Intro to Computer Science

Previous

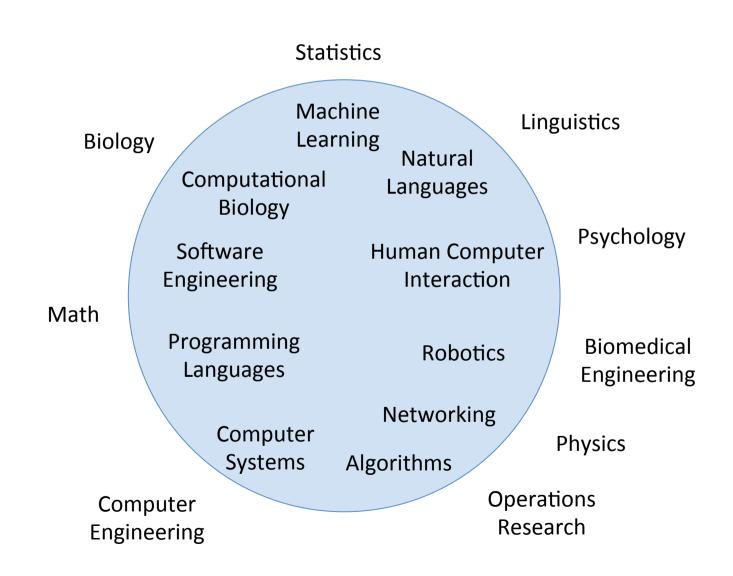
• NULL

Next

- What is computer science
- Programming languages
- Syntax v. Semantics
- Python!

Readings	
Gaddis	• Chapter 1

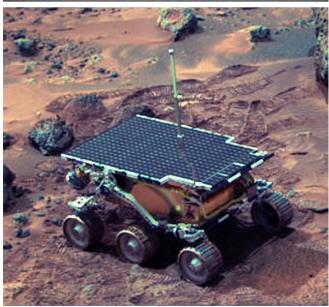
Many Facets of Computer Science



The Digital Age

- More and more things around us are driven by computers
- Computers are actually just collections of electronics driven by software
 - Programs are software
- Knowing how to program means you can contribute to the digital age





Computers Make Important Decisions



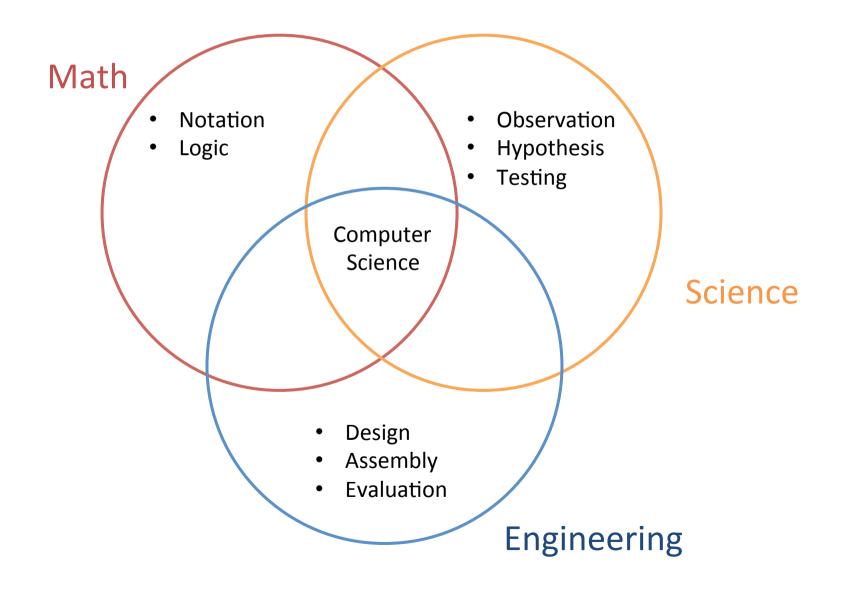
- Computers aren't smart, they just do what humans tell them
 - Humans often get things wrong
- Programming can be an incredible responsibility!







What is Computer Science?



What is Computer Science?

- Formalization of human thinking
- Computational thinking
 - Solving problems through abstraction
 - Creating recipes that implement the solution
 - Using computers to follow the recipes
- This is something you already do!

Decomposition

 Reformulate a difficult problem into one we already know how to solve

- Pulling out important details
- Identifying principles that apply to other problems/ situations

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1	People standing in line at a store		
2	List of jobs waiting to be printed		
3	Set of tennis balls in their container		
4	Vehicles lined up at a toll booth		
5	Patients waiting to see the doctor		

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W	Which is not like the others?		
1	1 People standing in line at a store queue		
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W	Which is not like the others?		
1	Files and directories on a hard disk		
2	Parents and children in a genealogy chart		
3	Brackets in a tennis tournament		
4	My friends on Facebook		
5	Animal taxonomy		

Decomposition

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W	Which is not like the others?			
1	1 Files and directories on a hard disk tree			
2	2 Parents and children in a genealogy chart tree			
3	3 Brackets in a tennis tournament tree			
4	My friends on Facebook graph			
5	Animal taxonomy	tree		

Inductive reasoning

- From specific examples to general principles
- Examples:
 - 8/1=8; 27/1=27; 118/1=118;...
 - Division by 1 equals the number
 - **–** 3+5=8; 7+9=16; 27+23=50;...
 - Odd plus odd is even

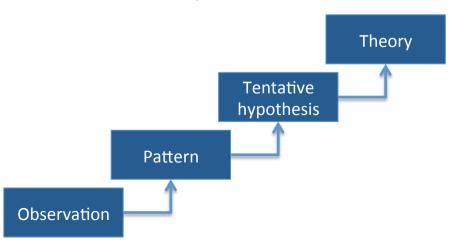
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- From general principles to specific examples
- Example:
 - 1. When it rains things outside get wet
 - 2. The grass is outside
 - 3. When it rains, the grass gets wet

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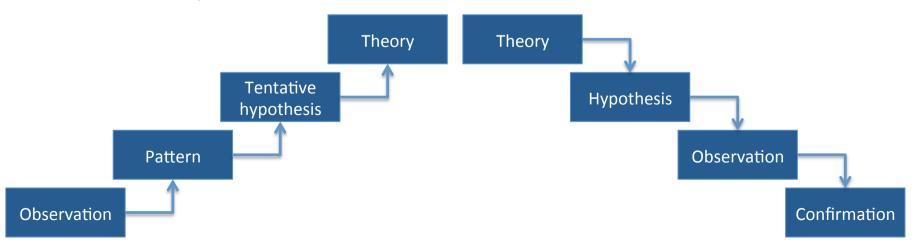


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Concepts: Algorithms

- What is it?
 - A sequence of steps for solving a problem
- Why is it important?
 - Use algorithms in daily life to describe solutions to problems
 - Computers programs execute algorithms to perform specific tasks





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Course Goals

- Solve problems using decomposition and abstraction
- Use a programming language to express these solutions
 - Leave with a basic understanding of Python
- Be able to test those solutions using logical and deductive reasoning

The Course!

- Programming is learned by doing!
- Class will be a mix of lecture and lab:
 - Discuss concept
 - Apply concept
 - Repeat
- Labs that go unfinished must be turned in before the following class

Homework

- Periodic homework assignments
- Generally three class periods to complete
- Late assignments
 - -15% for day 1
 - -- -30% on day 2
 - No credit thereafter

Grading

Туре	Overview	Weight
Labs	Every class	5
Homework	Every ~few weeks	20
Project	Group-based; final few weeks	25
Exams	Three: around weeks 5, 9, and 14	50

- Labs, homework, project: doing (coding)
- Exams: understanding (pencil/paper)

Integrity

- Don't cheat
- Get help from friends and the Internet
- Do not get answers from friends or the Internet

- Your education is up to you
- This can be a very rewarding course if you try

Accessibility

- I'm here!
- Catch me during office hours
- Or just make an appointment

Nabil is here too!

Email	jerome.white@nyu.edu	nabil.rahiman@nyu.edu
Office	A2-195 (or A2 1 st floor in general)	A2-182A (near the Design Technology Lab)
Hours*	Tue: 2:00—3:30 Tue: 3:00 – 4:00 Thu: 2:00—3:30 Sun: 3:00 – 4:00	Sun: 1:45 – 2:45

^{*} Any changes will be announced

Basics of Computing

- A computer consists of
 - Input
 - Output
 - Storage
 - CPU
- Your phone is a computer



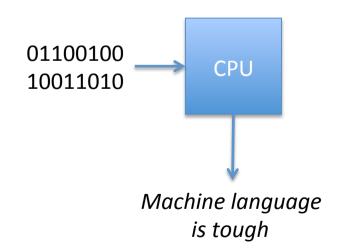
Programming

- "Instantiation" of computational thinking
- Sequence of instructions that specify the computation flow
 - Interpreted (very quickly) by the computer
 - Based on a formalization of a problem
- Instructions are specified in a given "language"

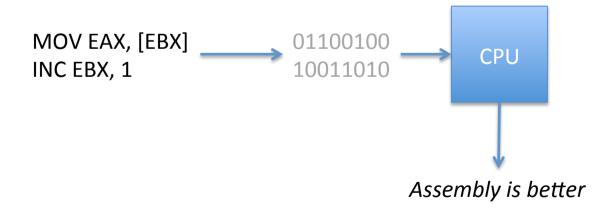
Programming versus natural languages

	Natural languages	Programming languages
Ambiguity	Rampant	Minimal
Redundancy	Lots	Almost none
Literalness	Room for interpretation	Means what it says

- Programming versus natural languages
- High-level versus low-level languages



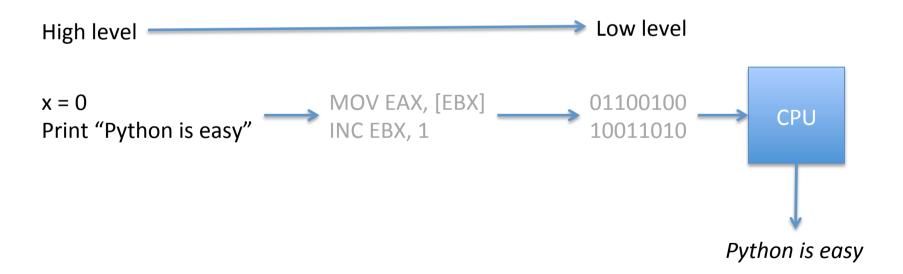
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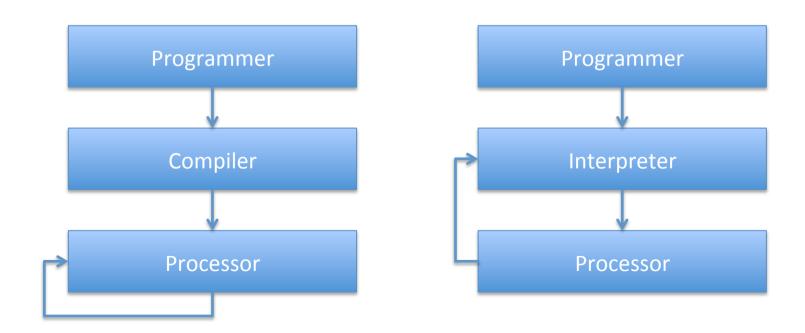
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- Programming versus natural languages
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- Programming versus natural languages
- High-level versus low-level languages
- Compiled versus interpreted languages



Python

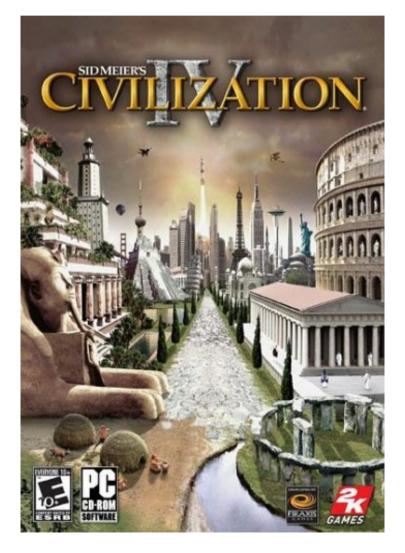
- High-level, interpreted language
 - Means do exist to compile/executable
- Designed for rapid prototyping and easily maintainable code
- Comes in two "flavors": 2-series and 3-series
 - 2-series more mature, 3-series more "modern"
 - We'll be using the 3-series

Python is Useful

- Actively developed and supported
 - Large number of extensions that make your life easier
- Prominent language at Google
 - Also Netflix and NASA
- Used to develop Civ4







Your turn!

- 1. Install Anaconda/Spyder https://www.continuum.io/downloads
- 2. Print your name
- 3. Use one line of the interface to calculate:
 - If you run a 10 kilometer race in 43 minutes 30 seconds what is your average time per mile? (Assume 1.609 kilometers to a mile.)¹
 - What is your average speed in miles per hour?
 - The campus network supports downloads of 1.5 megabytes per second. How long will it take to download a 500 gigabyte file? (Assume 1000 megabytes per gigabyte.)
- 4. Repeat 2 and 3 by creating and executing a Python file

Programming Syntax

Rules defining how elements of an instruction should be combined

	English	Python
Incorrect	"John chess plays" (noun-noun-verb)	3 3 + (operand-operator)
Correct	"John plays chess" (noun-verb-noun)	3 + 3 (operand-operator-operand)
	 Syntax errors, to an extent, are tolerable in natural languages Our brains are smart 	 Syntax errors are a show-stopper in computing Computers aren't that smart

Programming Semantics

- The *meaning* of syntactically legal structures
- Programming language design tries to remove ambiguities, but the onus is on the programmer

English	Python
"Colorless green ideas sleep furiously"	2+3+5/3
 Doesn't make sense Humans have the ability to reason about, and accept, such errors 	 Python designers have made an underlying assumption about operator order Program can still run, but the output is unexpected

Errors

 Errors in syntax and semantics constitute most of the problems you will run into

Туре	Meaning	Example
Syntactic	 Used characters, or a sequence of characters, that are illegal in the language 	print('hello'}
Semantic	 Unexpected results based on a misunderstanding of the meaning of the operation 	3+4+1/3
Run-time	 Errors that occur during the course of a running program Undeclared variables usually the biggest culprit Lots of current research around predicting these errors before-hand 	x = 0 1/x

Your turn!

- Python 3 has two ways of dividing numbers:
 - 1. x/y
 - 2. x // y
 - What's the difference?
 - What's going on?
- Replace / with %
 - What's happening here?
- "Importing" allows you to others code in your programs
 - Try import this
 - Try import antigravity

Moving Forward

- O So a fancy calculator is what runs Google?
- ➤ Yes, sort of...

Layered Simplicity		
Building blocks	 Data types (starting next class) 	How data is organized and stored
	Algorithms (starts next month)	The instructions to get things done
Execution model	Execution model 1. Sequence, 2. Selection, and 3. Repetition	

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- What is computer science
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- Python!

Next

- Types
 - Introspection
 - Casting
- Variables
- Operators
- Input
- String methods

Readings	
Gaddis	Chapter 1Appendix AAppendix B

Readings	
Gaddis	Chapter 2Chapter 8.3*
Python Std. Lib.	• <u>Section 4.7.1</u>

^{* &}quot;Searching, Manipulating"