



CSCI-UA-0002

# **Intro to Computer Programming (No Prior Experience)**

## **Module 2: Types, Operators, Debugging**

**Professor Emily Zhao**

Section 008

T/R 12:30-1:45PM

Section 012

T/R 4:55-6:10PM



## Agenda

- Poll Everywhere Review Quiz
- Review Interactive vs Script mode
- Review Ed Questions
- Module 2 Review
- Assignment #1 Workshop

## Module 2

- Commenting Your Code
  - Data Types
  - Data Type Conversion
  - Math Operators + Mixed Type Expressions
  - Error + Error Types
  - Formatting Strings + Numbers
  - Drawing Graphics in Python (Turtle)
- *What is 'pseudocode'?*
  - *The difference between `int` and `float`?*
  - *What is the `type()` function?*
  - *How do nested functions work?*
  - *How does `//` round?*
  - *Can you give examples of using `%`?*
  - *What are formatting patterns?*
  - *How do you import a library?*

# Commenting Your Code

## Documentation

explaining how it works, what it does, and why certain decisions were made

## Readability

organization, easier to understand, helps other developers understand your code

## Debugging

remove lines of code without deleting them

- **Faster problem solving**
- **Collaboration**
- **Learning**
- **Onboarding**
- **Avoiding Misinterpretation**
- **Future Planning**

## Pseudocode

- allows programmers to plan and outline the steps of an algorithm or program in plain language
- not meant to be executed by a computer
- serves as an intermediate step between designing a program and writing the actual code in a programming language

### Rock Paper Scissors Pseudocode

1. Prompt the player to make a choice: "rock," "paper," or "scissors"
2. Randomly select "rock," "paper," or "scissors" for the computer's choice.
3. Determine the winner of the round. Compare the player's choice to the computer's choice:
  - Rock beats scissors
  - Scissors beats paper
  - Paper beats rock
  - If both choices are the same, it's a tie.
4. Display the result of the round (win, lose, or tie).

# Rock, Paper, Scissors

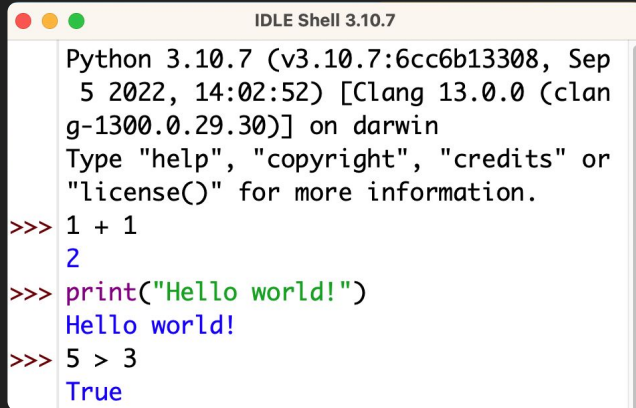
```
'''
1. Prompt the player to make a choice: "rock," "paper," or "scissors"
2. Randomly select "rock," "paper," or "scissors" for the computer's choice.
3. Determine the winner of the round by comparing the player's choice
   to the computer's choice:
   - Rock beats scissors
   - Scissors beats paper
   - Paper beats rock
   - If both choices are the same, it's a tie.
4. Display the result of the round (win, lose, or tie).
'''

# Ask user for their choice
user_choice = input("Select [r]ock, [p]aper, or [s]cissors: ")

# TODO: Implement random selection for computer
# ...
```

## Interactive Mode

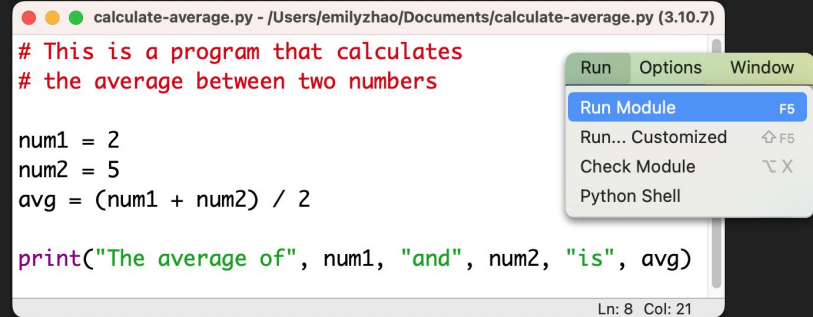
- Commands are typed directly in the Shell (the window that opens every time when you launch IDLE)
- Not meant to write multiple lines of code



```
Python 3.10.7 (v3.10.7:6cc6b13308, Sep 5 2022, 14:02:52) [Clang 13.0.0 (clang-1300.0.29.30)] on darwin
Type "help", "copyright", "credits" or "license()" for more information.
>>> 1 + 1
2
>>> print("Hello world!")
Hello world!
>>> 5 > 3
True
```

## Script Mode

- Create a new script (File > New File)
- Meant for writing long programs
- Save file before running
- Output shows up in the Shell



```
calculate-average.py - /Users/emilyzhao/Documents/calculate-average.py (3.10.7)
# This is a program that calculates
# the average between two numbers

num1 = 2
num2 = 5
avg = (num1 + num2) / 2

print("The average of", num1, "and", num2, "is", avg)
```

Run Options Window

- Run Module F5
- Run... Customized ⇧ F5
- Check Module ⌘ X
- Python Shell

Ln: 8 Col: 21

```
===== RESTART: /Users/emilyzhao/Documents
/calculate-average.py =====
The average of 2 and 5 is 3.5
```

# Data Types



# Data Types

## String Literals (character-based data):

```
greeting = "Hello, World!"
```

## Numeric Literals:

```
num = 5
```

```
pi = 3.1415
```

## Logical Values (booleans):

```
isThursday = True
```

### Source:

```
# Calculating total age

age1 = input("How old is person 1?: ")
age2 = input("How old is person 2?: ")

print("Your total age is:", age1 + age2)
```

### Execution:

```
How old is person 1?: 10
How old is person 2?: 15
Your total age is: 
```

### Source:

```
# Calculating total age

age1 = input("How old is person 1?: ")
age2 = input("How old is person 2?: ")

print("Your total age is:", age1 + age2)
```

### Execution:

```
How old is person 1?: 10
How old is person 2?: 15
Your total age is: 1015
```

### Old Source:

```
# Calculating total age

age1 = input("How old is person 1?: ")
age2 = input("How old is person 2?: ")

print("Your total age is:", age1 + age2)
```

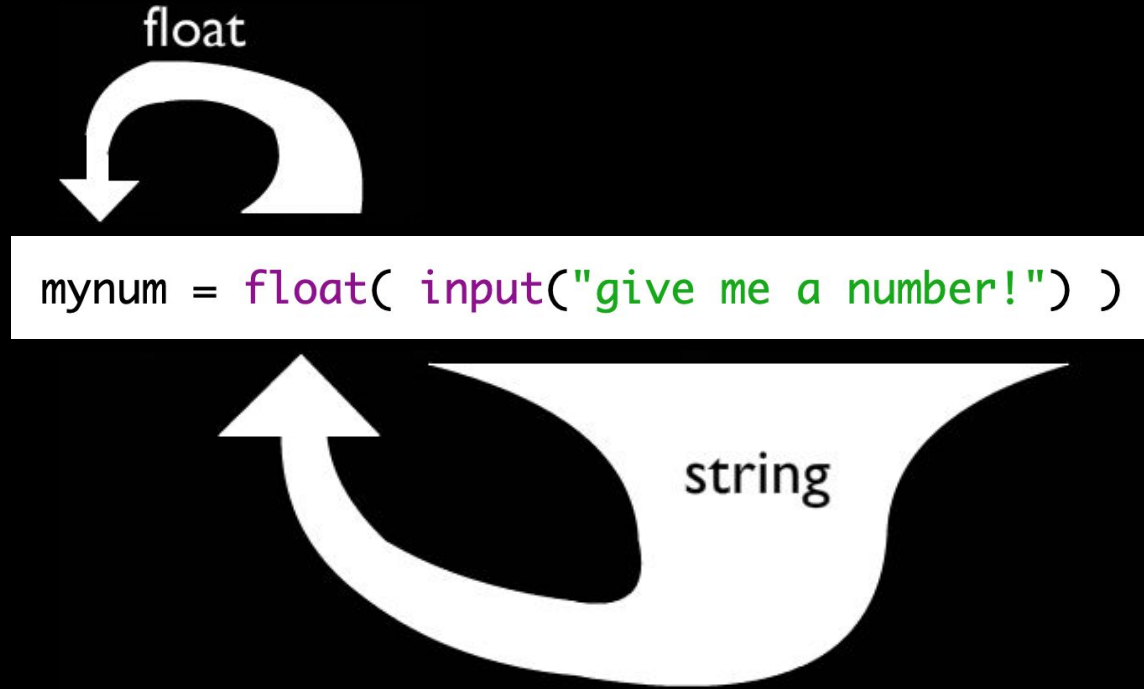
### New Source:

```
# Calculating total age

age1 = float(input("How old is person 1?: "))
age2 = input("How old is person 2?: ")

print("Your total age is:", age1 + float(age2))
```

## Nesting data type conversions



## Conversion functions

- To String

`str()`

- To Float

`float()`

- To Integer

`int()`

## What's the difference between / and //?

- / floating point division
- // integer division
- \ escape character

**What's the output?**

**2 + 3 → 5**

**5 / 2 → 2.5**

**5 // 2 → 2**

**2 + 3.0 → 5.0**

**6 / 2 → 3.0**

**- 5 // 2 → -3**

**2.0 + 3.0 → 5.0**

**6 // 2 → 3**

**6.0 // 2.0 → 3.0**



```
import math
print(math.floor(5/2))    # 2
print(math.ceil(5/2))    # 3
print(math.floor(-5/2))  # -3
print(math.ceil(-5/2))   # -2
```

**What does the `%` operator do?**

What does the **%** operator do?

Remainder (Modulo) Operator

**$10 \% 2 \rightarrow 0$**

**$13 \% 3 \rightarrow 1$**

**$12 \% 7 \rightarrow 5$**

**$2 \% 7 \rightarrow 2$**

## Programming Challenge: Days, Hours, Minutes

Write a Python program that takes an input integer representing a total number of minutes and calculates and prints the equivalent number of days, hours, and remaining minutes.

```
Enter minutes: 245678
```

```
>> 170 days, 14 hours, and 38 minutes
```

## Formatting Strings + Numbers

## The `format` function

```
format(value, format_spec="")
```

- \* only takes in one value
- \* always returns a string

# The formatting spec

">10.2f"

## Align modifier

> right-aligned  
< left-aligned  
^ center-aligned

## Width modifier

TOTAL width of  
formatted string

## Precision modifier

.2 round to 2  
decimal places

## Type modifier

f float  
d integer  
s string

```
PI = 3.1415926  
format(PI, ">10.2f")
```

```
>>          3.14  
-----
```

## The `format` function

Input	Format Spec	Output	Description
3.1415926	".2f"		
3141.5926	",.2f"		
0.52	"%"		
0.52	".0%"		
11			
11			
11	"^10d"		
11	"0>10d"		
39.3947234	>10.3f"		



## The `format` function

Input	Format Spec	Output	Description
3.1415926	".2f"	3.14	2 decimal places
3141.5926	",.2f"	3,141.59	2 decimal places with comma
0.52	"%"	52.000000%	Convert to percentage
0.52	".0%"	52%	No decimal places with %
11	">10d"	11	Right aligned integer, length: 10
11	"<10d"	11	Left aligned integer, length: 10
11	"^10d"	11	Center aligned integer, length: 10
11	"0>10d"	0000000011	Padded with zeros on the left
39.3947234	">10.3f"	39.394	Right aligned, rounded 3, 10 wide

## The `format` function

```
x = format('Conversation table for lbs to kgs', '<45s')
```

- \* Make sure that your padding length (45) is actually longer than the length of your string.
- You can calculate the length of strings by using `len("string")`.

## The `format` function

```
print(format('Harry', '<15s'))
```

Harry

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

```
print(format('Harriet', '<15s'))
```

Harriet

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

“Harry” and “Harriet” are now both 15 character spaces long, justified to the left.

## The `format` function

```
print(format('Apple', '<15s'), end="")  
print(0.75)  
print(format('Banana', '<15s'), end="")  
print(0.25)
```

Apple	0.75
Banana	0.25

Setting “Apple” and “Banana”  
both to 15 characters long to  
create a two column layout

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

# Programming Challenge: Formatting a Table

Reproduce the following table using format (40 spaces wide)

-----	
Class Grades	
-----	
Harry Potter	81.5
Hermione Granger	99.9
Ron Weasley	61.9

## **Homework**

- Assignment #1 (due tonight @11:59PM)
- Self-Paced Learning Module #3 (due next class)
- Quiz #3 (due next class by 12:30PM)
- Ask a question on Ed