CSci 127: Introduction to Computer Science



hunter.cuny.edu/csci



 Apologies, but we are not allowed to have students in the balcony.

CSci 127 (Hunter)



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- Special Event: OpenData@Hunter
 Wednesday, 7 March, 4:30-6pm, Cafe West.
 Free, but reservations required
 (http://www.open-data.nyc).

From lecture slips & recitation sections.

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Where is the final? When are we taking it?

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 Types we have seen so far: int, float, str and objects (e.g. turtles).

CSci 127 (Hunter) Lecture 5

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Today's Topics



- Recap: Indexing, Slicing, & Decisions
- Logical Expressions
- Circuits

Lecture Slip: In Pairs or Triples...

Some review:

```
motto = "Mihi cura futuri"
      print(motto[2:4])
      print(motto[2:4].upper())
1
      ER = "The future belongs to those who believe in the beguty of their dreams."
      print(ER.upper()[2], ER[13], ER[2], "a", ER[15], ER[14], "r R.")
      import turtle
      tess = turtle.Turtle()
      myWin = turtle.Screen()
                             #The graphics window
      commands = input("Please enter a command string: ")
      for ch in commands:
         #perform action indicated by the character
         if ch == 'F':
                               #move forward
             tess.forward(50)
         elif ch == 'L':
                               #turn left
             tess.left(90)
         elif ch -- 'R':
                               #turn right
             tess.right(90)
         elif ch -- '^':
                               #lift pen
             tess.penup()
         elif ch == 'v':
                               #lower pen
             tess.pendown()
         elif ch == 'B':
                               #ao backwards
             tess.backward(50)
         elif ch -- 'r':
                               #turn_red
             tess.color("red")
         elif ch == 'g':
                               #turn green
             tess.color("green")
         elif ch == 'b':
                               #turn blue
             tess.color("blue")
                              #for any other character
         else:
             print("Error: do not know the command:", c)
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	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

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CSci 127 (Hunter) Lecture 5 6 March 2017

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М	i	h	i		С	u	r	а		f	u	t	u	r	i
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

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М	i	h	i		С	u	r	а		f	u	t	u	r	i
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

Output:

hi

CSci 127 (Hunter)

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print(motto[2:4].upper())
```

М	i	h	i		С	u	r	а		f	u	t	u	r	i
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

Output:

hi

ΗI

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Т	h	е		f	u	t	u	r	е		b	е			0	n	g	S
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Recap: Indexing & Slicing

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0	1	2	3	4	5	6	7	8	9	10	11	12	1	3	14	15	16	17

Output:

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Recap: Indexing & Slicing

Т	h	е		f	u	t	u	r	е		b	е			0	n	g	S
0	1	2	3	4	5	6	7	8	9	10	11	12	1	3	14	15	16	17

Output:

Eleanor R.

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Python Tutor

```
import turtle
tess = turtle.Turtle()
myWin = turtle.Screen()
                         #The graphics window
commands = input("Please enter a command string: ")
for ch in commands:
   #perform action indicated by the character
    if ch = 'F':
                            Amove forward
       tess.forward(50)
                            #turn left
   elif ch - 'L':
       tess.left(90)
   elif ch - 'R':
                            #turn right
       tess.right(98)
   elif ch - 'A':
                            #lift pen
       tess.perup()
    elif ch - 'v':
                            #lower pen
       tess.pendown()
   elif ch - '8':
                            #ao backwards
       tess.backward(58)
   elif ch - 'r':
                            fiture red
       tess.color("red")
                           #turn green
   elif ch - 'a':
       tess.color("green")
    elif ch = 'b':
                           #turn blue
       tess.color("blue")
                           Afor any other character
       print("Error: do not know the command:", c)
```

(Demo with pythonTutor)

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In Pairs or Triples...

Some challenges with types & decisions:

```
#What are the types:
v1 = 2017
y2 = "2018"
print(type(v1))
print(type("y1"))
print(type(2017))
print(type("2017"))
print(type(y2))
print(type(y1/4.0))
x = int(y2) - y1
if x < 0:
    print(y2)
else:
    print(y1)
```

```
cents = 432
dollars = cents // 100
change = cents % 100
if dollars > 0:
    print('$'+str(dollars))
if change > 0:
    quarters = change // 25
    pennies = change % 25
    print(quarters, "quarters")
    print("and", pennies, "pennies")
```

Python Tutor

```
#What are the types:
y1 = 2017
y2 = "2018"
print(type(y1))
print(type("y1"))
print(type("2017"))
print(type("2017"))
print(type(y2))
print(type(y2))
x = int(y2) - y1
if x < 0:
print(y2)
else:
print(y1)
```

(Demo with pythonTutor)

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Decisions

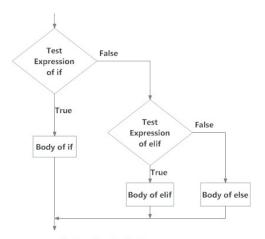
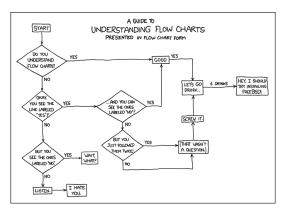


Fig: Operation of if...elif...else statement

(programiz)

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Side Note: Reading Flow Charts



(xkcd/518)

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In Pairs or Triples

Predict what the code will do:

```
oriain = "Indian Ocean"
winds = 100
if (winds > 74):
    print("Major storm, called a ", end="")
    if origin == "Indian Ocean" or origin == "South Pacific":
        print("cyclone.")
    elif origin == "North Pacific":
        print("typhoon.")
    else:
        print("hurricane.")
visibility = 0.2
winds = 40
conditions = "blowing snow"
if (winds > 35) and (visibility < 0.25) and \setminus
      (conditions == "blowing snow" or conditions == "heavy snow"):
    print("Blizzard!")
```

Python Tutor

```
origin - "Indian Ocean"
winds - 180 ";
winds - 180 ";
if (est") file (est") for storm, called a ", end-")
if (est") file (est") for storm, called a ", end-")
if origin - "Indian Ocean" or origin - "South Pacific':
if origin - "Indian Ocean" or origin - "South Pacific':
if origin - "Indian Ocean" or origin - "South Pacific':
print("University on Ocific':
if origin - "South Pacific':
visitity - 0.2
winds - 0.3
vinds - 0.3
vi
```

(Demo with pythonTutor)

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Logical Operators

and

	in2	returns:
and	False	False
and	True	False
and	False	False
and	True	True
	and and	and False and True and False

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Logical Operators

and

in1		in2	returns:
False	and	False	False
False	and	True	False
True	and	False	False
True	and	True	True

or

in1		in2	returns:
False	or	False	False
False	or	True	True
True	or	False	True
True	or	True	True

Logical Operators

and

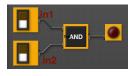
in1		in2	returns:			
False	and	False	False			
False	and	True	False			
True	and	False	False			
True	and	True	True			
or						
in1		in2	returns:			

in1		in2	returns:
False	or	False	False
False	or	True	True
True	or	False	True
True	or	True	True

not

	in1	returns:
not	False	True
not	True	False

Circuit Demo



 $({\sf Demo\ with\ neuroproductions})$

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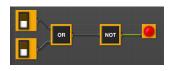
In Pairs or Triples

Predict when these expressions are true:

• in1 or not in1:



• not(in1 or in2):





• (in1 and in2) and in3:

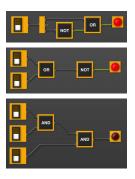
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Lecture 5

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Circuit Demo



(Demo with neuroproductions)

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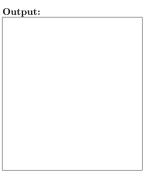
Lecture Slip: In Pairs or Triples

From Final Exam, Fall 2017, Version 3:

Name: EmpID: CSci 127 Final, V3, F17

1. (a) What will the following Python code print:

```
flist = "speech,worship,want,fear,fdr"
freedoms = flist.split(",")
pres = freedoms[-1]
print(pres.upper())
num = flist.count(",")
print(num, "Freedoms")
for i in range(0,4):
    if i < 2:
        print("\tof", end=" ")
    else:
        print("\tfrom", end=" ")
    print(freedoms[i])</pre>
```



Recap



 On lecture slip, write down a topic you wish we had spent more time (and why).

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Recap



- On lecture slip, write down a topic you wish we had spent more time (and why).
- In Python, we introduced:

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Recap



- On lecture slip, write down a topic you wish we had spent more time (and why).
- In Python, we introduced:
 - Decisions
 - Logical Expressions
 - ► Circuits

Lecture Slips & Writing Boards



• Turn in lecture slips & writing boards as you leave...

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