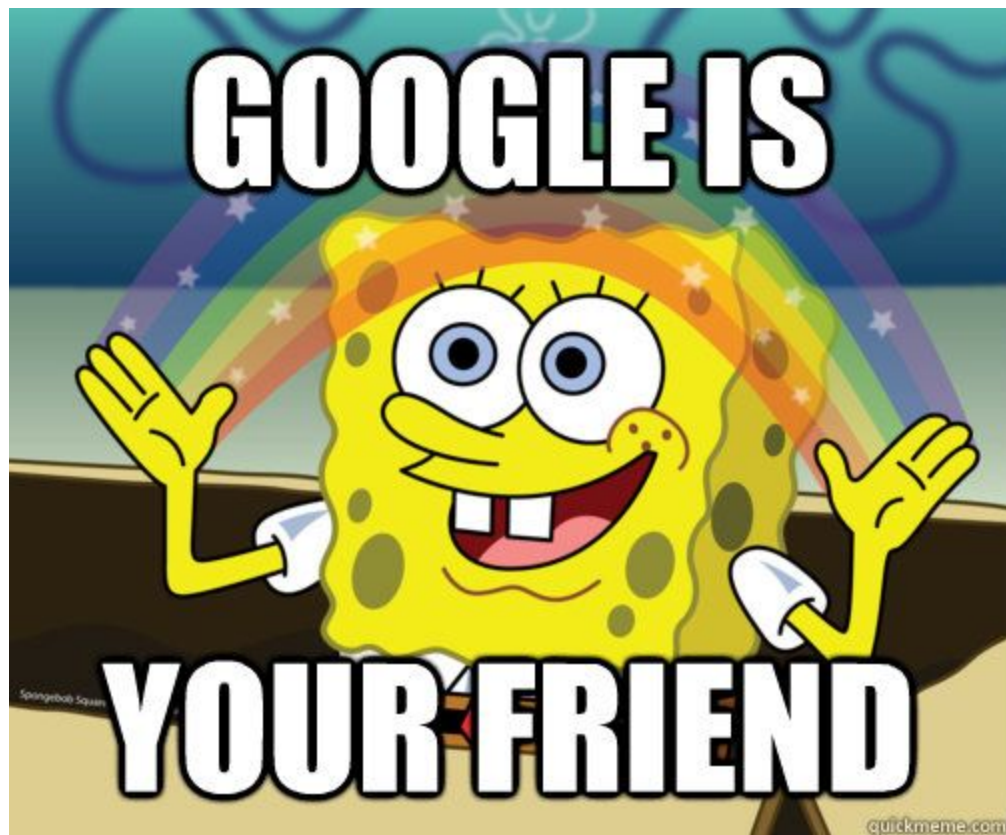
- Come prepared
 - Watch lectures
 - Read pset specification
 - Prepare questions
- Share feedback
- Have fun!

RESOURCES

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- Lecture videos
- Scribe notes
- Reference sheets
- Walkthroughs
- [Shorts](#)
- [Reference50](#)
- [Style Guide](#)
- Your Peers
- [CS50 Discourse](#)
- [Office hours](#) Everyday except Sunday & Monday

* [Info on setting up CS50 IDE Offline](#)



QUESTIONS?

DEBUGGING

— — —

- `eprintf`
- `debug50`
- `help50`



eprintf

— — —

- `eprintf` with context.
- Tells you exactly what line of code in their program triggered the `eprintf` call as well.
- Ex 1

debug50

— — —

- The graphical debugger for chasing down bugs in code.
- You can:
 - step into
 - step over
 - display variables' values
 - change variables' values
- Ex 2

help50

— — —

- can prepend calls to, e.g., `make` or `clang` to help explain the sometimes confusing error messages that can result.
- Ex 3



ARRAY

To initialize an array

```
int score[0] = 0; // zero index all  
arrays!
```

```
int score[1] = 1;
```

```
int score[2] = 2;
```

or

```
int score[] = {0, 1, 2}; // size  
based on the number of entries
```

// make an array

```
<datatype> <name>[<size>;
```

```
char alpha[26];
```

```
Int score[5];
```

// iterate over the array's members

ARRAY

— — —

```
int bar[5] = {0,2,3,4,5}
```

```
int foo[5]
```

```
Bar[0]
```

```
Bar[1]
```

Can you do `foo = bar??`

Let's Look at Examples

— — —

Ex 4

Ex 5

STRING

Just an array of characters!

Final index of a string in C is the null terminator `'\0'`, which tells a string that the string is over.



```
// declare string
```

```
String s = "teresa";
```

```
// what happens when I index into  
s[i]?
```

```
Printf("%c\n", s[0]);
```

```
Printf("%c\n", s[1]);
```

```
Printf("%c\n", s[6]); \0
```

```
Printf("%c\n", s[7]);
```



FUNCTIONS

— — —

(1) take something in [parameters],

(2) do something [body], and
finally

(3) spit out an answer [return
value].



Why use a function?

- Simplification
- Organization
- Reusability

Creating a function

1. Declaration
2. Definition
3. Function calls

```
<return-type> <name>(<parameter-list>);
```

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<return-type> **<name>**(**<parameter-list>**);

Let's Look at Examples

— — —

```
1 | #include <stdio.h>
2 |
3 | void sayHi(void)
4 | {
5 |     printf("Hi!\n");
6 | }
7 |
8 | int main(void)
9 | {
10 |     sayHi();
11 |     sayHi();
12 | }
```

- Let's look back at Ex 2!
- Ex7

SCOPE

— — —

Scope is a characteristic of a variable that defines from which functions that variable may be accessed.

- Local variables: can only be accessed within the functions in which they are created { }.
- Global variables: can be accessed by any function in the program.

COMMAND LINE ARGUMENT

— — —

Allows you to pass arguments into the main function of the program by specifying the arguments at the command line.

Benefit? Offers an alternative means of providing input to a program beyond just requesting input while program is running.

argc - argument count

argv - argument vector(array of chars or string)

```
int main(void)
```

Becomes...

```
int main(int <argc>, string <argv>)
```

```
//this lets the program know that it  
needs to expect and process command line  
parameters.
```

Where have you already seen them?

argc

— — —

command	argc
./greedy	1
./greedy 10 cs50	3
./cube 3 5 7	4

argv

command: ./greedy 10 cs50

argv indices	argv contents
Printf ("%s\n", argv[0])	greedy
argv[1]	10
argv[2]	cs50
argv[3]	nothing!

Let's Look at Examples

— — —

Ex 6: Revamp ex 2! Require a user to enter input at the command line.

Pset2: Crypto

— — —

Choose two adventures:

- Implement Caesar's cipher (less comfy)
- Implement Vigenère's cipher (less comfy)
- Crack passwords (more comfy)

You're welcome but not expected to implement all three;
if you submit all three, we'll grade your two best.

Final words on pset2

— — —

- Remember they need to preserve case!
- All command line arguments are strings. How might they convert "1" in the above example to an int?
- `<ctype.h>`
- Be careful about rotating too far - use mod (%)!
- Vigenere is similar to Caesar, except in place of an int, a second string is used to encrypt the target word.
 - For example, entering "Doug Lloyd" and "hi" will output "Kwbo Stvgk".
- Pseudocode
- Don't forget to comment!