2. Interpolation and program structures

Types of errors in programming

Syntax error: A "typing" error in a statement such as

- the colon after range(10): is missing

Runtime error: An error that occurs during execution of the program such as

```
fig, ax = plt.subplots(figsize=(8,5))
ax.plot(myx,slope*myx+intercept,label='fit')
ax.set xlabel('x (Volume)',fontsize=18)
ax.set ylabel('y (Extinktion)', fontsize=18)
plt.xticks(fontsize=18)
plt.yticks(fontsize=18)
plt.show()
TypeError
                                           Traceback (most recent call last)
<ipython-input-18-d439c2a3dfc1> in <module>
      1 fig, ax = plt.subplots(figsize=(8,5))
---> 2 ax.plot(myx,slope*myx+intercept,label='fit')
      3 ax.set xlabel('x (Volume)', fontsize=18)
      4 ax.set ylabel('y (Extinktion)',fontsize=18)
      5 plt.xticks(fontsize=18)
TypeError: can't multiply sequence by non-int of type 'numpy.float64'
```

elements of lists cannot be used in arithmetic operations

Types of errors in programming

Semantic error: An error in the programmed instructions leading to the wrong result such as

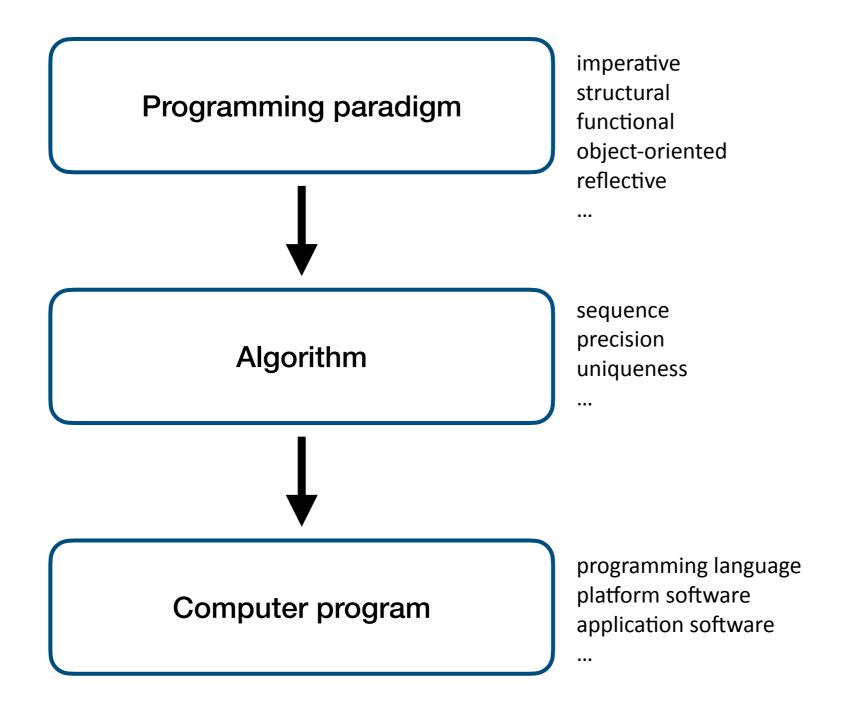
- forgetting to multiply by 100 to convert a value into percent

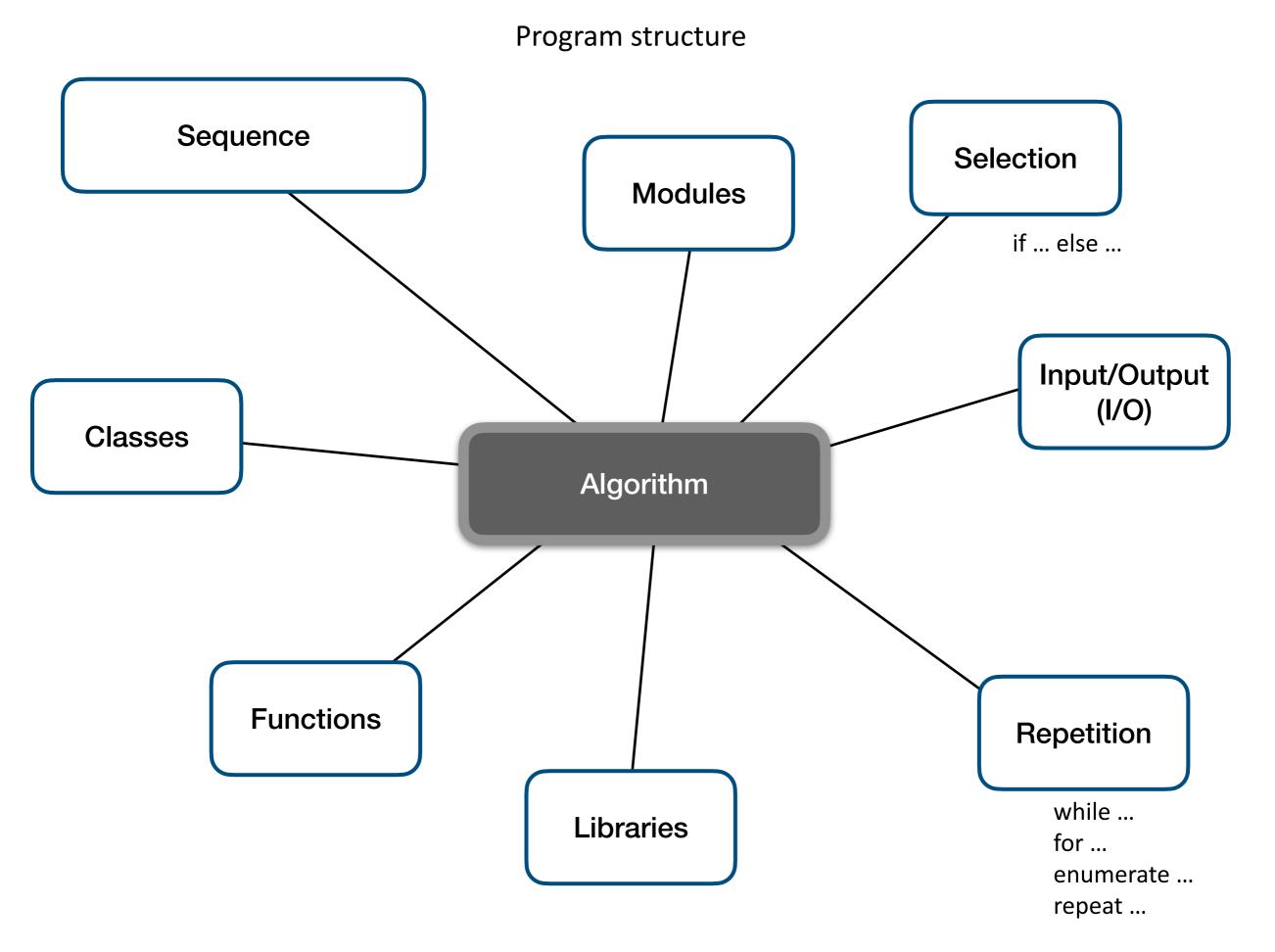
The process of finding programming errors is called debugging (see https://en.wikipedia.org/wiki/File:H96566k.jpg for the first real bug).

Task 1:

go through the notebook "Problem3" work out the example: "Problem 3: Best function" upload your solution to moodle

Program structure





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Task 2:

go through the notebook "Problem4" work out the example: "Problem 4: Exploring algorithms and program structure" upload your solution to moodle