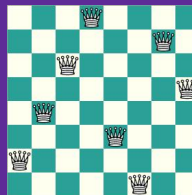


# Introduction to Computation

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# Outline

- Conditional Statement
- Loop Statement
- Function

# Conditional Statement



# Boolean value

Python has two Boolean values: True, False

- True and False are **bool type**
- True is 1 and False is 0. Both are bool type
- `bool(x)`: returns the Boolean value of a specified object
  - Any **nonzero number** is interpreted as “True”
  - Any **nonempty** string is “True”
  - Return False for `[], (), {}, False, 0, None`
- In logic expression, `x` is interpreted as `bool(x)`
- `bool` is a special type of `int`
- `==`
  - True is 1: `123 == 1`
  - `None` is not the same as 0, False, or an empty string

```
23 print(type(True), type(False))
24 print(True == 1, False == 0)
25
26 print(bool(123), bool("123"))
27 print(bool(0), bool(""))
28 print(bool(None))
29
30 print(123 == True, "123" == True)
31 print(None == False)
```

```
<class 'bool'> <class 'bool'>
True True
True True
False False
False
False False
False
```

# Boolean expression

A Boolean expression is an expression that is either true or false

- Comparison Operators that can create Boolean expression

- ☐ `>, <, >=, <=, ==, !=, in, not in` (集合)
- ☐ `is, is not` (will discuss it later)
- ☐ all comparison operations in Python have the same priority

<code>print(1+2+3&gt;6 and "abc"&gt;"ABC")</code>	False
<code>print(1+2+3&gt;6 or "abc"&gt;"ABC")</code>	True
<code>print(not (1+2+3&gt;6))</code>	True
<code>print(not ("abc"&gt;"ABC"))</code>	False

- There are three logical operators: **and**, **or**, and **not**

- ☐ `x and y` returns True, if and only if both x and y are True
- ☐ `x or y` returns True, if and only if at least one of them are True
- ☐ `not x` returns True, if and only if x is False
- ☐ The priority: **not > and > or**. Use "()" if you are not sure

<code>print(5 and "abc"&gt;"ABC")</code>	True
<code>print(0 and "abc"&gt;"ABC")</code>	0
<code>print(1+2+3&gt;6 or 3)</code>	3
<code>print(not 3.1)</code>	False

- **Short-circuit evaluation**: In some situations, knowing one input to an operator is enough to determine its value. In those cases, the other input is not evaluated.

- ☐ True or x, False and y. `x and y` will not be evaluated

- A Boolean expression may not directly return **True** or **False**, but some equivalent values

- ☐ `1+2+3>6` or `3`, `return 3`, `bool(3)==True`
- ☐ `0` and `"abc">"ABC"`, `return 0`, `bool(0)==False`

在λ表达式有巧妙的用处

# Chained Comparison

Comparisons can be chained arbitrarily.

- For example,  $x < y \leq z$  is equivalent to  $x < y$  and  $y \leq z$ , except that  $y$  is evaluated **only once** (but in both cases  $z$  is not evaluated at all when  $x < y$  is found to be false)
- Formally, if  $a, b, c, \dots, y, z$  are expressions and  $op1, op2, \dots, opN$  are comparison operators, then an  $op1\ b\ op2\ c\ \dots\ y\ opN\ z$  is equivalent to  $a\ op1\ b$  and  $b\ op2\ c$  and  $\dots\ y\ opN\ z$ , except that each expression is evaluated at most once
- **严禁链式赋值语句:  $x=y=1$**

```
1 def test_comp_chain(x, y, z):
2     print(x < y < z, x < y and y < z)
3     print(x < y > z, x < y and y > z)
4     print(x > y < z, x > y and y < z)
5     print(x > y > z, x > y and y > z)
6
7
8 test_comp_chain(1, 1, 1)
9 test_comp_chain(1, 2, 3)
10 test_comp_chain(1, 3, 2)
11 test_comp_chain(3, 2, 1)
```

```
False False
False False
False False
True True
False False
False False
False False
True True
False False
False False
False False
False False
False False
False False
```

和数学中一样

# Conditional statement: if

- A conditional statement is:

**if** <Boolean expression>: # header

**FIRST STATEMENT** # body

...

**LAST STATEMENT**

- The Boolean expression after the if statement is called the **condition**.
  - If it is **True**, then the indented statement gets executed.
  - If not, nothing happens
- The if statement is made up of a header and a block of statements
  - The header begins on a new line and ends with a colon (:). The indented statements that follow are called a block. A statement block inside a compound statement is called the body of the statement
- There is no limit on the number of statements that can appear in the body of an if statement, but there has to be **at least one**. You could use **pass** to skip this issue

```
36 x = 100
37
38 if x > 0:
39     print("Hello world")
40
41 if x <= 100:
42     print("Good")
43
44 if x > 1000:
45     print("Nothing")
46
47 print("End")
```

```
Hello world
Good
End
```

```
x = 100

if x>100:
    pass # do nothing

print("End of the program.")
```

```
End of the program.
```

# Indent 缩进

```
x = 100
if x > 7:
    print("Hello world")
    print("Monday")
```

```
Hello world
Monday
```

```
x = 1
if x > 7:
    print("Hello world")

print("Monday")
```

```
Monday
```

```
x = 1
if x > 7:
    print("Hello world")
    print("Monday")

print("Monday")
```

缩进具有严格的要求, 不可以随便添加  
连续的相同缩进的语句构成一个逻辑上的整体



# if: example

- Check whether an integer is **even** or not
- Check whether a year is a **leap** year (闰年)
- Check whether your score is above 60.0 to pass the exam

```
49  n = 2018
50
51  if n%2 == 0:
52      print("An even integer")
53
54  y = 2014
55  if (y%4 == 0 and y%100 != 0) or (y%400 == 0):
56      print("A leap year")
```

```
score = 80.1
if score >= 60:
    print("Passed")
```

# if else

- There are two possibilities, and the condition determines which one gets executed.

**if** <Boolean expression>:

**do\_sth\_here** #

**else:**

**do\_sth\_else\_here**

如果xxx发生, .....  
否则, .....

- If the Boolean expression is **True**, the statement block after “**if:**” will be executed.
- Otherwise, the statement block after “**else:**” will be executed.

```
58  n = 2011
59  if n%2 == 0:
60      print("I will get up early")
61  else:
62      print("I will go to library")
```

```
64  n = -3
65
66  if n >= 0:
67      x = n + 1
68  else:
69      x = 3*n + 1
70
71  print(x)
```

Exactly one branch will be executed

# Chained conditionals

- In practice, we need to consider more complicated conditions:

**if <Boolean expression 1>:**

**do\_sth\_here\_1**

**elif <Boolean expression 2>:**

**do\_sth\_here\_2**

**.....**

**elif <Boolean expression n>:**

**do\_sth\_here\_n**

**else:**

**do\_else\_here**

- The program checks the Boolean expression from 1 to n, if one of them is satisfied, then the statement block will be executed. Or the “else:” statement block is executed
- elif is an abbreviation of “else if.” Again, exactly one branch will be executed
- There is no limit of the number of elif statements
- else is optional (有些语言必须有，python可选)

```
if x == 1:
    print("Monday")
elif x == 2:
    print("Tuesday")
elif x == 3:
    print("Wednesday")
elif x == 4:
    print("Thursday")
elif x == 5:
    print("Friday")
elif x == 6:
    print("Saturday")
else:
    print("Sunday")
```

# If...elif...else: example

- (3n+1 problem) Given a positive integer n, if n is even, then  $n = n/2$ ; if n is odd,  $n = 3n+1$ . Will  $n=1$  after a finite number of steps?

The program will check  $n==1$  first, then  $n\%2==0$ . If none is satisfied, it will execute "else:"

- (piecewise function)  $f(x) = \begin{cases} x^3, & x < -1 \\ x, & -1 \leq x < 1 \\ x^2, & x > 1 \end{cases}$

When you write a conditional expression, you should check your conditions. Don't miss any conditions! Or some code will never be executed

```
n = 300

if n == 1:
    print("1 is reached.")
elif n % 2 == 0:
    n //= 2
else:
    n = 3*n + 1

print(n)
```

```
def f(x):
    if x < -1:
        return x ** 3
    elif x >= -1 and x < 1:
        return x
    else:
        return x ** 2

print(f(-3))
print(f(0.5))
print(f(7))
```

-27  
0.5  
49

# Nested expressions

- Expressions can be **nested** (嵌套)
- **Indentation**

```
1 def select(n):
2     if n % 4 == 0:
3         if n % 3 == 1:
4             print(f"{n} % 12 == 4")
5         elif n % 3 == 2:
6             print(f"{n} % 12 == 8")
7         else:
8             print(f"{n} % 12 == 0")
9     elif n % 4 == 1:
10        if n % 3 == 1:
11            print(f"{n} % 12 == 1")
12        elif n % 3 == 2:
13            print(f"{n} % 12 == 6")
14        else:
15            print(f"{n} % 12 == 9")
16    else:
17        print("End")
18
19
20 select(0)
21 select(1)
22 select(4)
23 select(6)
24 select(8)
25 select(9)
```

```
0 % 12 == 0
1 % 12 == 1
4 % 12 == 4
End
8 % 12 == 8
9 % 12 == 9
```

# Structural Pattern Matching (3.10)

- `match` subject:
  - `case <pattern_1>:`
    - `<action_1>`
  - `case <pattern_2>:`
    - `<action_2>`
  - `case <pattern_3>:`
    - `<action_3>`
  - `case _:`
    - `<action_wildcard>`
- 从上往下对比, 如果遇到符合的 `pattern`, 就执行该 `case` 的代码, 结束后离开 `match`
- `_`: 表示 `wildcard`, 会 `match` 任意的情况, 可以省略
- 比 C/C++ 中 `switch` 要强很多

```
if x == 1:
    print("Monday")
elif x == 2:
    print("Tuesday")
elif x == 3:
    print("Wednesday")
elif x == 4:
    print("Thursday")
elif x == 5:
    print("Friday")
elif x == 6:
    print("Saturday")
else:
    print("Sunday")
```

```
1 def test_day(x):
2     match x:
3         case 1:
4             print("Monday")
5         case 2:
6             print("Tuesday")
7         case 3:
8             print("Wednesday")
9         case 4:
10            print("Thursday")
11        case 5:
12            print("Friday")
13        case 6:
14            print("Saturday")
15        case _: # try to remove it.
16            print("Sunday")
17
18
19 for x in range(1, 10):
20     test_day(x)
```

```
Monday
Tuesday
Wednesday
Thursday
Friday
Saturday
Sunday
Sunday
```

结构更清晰, 可读性更好

# Tips

## ● 注意细节

```
1 def f(n):
2     if n == 1:
3         return True
4     else:
5         return False
6
7 # 等价于
8 def f(n):
9     return n == 1
10
```

```
1 def f(n):
2     if g(n):
3         return a(n)
4     else:
5         return b(n)
6
7 # 等价于
8 def f(n):
9     return a(n) if g(n) else b(n)
10
```

```
1 # Bad
2 if v == True:
3     f()
4
5 # Good
6 if v:
7     f()
8
9 # Bad
10 if v == False:
11     f()
12
13 # Good
14 if not v:
15     f()
```

# Loop Statement





# Loop

问题：如何重复输出”hello world”, 3次

答案：反复调用print三次

问题：如果要输出n次呢？ n是一个变量

答案：.....

**1. while statement**

**2. for statement**

《CS版从三到万》

从前有座山，山上有座庙，庙里有个老和尚，老和尚在给小和尚讲故事，故事讲的是从前有座山，山上有座庙，庙里有个老和尚，老和尚在给小和尚讲故事，故事讲的是从前有座山，山上有座庙，庙里有个老和尚，老和尚在给小和尚讲故事，故事讲的是从前有座山，山上有座庙，庙里有个老和尚，老和尚在给小和尚讲故事，故事讲的是从前有座山，山上有座庙，庙里有个老和尚，老和尚在给小和尚讲故事，故事讲的是。。。



# while

- The grammar of `while` statement:  
    **`while <Boolean expression>:`**  
        **`do_sth_here #`**

When the **Boolean expression** is **True**, the statement block will not stop executing

- Examples:
  - ☐ Repeats printing “Get up early” three times
  - ☐ Compute  $\sum_{i=1}^{100} i$
  - ☐ Given  $n$ , compute  $3n+1$
  - ☐ Given an integer  $n$ , compute the number of “0” at the end of  $n$

```
i = 0
while i<3:
    print("Get up early tomorrow")
    i += 1
print(i)
```

```
1 total = 0
2 i = 1
3
4 while i <= 100:
5     total += i
6     i += 1
7
8 print(f"Sum = {total}")
```

```
1 n = 300
2 print(f"n is {n}")
3
4 while n != 1:
5     if n % 2 == 0:
6         n //= 2
7     else:
8         n = 3 * n + 1
9
10 print(f"End n = {n}")
```

The Boolean expressions are not satisfied when  $i=3$ ,  $i=101$  and  $n=1$

# for

- In mathematics,  $x \in A$ . In python, we say `x in A`. `in` is a keyword in python
  - $x \notin A : x \text{ not in } A$ . (`not` is also a keyword)
- When we have a collection of elements, we can use **for** to construct a loop:  
    **for** `x in` collection:      （自动枚举集合中的每个元素）  
        do\_sth
  - Here the collection can be type of **list, dict, tuple, set, str, range**, etc.
- For all  $x \in$  collection, the statement block (do\_sth) will be repeatedly executed

```
str1 = "CatEatMouse"
for s in str1:
    print(s, end=" ")
print()

for x in range(5):
    print(x, end=" ")
print()
```

```
C a t E a t M o u s e
0 1 2 3 4
```

```
zoo = ["dog", "cat", "mouse", "dragon", "tiger"]

for animal in zoo:
    print(animal)

zoo_number={"dog":1, "cat":3, "mouse":5, "dragon":0, "tiger":7}

for animal in zoo_number.keys():
    print(zoo_number[animal])
```

```
dog
cat
mouse
dragon
tiger
1
3
5
0
7
```

可迭代的(iterable): list, dict, tuple, set, str, range

# range()

- range(n): generate a collection of **integers** from 0 to  $n - 1$ .
- range(a, b, d): generate a collection of **integers** from  $a$  to  $b$ , with step  $d$ .
  - (从a到b以d为公差的整数), 可以省略.
  - a, b, d必须都为整数
- for x in range(a, b, d):  
do\_sth

```
for x in range(10):  
    print(x, end=" ")  
print()  
  
for x in range(1, 10, 1):  
    print(x, end=" ")  
print()  
  
for x in range(1, 10, 2):  
    print(x, end=" ")  
print()  
  
for x in range(1, 10, 3):  
    print(x, end=" ")  
print()  
  
for x in range(10, 1, -2):  
    print(x, end=" ")  
print()
```

```
0 1 2 3 4 5 6 7 8 9  
1 2 3 4 5 6 7 8 9  
1 3 5 7 9  
1 4 7  
10 8 6 4 2
```

```
1 x = range(100)  
2 print(x, type(x), len(x))
```

range(0, 100) <class 'range'> 100

```
num_sum = 0  
for x in range(101):  
    num_sum += x  
  
print(num_sum)
```

5050

# for VS. while

- for 自动枚举一个数据中的每个元素
- while 需要自己枚举每个情况

```
16 total = 0
17 i = 1
18 while i <= 100: # 只要i不大于100
19     print(i)
20     total += i
21     i += 1
22
23 print(total)
```

```
26 total = 0
27
28 for i in range(100): # i会自动枚举0-100的情况
29     print(i)
30     total += i
31
32 print(total)
```

```
for x in range(5):
|     pass
print(x)
```

4  
5  
5

```
x = 0
while x < 5:
|     x += 1
print(x)
```

```
x = 0
while x in range(5):
|     x += 1
print(x)
```

for x in xxx 结束时, x时xxx中最后一个元素  
while x in range(n): 结束时, x=n

# break and continue

break, continue: quit the current iteration of the loop statement

- break: The break statement is used to **immediately leave the body** of its loop.
- continue: This is a control flow statement that causes the program to immediately **skip** the processing of the rest of the body of the loop, **for the current iteration**. But the loop **still carries on** running for its remaining iterations

```
for i in [12, 16, 17, 24, 29]:  
    if i%2 == 1:  
        break  
    print(i)  
print("Break and done")
```

```
for i in [12, 16, 17, 24, 29]:  
    if i%2 == 1:  
        continue  
    print(i)  
print("Continue and done")
```

```
12  
16  
Break and done  
12  
16  
24  
Continue and done
```

Break and continue will quit the current iteration.  
However, continue will execute the next iteration. (再来一轮)  
Break won't but quit the whole loop. (认输投降)

# break, continue, return

- break: 结束整个循环
- continue: 结束本轮循环, 开始下一轮
- return: 结束函数运行, 返回 (可以不带返回值)

```
1298 for i in range(7):
1299     if i % 3 == 2:
1300         print(" ", end=" ")
1301         return #error, must in a function
1302     print(i, end=" ")
1303 print("\nTest return done.")
```

```
File "C:\Users\popeC\OneDrive\CS124计算导论\2023 秋季\course_code.py", line 1301
    return #error, must in a function
    ^^^^^
SyntaxError: 'return' outside function
```

```
1284 for i in range(7):
1285     if i % 3 == 2:
1286         print(" ", end=" ")
1287         break
1288     print(i, end=" ")
1289 print("\nTest break done.")
1290
1291 for i in range(7):
1292     if i % 3 == 2:
1293         print(" ", end=" ")
1294         continue
1295     print(i, end=" ")
1296 print("\nTest continue done.")
```

```
1305 def test_return():
1306     for i in range(7):
1307         if i % 3 == 2:
1308             print(" ", end=" ")
1309             return
1310         print(i, end=" ")
1311     print("\nTest return done.")
```

0 1

```
0 1
Test break done.
0 1 3 4 6
Test continue done.
```

编程规范: for + for不超过两层。  
特别是有return, break的情况下。  
超过两层, 第三层的逻辑用函数实现

# return ... if ... else ...

return value1 if condition else value2

- A convenient usage of return
- Equivalent

```
if condition:
    return value1
else:
    return value2
```

```
1 def f(n):
2     if n % 2 == 0:
3         return n // 2
4     else:
5         return 3 * n + 1
6
7
8 def test_return_else(n):
9     return n // 2 if n % 2 == 0 else 3 * n + 1
10
11
12 for x in range(10):
13     print(f(x) == test_return_else(x))
```

True  
True  
True  
True  
True  
True  
True  
True  
True  
True

```
1 x = 12
2
3 y = x // 2 if x % 2 == 0 else 3 * x + 1
4
5 print(y)
```



# for/while - else

- for/while loops also have an **else clause** which most of us are unfamiliar with
- The else clause **executes** after the loop completes

normally

- This means that the loop did not encounter a break statement.

```
def test_while(n):  
    print("n = {}".format(n))  
    i = 1  
  
    while i < 6:  
        print(i)  
        i += 1  
        if i == n:  
            break  
    else:  
        print("i is no longer less than 6")  
  
    print(i)
```

```
test_while(2)  
test_while(4)  
test_while(6)  
test_while(7)  
test_while(8)
```

```
n = 2:  
1  
2  
n = 4:  
1  
2  
3  
4  
n = 6:  
1  
2  
3  
4  
5  
6  
  
n = 7:  
1  
2  
3  
4  
5  
6  
i is no longer less than 6  
  
n = 8:  
1  
2  
3  
4  
5  
6  
i is no longer less than 6
```

如果不用else:  
在循环结束后加一个判断: if i==6

```
def test_for(n):  
    print("n = {}".format(n))  
  
    for i in range(6):  
        print(i)  
        if i == n:  
            break  
    else:  
        print("i is no longer less than 5")  
  
    print(i)  
  
test_for(2)  
test_for(4)  
test_for(6)  
test_for(7)  
test_for(8)
```

```
n = 2:  
0  
1  
2  
3  
4  
5  
n = 4:  
0  
1  
2  
3  
4  
5  
n = 6:  
0  
1  
2  
3  
4  
5  
i is no longer less than 5
```

```
n = 7:  
0  
1  
2  
3  
4  
5  
i is no longer less than 5  
  
n = 8:  
0  
1  
2  
3  
4  
5  
i is no longer less than 5
```

如果不用else:  
在循环结束后加一个判断  
for要注意, 结束的情况和while不同

# for/while – else 用例

- 在实际中，我们经常需要遍历一个数据结构，看看是否存在不符合要求的元素
- 常规的写法，使用一个flag变量，初始化为True。如果遇到不符合要求的元素，设置为False，然后退出。循环结束后，根据flag的值可以判断具体的情况
- 现在用 for/while –else, 可以不用flag
- 如果没有break语句，那么else永远都会执行

```
1 def is_valid(n):  
2     return 0 < n < 10000  
3  
4  
5 flag = True  
6 for i in range(1, 1000):  
7     if not is_valid(i):  
8         flag = False  
9         break
```

```
1 for i in range(1, 1000):  
2     if not is_valid(i):  
3         break  
4 else:  
5     print("All the elements are valid.")
```

All the elements are valid.  
All the elements are valid.

# Bit operator

- In Python, bitwise operators are used to perform **bitwise calculations** on integers
- The integers are first converted into **binary** and then operations are performed **on bit by bit**, hence the name **bitwise** operators
- Then the result is returned in **decimal format**

&	Bitwise AND	$x \& y$	Bitwise AND operator: Returns 1 if both the bits are 1 else 0.
	Bitwise OR	$x   y$	Returns 1 if either of the bit is 1 else 0
~	Bitwise NOT	$\sim x$	Returns one's complement of the number ( $0 \rightarrow 1, 1 \rightarrow 0$ )
^	Bitwise XOR	$x \wedge y$	Returns 1 if one of the bit is 1 and other is 0 else returns 0
>>	Bitwise right shift	$x >>$	Shifts the bits of the number to the right and fills 0 on voids left as a result. Similar effect as of dividing the number with some power of two
<<	Bitwise left shift	$x <<$	Shifts the bits of the number to the left and fills 0 on voids left as a result. Similar effect as of multiplying the number with some power of two

# Bit operator

x	y	x&y	x y	~x	x^y	>>	<<
0	0	0	0	1	0	0	0
0	1	0	1	1	1	0	0
1	0	0	1	0	1	0	2
1	1	1	1	0	0	0	2

1111>>1, 111      1110>>1, 111  
 1111<<1, 11110,    1110<<1, 11100

$$\sim x := -(x + 1)$$

The bitwise inversion of  $x$  is defined as  $-(x + 1)$

$$x \gg n := x / 2^n$$

$$x \ll n := x * 2^n$$

Precedence: Bitwise operators is lower than arithmetic operators  
 $1+n\&2$  is  $(1+n)\&2$

```

1  num1 = 0b11010011
2  num2 = 0b11011100
3
4  print(num1, num2)
5  print(num1 & num2, num1 | num2)
6  print(~num1, ~num2)
7  print(num1 ^ num2)
8  print(num1 >> 1, num2 >> 1)
9  print(num1 << 1, num2 << 1)
10
11 print(f"{num1 : b} {num2 : b}")
12 print(f"{num1 & num2 : b}", f"{num1 | num2 : b}")
13 print(f"{~num1 : b}", f"{~num2 : b}")
14 print(f"{num1 ^ num2 : b}")
15 print(f"{num1 >> 1 : b}", f"{num2 >> 1 : b}")
16 print(f"{num1 << 1 : b}", f"{num2 << 1 : b}")

```

```

211 220
208 223
-212 -221
15
105 110
422 440
11010011 11011100
11010000 11011111
-11010100 -11011101
1111
1101001 1101110
110100110 110111000

```

# Bitwise operator in logic expression



```
1  n = 127
2  while n%2 == 1:
3      n //= 2
4  print(n)
5
6  n = 127
7  while n%2:
8      n //= 2
9  print(n)
10
11 n = 127
12 while n&1:
13     n >>= 1
14 print(n)
```

```
0
0
0
```

- 三种写法：Line 1-4 正常写法
- 第7行，  $n\%2$ 不为0的时候，永远为True
- 第12行，  $n\&1$ 不为0的时候，永远为True；  $n\&1=0$ ,  $n$ 为偶数
- 第13行，  $n\>>1$  等价于  $n//2$
- `[]`, `()`, `{}`, `False`, `0`, `None`都为False
- 尽量采用第一种写法，可读性好。 现在的编译器很智能，会自己优化性能
- 坑：位运算符 优先级 比 算术运算符 低

`bool(x)`: returns the Boolean value of a specified object  
Any nonzero number is interpreted as “True”  
Any nonempty string is “True”  
Return False for `[]`, `()`, `{}`, `False`, `0`, `None`

# Exercise

- Given a positive integer  $n$ , count how many zeros at its end
- The Hamming distance between two integers is the number of positions at which the corresponding bits are different (即对应的二进制表示，有多少位不同)

Given two integers, calculate the Hamming distance.

Input:  $x=1, y=4$

Output: 2

# Function



# Summary: Function call in python

Copied from lecture 3

```
6 def f(x, a, b, c):
7     return a * x**2 + b * x + c
8
9 def my_print(msg):
10     print("$ ", end='')
11     print(msg, end='')
12     print(" $")
13
14 z = f(1, 1, 1, 1)
15 print(z)
16
17 my_print('hello world')
```

- 系统定义的函数(譬如print(), int())和用户定义的函数(f(x,a,b,c))，定义的时候，函数本身并不会被执行，只有调用的时候才会执行
- 函数被调用的时候（譬如我们调用print()(或者f(1,1,1,1))），程序会跳转到被调用函数的定义，从函数头开始执行
- 如果函数有参数，那么我们调用的时候参数会被传到函数头的参数。也就是函数头的参数会被初始化赋值
- 函数体的语句会一条一条的顺序执行，直到结束。函数运行结束后，系统会从函数体跳转回到程序原来调用函数的地方。对于需要返回值的函数，系统通过return 把返回值返回给调用者；对于没有返回值的函数，系统会自动返回
- 对于有return的函数，函数调用可以作为一个值来使用。没有return的，系统会默认返回None，也就是空
  - return会把程序运行的地点从函数体转移回函数调用的地方。无论return后面有没有语句，都不会被执行了。
  - return命令的效果就是从函数的运行返回到函数调用的地方。如果需要返回一个计算值，那么用return xxxx; 如果不需要返回计算值，可以直接一个return
- 一般情况下，函数的定义中使用的变量，不会对外面定义的变量有干涉：因为他们属于不同的势力范围

首先，我们定义了两个函数f和my\_print，函数定义本身并不会被执行。我们调用f(1,1,1,1)的时候，系统会跳转到f的定义的部分(也就是def f)，开始运行：首先参数x,a,b,c会被赋值为1,1,1,1；然后函数体中的语句会被执行，直到计算出y。通过return y语句，系统跳转回原来的语句z=f(1,1,1,1), 并且将return 回来的y赋给了z。下面是一个函数调用更复杂的例子：函数调用了四次，return了四个值

```
w = f(1,1,1,1) + f(1,2,3,4) + f(-2,-1,0,1)*f(5,6,7,8)
print(w)
```



# Locality (局部性)

- Variables and parameters of functions are **local** (互不干涉)
  - When you create a local variable inside a function, it only exists inside the function, and you cannot use it outside:
  - Parameters are also local

```
def concat(str1, str2):  
    str3 = str1 + str2  
    return str3  
  
print(str3)
```

str3 can be used only inside the function

```
Traceback (most recent call last):  
  File "C:\Users\fcheng\OneDrive\CS124计算导论\2018\lecture notes\2.py", line 5, in <module>  
    print(str3)  
NameError: name 'str3' is not defined
```

```
str1 = "hello"  
str2 = "world"  
str3 = "2019"  
  
def concat(str1, str2):  
    str3 = str1 + str2  
    return str3  
  
print(concat(str1, str2))  
print(str3)
```

```
helloworld  
2019
```

# global: break locality

global (全局): 如果要在函数内修改函数外部的某个变量，可以在前面加global关键字

- 可以在函数内部，直接使用外部的变量，如果不修改这个变量

```
799 s = 0
800
801 def add(x):
802     # s = 100
803     s += x
804
805 for x in range(100):
806     add(x)
807
808 print(s)
```

```
799 s = 0
800
801 def add(x):
802     s = 100
803     s += x
804
805 for x in range(100):
806     add(x)
807
808 print(s)
```

0

```
799 s = 0
800
801 def add(x):
802     global s
803     s += x
804
805 for x in range(100):
806     add(x)
807
808 print(s)
```

4950

# Default parameter (默认参数)

- If we call the function without parameter, it uses the **default value**:

```
def my_function(country = "Norway"):
    print("I am from " + country)
```

```
my_function("Sweden")
my_function("India")
my_function()
my_function("Brazil")
```

```
I am from Sweden
I am from India
I am from Norway
I am from Brazil
```

```
def f(x=1, a=1, b=0, c=0):
    return a*x**2 + b*x + c
```

```
print(f())
print(f(2))
print(f(2,-1))
print(f(2,-1,1))
print(f(2,-1,1,1))
```

```
1
4
-4
-2
-1
```

- **Passing via keyword**. In general, we need to align parameters by order. We can avoid it by passing via keyword

```
print(f(x=3), f(a=-1), f(a=1, x=1), f(c=-1, b=1, x=-7))
```

```
9 -1 1 41
```

- In this example, we use assign the parameters the values. It can help us get rid of the mistakes of **misalignment**

**推荐使用：**不犯错误的唯一办法是把错误本身消灭掉

# \*args, \*\*kwargs

\*args: Arbitrary positional arguments. \*\*kwargs: Arbitrary keyword arguments

- For arbitrary positional argument, an asterisk (\*) is placed before a parameter in function definition which can hold non-keyword variable-length arguments. (Tuple)
- For arbitrary keyword argument, a double asterisk (\*\*) is placed before a parameter in a function which can hold keyword variable-length arguments. (Dict)

```
1 def f(*args):
2     for x in args:
3         print(x)
4
5
6 f(1, 2, 3)
7 f(3, 4)
8 f(7)
```

```
1
2
3
3
4
7
```

```
6
2
(-2+0j)
```

```
1 def m(*args):
2     z = 1
3     for x in args:
4         z *= x
5
6     print(z)
7
8
9 m(1, 2, 3)
10 m(-1, -2)
11 m(1, 1j, 2j)
```

```
1 def test_kwargs(**kwargs):
2     for x in kwargs:
3         print(kwargs[x], end=' ')
4
5     print()
6
7
8 test_kwargs(x=1)
9 test_kwargs(x=1, y=2)
10 test_kwargs(x=1, y=2, z=3)
11 test_kwargs(x=1, y=2, z=3, u=4)
```

```
1
1 2
1 2 3
1 2 3 4
```

## Positional-only parameters (3.8)

```
def f(pos1, pos2, /, pos_or_kwd, *, kwd1, kwd2):
    |           |           |
    |           | Positional or keyword |
    |           |           |
    -- Positional only           - Keyword only
```

- A function definition may look like:
- where / and \* are optional. If used, these symbols indicate the kind of parameter by how the arguments may be passed to the function: **positional-only**, **positional-or-keyword**, and **keyword-only**. Keyword parameters are also referred to as named parameters

```
1 def f(a, b, /, c, d, *, e, f):
2     print(a, b, c, d, e, f)
3
4 f(10, 20, 30, d=40, e=50, f=60)
5 # f(10, b=20, c=30, d=40, e=50, f=60) # b cannot be a keyword argument
6 # f(10, 20, 30, 40, 50, f=60) # e must be a keyword argument
```

```
1 print(divmod(100, 33))
2 print(divmod(b=100, a=33)) #TypeError: divmod() takes no keyword arguments
3
4 def divmod(a, b, /):
5     "Emulate the built in divmod() function"
6     return (a // b, a % b)
```

# 5 arguments

1. default arguments
2. keyword arguments
3. positional arguments
4. arbitrary positional arguments
5. arbitrary keyword arguments

## ● important points

- Default should follow non-default
- Keyword should follow positional

Find the answer yourself

```
File "c:\Users\popeC\OneDrive\CS124计算导论\2023 秋季\course_code.py", line 37
def area(a=1, b=1, c):
               ^
SyntaxError: non-default argument follows default argument
```

```
File "c:\Users\popeC\OneDrive\CS124计算导论\2023 秋季\course_code.py", line 45
print(area(a=1, 2, 2))
               ^
SyntaxError: positional argument follows keyword argument
```

```
1 def area(a=1, b=1, c=1):
2     return ((q:=(a+b+c)/2) * (q-a) * (q-b) * (q-c))**0.5
3
4 print(area())
```

```
1 def area(a, b=1, c=1):
2     return ((q:=(a+b+c)/2) * (q-a) * (q-b) * (q-c))**0.5
3
4 print(area(1))
```

```
1 def area(a=1, b=1, c):
2     return ((q:=(a+b+c)/2) * (q-a) * (q-b) * (q-c))**0.5
3
4 print(area(c=1))
```

```
1 def area(a=1, b=1, c=1):
2     return ((q:=(a+b+c)/2) * (q-a) * (q-b) * (q-c))**0.5
3
4 print(area(a=1, 2, 2))
```

# Indentation (缩进)

- 缩进用来表示命令属于哪个语句块(block), 相同的缩进就表明在一个语句块
- Python中, if, while, for, def, class 等语句会和下面的语句语句块构成一个整体。缩进会表明这个这条语句是不是和上面的语句头构成一个整体

```
times = 0
for i in range(3):
    for j in range(3):
        times += 1
        print("Times = {}".format(times)) # 和for j一个整体

print(times)
```

```
times = 0
for i in range(3):
    for j in range(3):
        times += 1
    print("Times = {}".format(times)) # 和for i 同级别

print(times)
```

```
times = 0
for i in range(3):
    for j in range(3):
        times += 1
    print("Times = {}".format(times)) # 和for i一个整体

print(times)
```

```
Times = 1
Times = 2
Times = 3
Times = 4
Times = 5
Times = 6
Times = 7
Times = 8
Times = 9
9
Times = 3
Times = 6
Times = 9
9
Times = 9
9
```

编程规范: for + for不超过两层。  
特别是有return, break的情况下。  
超过两层, 第三层的逻辑用函数实现



# Indentation: common errors

- Don't use "Tab" and "whitespace" simultaneously
- Abide by the rule of indentation for each statement strictly
- Don't add any extra whitespace before indentation

```
def f(x, a, b, c):  
    y = a*x**2 + b*x + c  
  
    if y == 1:  
        print("test")  
  
    return y
```

File "C:\Users\fcheng\Desktop\test3.py", line 5

```
    print("test")
```

^

TabError: inconsistent use of tabs and spaces in indentation

```
def f(x, a, b, c):  
    y = a*x**2 + b*x + c  
    return y
```

```
def f(x, a, b, c):  
    y = a*x**2 + b*x + c  
    z = a*x**2 + b*x + c  
  
    return y
```

"Whitespace" is preferred than "Tab"



# Functions with the same name

- Python中，函数必须在使用前定义，后面的函数可以调用前面的函数
- Python中，两个同名函数， 无论参数是否相同，后面的函数会覆盖前面的函数。即，python中**没有重载，只有重写**

```
5 def f1(n):
6     return n * n
7
8 def f2(n):
9     return f1(n) + 2*n + 1
10
11 def f3(n):
12     return f2(n) + f1(n) + 1
13
14 print(f3(100), f3(10), f3(1))
```

```
20202 222 6
```

```
1 def func1(name, age):
2     print(f"name = {name}, age = {age}")
3
4
5 func1("Hello", 28)
6
7
8 def func1(name, age, country):
9     print("name = {name}, age = {age}, country = {country}")
10
11
12 # func1("Hello", 28) # error
13 func1("Hello", 28, "CN")
```

```
name = Hello, age = 28
name = Hello, age = 28, country = CN
```

# Type Hint: 类型提示 (Python 3.5+)

- In Python, we don't need to specify the types of arguments and return values as C++ and Java do
- However, it is convenient to specify the types if possible

```
8 ▼ def add(x: float, y: float) -> float:
9     return x + y
10
11 print(add(1, 3))
12 print(add("1", "3"))
```

```
6 def add(x: float, y: float) -> float:
7     return x + y
8
9
10 print(add(1, 3))
11 print(add("1", "3"))
```

- You need to install an extension
- pip install mypy
- >>mypy .\course\_code.py
- mypy extension in vscode

```
1 primes: list[int] = []
2
3 captain: str # Note: no initial value!
4
5 class Starship:
6     stats: dict[str, int] = {}
```

```
PS C:\Users\popec\OneDrive\CS124计算导论\2022 秋季\lecture notes> mypy .\course_code.py
course_code.py:12: error: Argument 1 to "add" has incompatible type "str"; expected "float" [arg-type]
course_code.py:12: error: Argument 2 to "add" has incompatible type "str"; expected "float" [arg-type]
Found 2 errors in 1 file (checked 1 source file)
```

动态类型是一个把双刃剑，对自由的滥用

# Programming with style

- Readability is very important to programmers, since in practice programs are read and modified far more often than they are written.
- A recommended programming style for Python is shown as follows:
  - use 4 spaces for indentation
  - imports should go at the top of the file
  - separate function definitions with two blank lines
  - keep function definitions together
  - keep top level statements, including function calls, together at the bottom of the program
- More programming styles for Python can be obtained from the website  
<http://www.python.org/dev/peps/pep-0008/> (Style Guide for Python Code)  
推荐 安装VS Code Extension, 右键选择 format document

**编程规范：**不包含注释，单个函数的代码长度不要超过40行。超过这个长度，要么切割成更小的几个函数，要么你的思路有问题，要重新写