

Time to Make a Choice

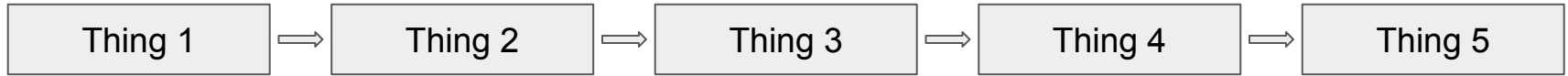
Control Structures, pt. 1

Overview

- 3 big ideas
- LPC
- Coming next
- tl;dl

Simplicity uses assumptions

Simple Code Process



Assumptions can break your code

Assumptions getting interesting ...

- Assume frictionless space
- Assume zero air resistance
- (personal favorite) Assume that a penguin is a circular cylinder



math prof

@mathematicsprof

...

Quote by a forest ranger at Yosemite National Park on why it is hard to design the perfect garbage bin to keep bears from breaking into it: "There is considerable overlap between the intelligence of the smartest bears and the dumbest tourists."

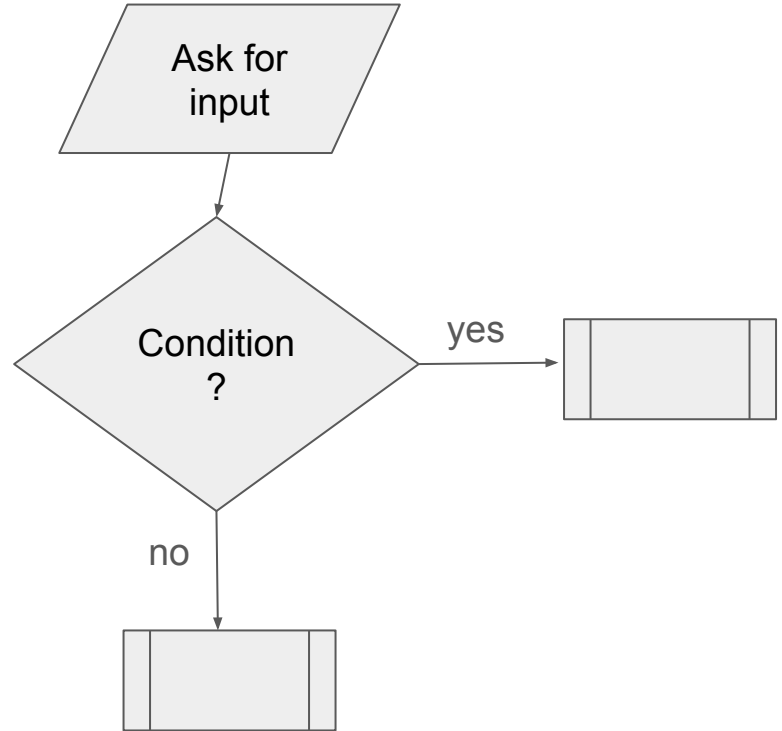
Assumptions* can break your code

* without handling

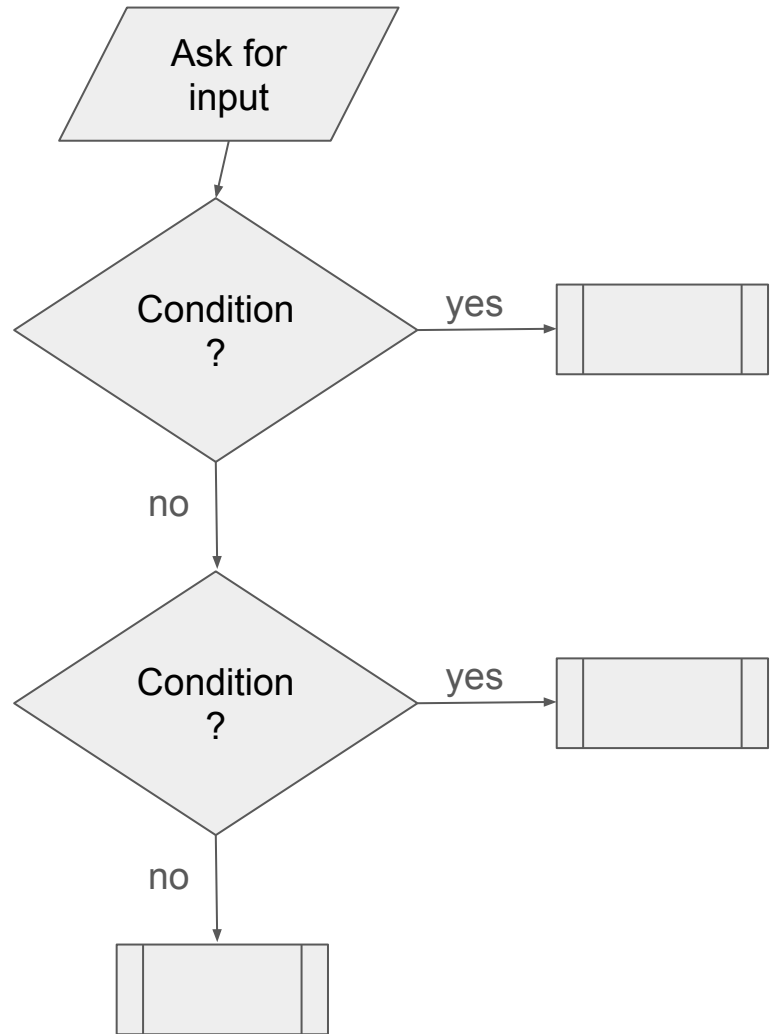
Code needs to *notice* and *react to*
users & environment

Noticing & Reacting: Make a Choice

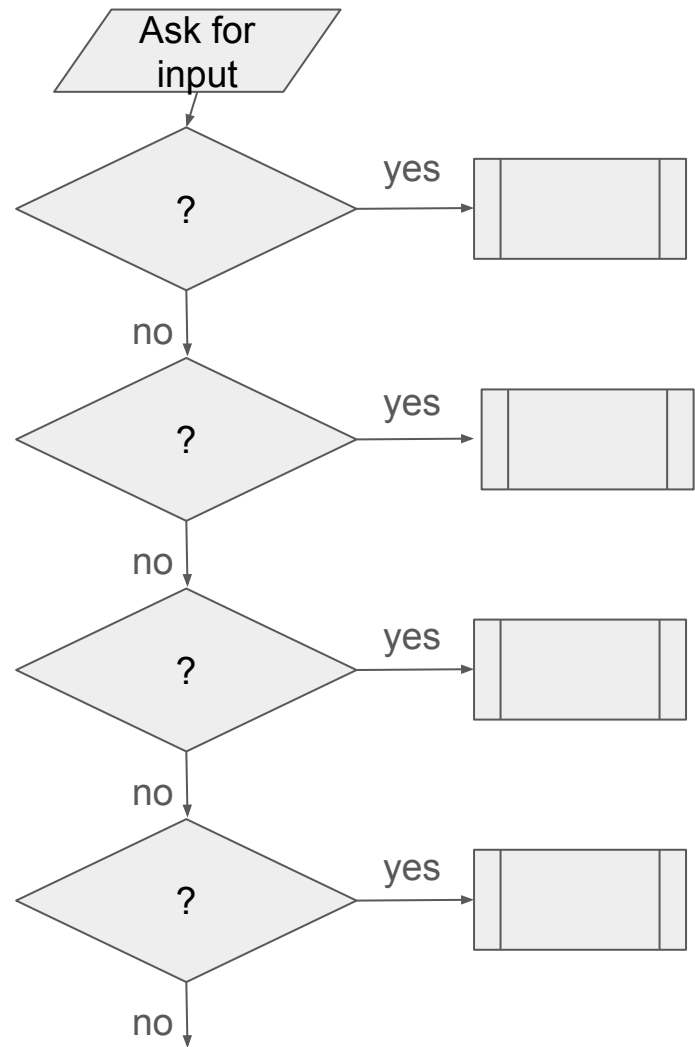
Evaluation: *if* and *else*



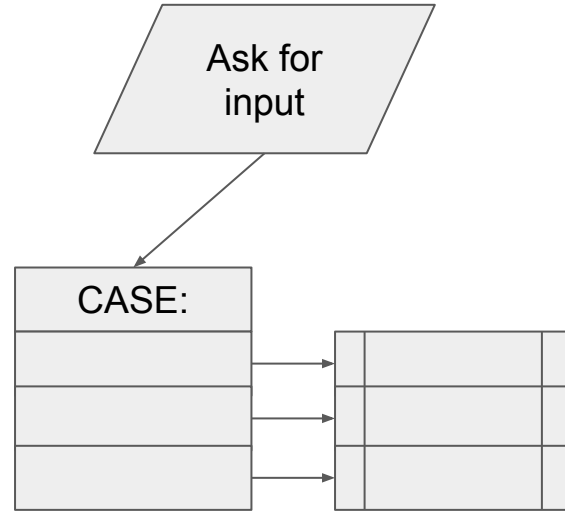
Evaluation: *elif*



Evaluation: more *elif*



Evaluation: *case*



Participatory Live Coding

Error handling

Coming next...

tl;dl

8 before

- 4 minutes: brainstorm groups of 3-5
 - What does this assignment need to include/do/change in order to be successful?
- 4 minutes: making a list/board as a class
 - What does this situation need?
 - What questions do you have?