# Code in Place 2024

Stanford CS106A

Section - Week 2





## Today's Agenda



1. Check-In How are we all doing?



2. Concepts Review

Decomposition, Pre/Postconditions



3. Practice Problem "Spread Beeper"



4. Bonus Problem

If we have time

### Before We Start

# How are you all doing? Hopefully your first week of CIP went well!

- What's one thing you have enjoyed or found fun about CIP so far?
- What has been your favorite problem to work on so far?
- Is there anything blocking you from completing Week 1 assignments?
- Any major questions?



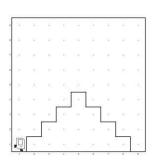
# **Concepts Review**

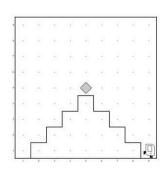
## Decomposition

Break down a problem into more manageable sub-problems.

#### A good function should:

- Do <u>one</u> "conceptual thing"
- Know what the function does, by looking at its name
- Less than 10 lines, and less than 3 levels of indentation
- Reusable and easy to modify
- Well commented (brief description, precondition, postcondition)







```
def main():
          climb_mountain()
          put_beeper()
          descend mountain()
```

## **Pre and Postconditions**



The **precondition** and **postcondition** are a <u>guarantee</u> to anyone who uses the function that the conditions stated will hold true.

#### **Precondition**:

 A condition that must always be true just prior to the execution of a function.

#### **Postcondition**

 A condition that must always be true after the execution of a function.

## **Pre and Postconditions**



Questions to ask before a function runs and after it ends:

#### "Before" a function runs:

- Where is Karel now?
- What direction is Karel facing?
- What is clear? What is blocked?
- Are there beepers present?

#### "After" a function runs:

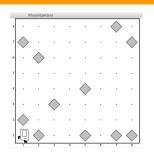
- Is Karel in the same position as it was before?
- Is Karel facing the same direction?
- Is its front/left/right clear or blocked?
- Is it sitting on beeper(s)?
- Will the function always finish this way?



#### **Consistency** is important:

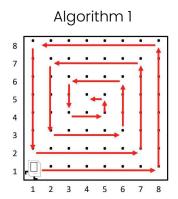
- Try to define a situation that will be consistent for every iteration through the function
- Look out for edge cases
  - "fencepost" ("off-by-one") errors
  - Typically come up at the <u>beginning</u> or at the <u>end</u> of a run

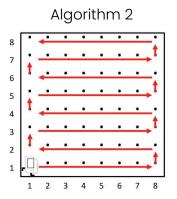
# Pick a Strategy That Has Simple Pre/Postconditions

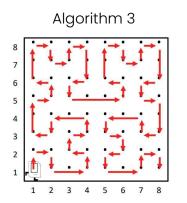


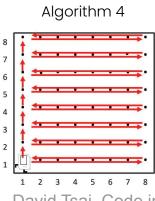
Roomba Karel: Pick up all the beepers in the world.

Which possible algorithm would you choose?









## Section Exercise: "Spread Beeper"

#### Let's do something a bit more algorithmically interesting and challenging

- This problem is intended to be harder than last week's section problem!
- Outline problem logic
- Apply control flow to execute outline (while loops + conditionals)
- Multiple decompositions
- Think about the postcondition of loops, and if you are ready to repeat
  - Look for possible "fencepost errors" (aka "off-by-one"), such as a special case for the final step





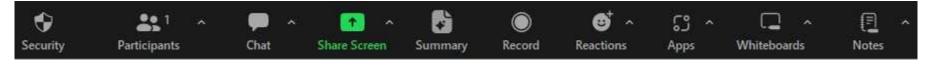




## **Zoom: Breakout Rooms**

#### Share your code!

- Option 1: Use the "Share Screen" button in Zoom's bottom menu.
  - Recommend that you <u>share your CIP browser window</u> instead of your entire monitor screen.



- Option 2: One person in your room goes to <a href="https://codeshare.io/">https://codeshare.io/</a>
  - Click the "Share Code Now" button to create a new text space.
  - Copy the URL from your browser window and paste it to the rest
    of your room. Everybody else go that link. You can now type
    together.

    David Tsai, Code in Place 10

## Section Exercise: "Spread Beeper"

#### Things to try in your breakout room:

- Start by coming up with a high-level strategy.
  - o How would you explain your strategy to a 5 year old?
  - o Remember decomposition. Break down a big problem into smaller easier problems.
  - Write out the pseudocode for your strategy.
  - Think about the helper functions you plan to implement.
    - Write out the pseudocode for the helper functions.
    - Remember pre-conditions & post-conditions.
- Hint: Think about how you might "spread" a single beeper first.













## **Bonus Challenge: Multiple Rows!**

What if you want to extend your code from <u>one row</u> to a world with an <u>unknown number of rows</u>?

