### **PROGRAMMING**

Lecture 02

Hanbat National University

Dept. of Computer Engineering

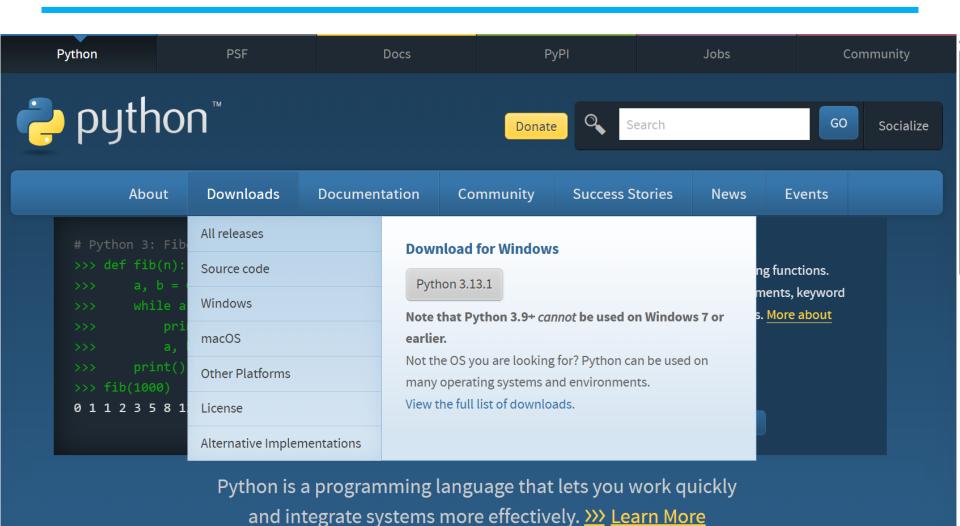
Changbeom Choi

### **How to Install Python**

- 0. <a href="https://open.kakao.com/o/gMZ21ubh">https://open.kakao.com/o/gMZ21ubh</a> Join Open Chat
- 1. Download Python and install it
- 2. Download Pycharm and install it
- 3. Make Github account
- 4. Follow the instructions.
- 5. Install Python by typing in the following command in the Pycharm **python setup.py install**
- 6. Test your Python interpreter with the following code in the Pycharm
  - >>>from cs1robots import \*
  - >>>create\_world()
  - >>>hubo = Robot()

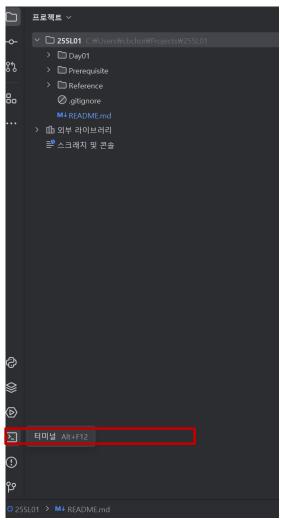
Join Code: 250120

# Installing Python

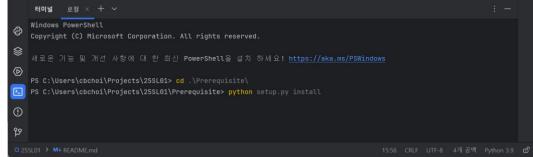


3

# Installing prerequisite (1/2)

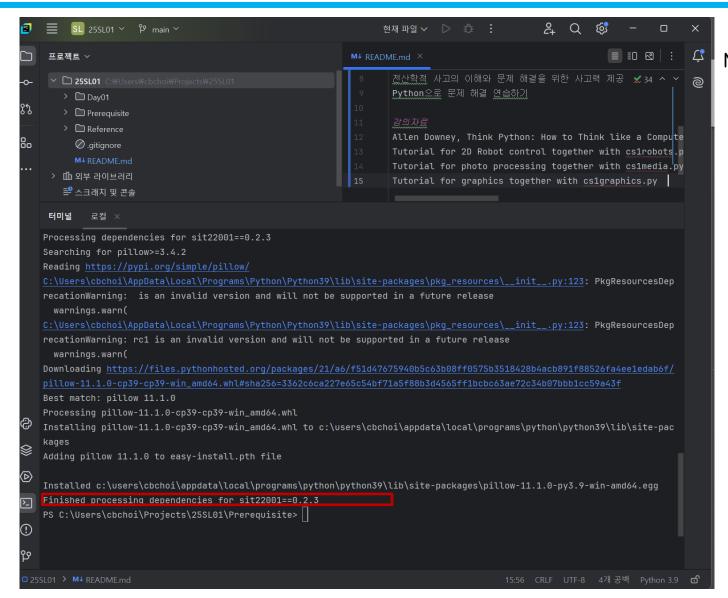


2. Execute following commands cd Prerequisite python setup.py install



1. Launch Terminal

# Installing prerequisite (2/2)



Note) The path may different!

### 2D ROBOT CONTROL

Read Sections 5~9 to do following tasks:

Zigzag1

Hurdles1

Newspaper delivery

Harvest1

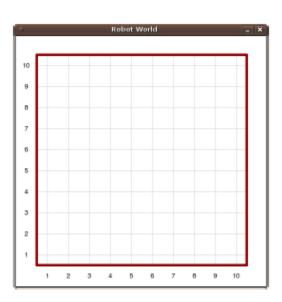
Hurdles2

Harvest2

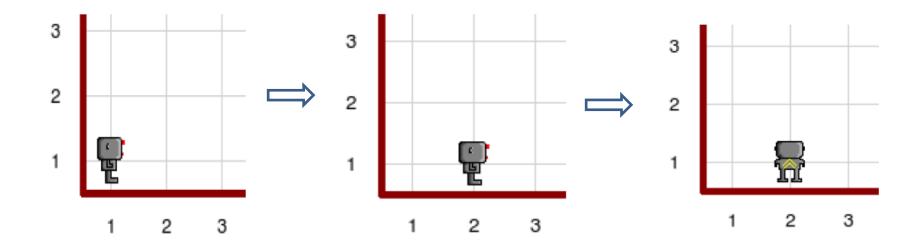
Harvest3

## **INTERACTIVE MODE (1/2)**

```
>>>from cs1robots import *
>>>create_world()
```



## **INTERACTIVE MODE (2/2)**



>>>hubo = Robot()

>>>hubo.move()

>>>hubo.turn\_left

### **SCRIPT MODE**

from cs1robots import \*
create\_world()
hubo = Robot()

hubo.move()

hubo.turn\_left()

hubo.move()

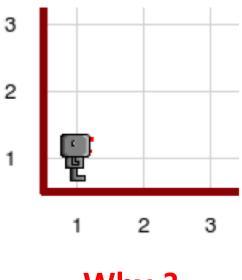
hubo.turn\_left()

hubo.move()

hubo.turn\_left()

hubo.move()

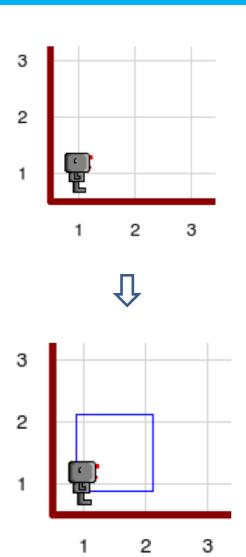
hubo.turn\_left()



Why?

### **TRACE & PAUSE**

from cs1robots import \* create world() hubo = Robot() hubo.set trace('blue") hubo.set\_pause(2) hubo.move() hubo.turn left() hubo.move() hubo.turn left() hubo.move() hubo.turn left() hubo.move() hubo.turn left()



### **BUGS**

Hubo.mMove() Syntax error!

```
from cs1robots import *
create_world()
hubo = Robot()
hubo.move()
hubo.turn_left()
hubo.turn_left()
hubo.turn_left()
hubo.move()
```

Runtime error! What's wrong?

### **COMMENTS**

Used for other humans inside a program

- -To embed programmer-readable annotations.
- -To make the source code easier to understand.

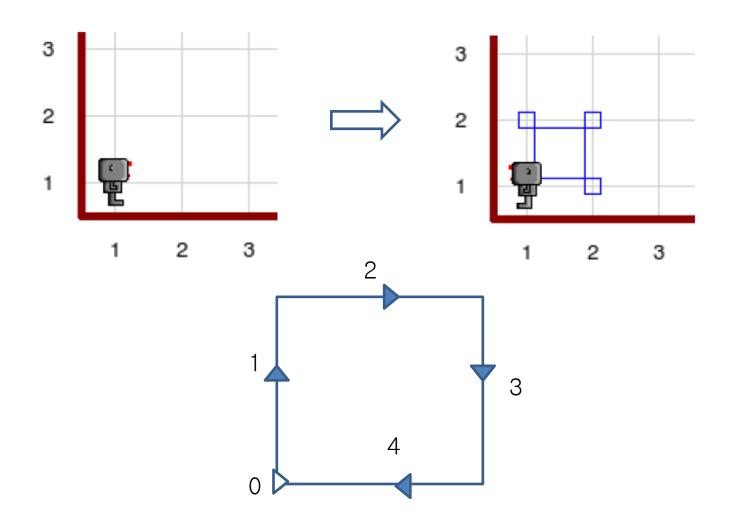
Starting with #

Ignored by the Python interpreter:

# My first program
from cs1robots import \*
create\_world()

# This line should be ignored!

# TURNING RIGHT (1/3)



## TURNING RIGHT (2/3)

```
# initialize the world
from cs1robots import *
create_world()
hubo = Robot()
# turn left
hubo.turn_left()
# move and turn right
hubo.move()
hubo.turn_left()
hubo.turn_left()
                    turn right
hubo.turn left()
```

```
# move and turn right
hubo.move()
hubo.turn_left()
hubo.turn left()
                    turn right
hubo.turn left()
# move and turn right
hubo.move()
hubo.turn_left()
hubo.turn_left()
                    turn right
hubo.turn_left()
hubo.move()
```

## TURNING RIGHT (3/3)

```
from cs1robots import *
create_world()
hubo = Robot()
```

```
def turn_right():
   hubo.turn_left()
   hubo.turn_left()
   hubo.turn_left()
```

hubo.turn\_left()

# turn right and move
hubo.move()
turn\_right()

```
# turn right and move
hubo.move()
turn_right()
```

```
# turn left and move
hubo.move()
turn_right()
```

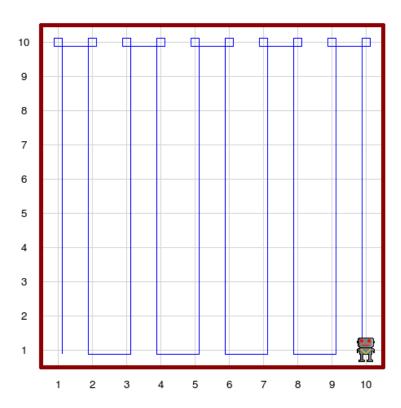
hubo.move()

### PRACTICE USING FUNCTIONS 1

#### PROBLEM 1: ZIGZAG1

Write a program *zigzag.py* that makes your robot visit the entire world in a zigzag fashion.

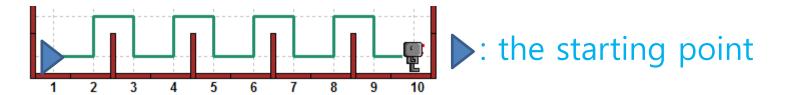
Analyze the zigzag path and use the functions to make your program as compact as possible.



### PRACTICE USING FUNCTIONS 2

#### **PROBLEM2: HURDLES1**

Hubo has entered a hurdles race with obstacles as in the world file *hurdles1*. Write a program that makes Hubo follow the path indicated below in his way to picking up a beeper, which is at grid(10,1).



Again, make your program as compact as possible using functions.

### **HOW TO LOAD HURDLES1**

```
from cs1robots import *
load_world("worlds/hurdles1.wld") #but not create_world()
hubo = Robot()

directory hurdle1 file
```

Create a directory worlds and download all world files.

### DROPING A BEEPER

```
from cs1robots import * load_world("worlds/hurdles1.wld")
```

hubo = Robot(beepers = 1)

hubo.set\_trace("blue")

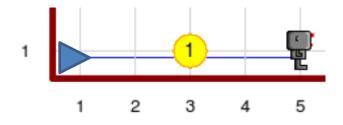
hubo.move()

hubo.move()

hubo.drop\_beeper()

hubo.move()

hubo.move()



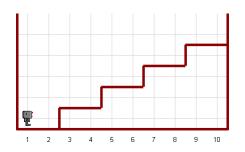
### PICKING A BEEPER

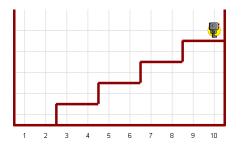
```
from cs1robots import *
load_world("worlds/hurdles1.wld")
hubo = Robot(beepers = 1)
hubo.set_trace("blue")
hubo.move()
hubo.move()
hubo.pick_beeper()
hubo.move()
hubo.move()
```

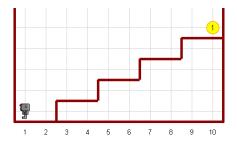
### PRACTICE USING FUNCTIONS 3

#### PROBLEM 3: NEWSPAPER DELIVERY

Hubo delivers newspapers in his local neighborhood. Make him climb the stairs to the front door of a house, drop the newspaper (represented by a beeper) on the top step, and return to his starting point as illustrated below. The world file is newspaper.wld.







Use top-down design: As already explained in the previous lecture, decompose the problem into sub-problems and then focus on each sub-problem one by one.

### PRACTICE USING FUNCTIONS 4

#### PROBLEM 4: HARVEST1

It's harvest time! Make the robot pick up all the carrots (represented by beepers) in this garden. The world file is harvest1.wld. Employ top-down design. Use for-loops.

