

Programming Tutorial

Khalid Hourani

University of Houston

October 9, 2020



Table of Contents

1 Introduction

- Correctness
- Readability
- Performance

2 Problem Solving

- Subroutines
- Debugging
- Problem: Array Division



Table of Contents

- 1 Introduction
 - Correctness
 - Readability
 - Performance
- 2 Problem Solving
 - Subroutines
 - Debugging
 - Problem: Array Division



Things to Consider

Good code depends on



Things to Consider

Good code depends on

- Correctness



Things to Consider

Good code depends on

- Correctness
- Readability



Things to Consider

Good code depends on

- Correctness
- Readability
- Performance



Correctness



Correctness

- Code should be correct



Correctness

- Code should be correct
- If code is incorrect then doesn't matter



Correctness

- Code should be correct
- If code is incorrect then doesn't matter
 - how performant it is



Correctness

- Code should be correct
- If code is incorrect then doesn't matter
 - how performant it is
 - how readable it is



Correctness

- Code should be correct
- If code is incorrect then doesn't matter
 - how performant it is
 - how readable it is



Correctness

- Code should be correct
- If code is incorrect then doesn't matter
 - how performant it is
 - how readable it is

Boolean Satisfiability

```
1 def bool_sat(formula):  
2     return True
```



Correctness

- Code should be correct
- If code is incorrect then doesn't matter
 - how performant it is
 - how readable it is

Boolean Satisfiability

```
1 def bool_sat(formula):  
2     return True
```

- Above code is $\mathcal{O}(1)$ solution to an NP-Complete Problem



Correctness

- Code should be correct
- If code is incorrect then doesn't matter
 - how performant it is
 - how readable it is

Boolean Satisfiability

```
1 def bool_sat(formula):  
2     return True
```

- Above code is $\mathcal{O}(1)$ solution to an NP-Complete Problem
- But obviously not a correct solution



Testing



Testing

- You must test your code



Testing

- You must test your code
- Easiest way to catch bugs



Testing

- You must test your code
- Easiest way to catch bugs
- Example



Testing

- You must test your code
- Easiest way to catch bugs
- Example



Testing

- You must test your code
- Easiest way to catch bugs
- Example

Primality Checker

```
1 def is_prime(n):  
2     if n in {0, 1}:  
3         return False  
4     for i in range(2, int(n ** 0.5)):  
5         if n % i == 0:  
6             return False  
7     return True
```

Testing

- You must test your code
- Easiest way to catch bugs
- Example

Primality Checker

```
1 def is_prime(n):  
2     if n in {0, 1}:  
3         return False  
4     for i in range(2, int(n ** 0.5)):  
5         if n % i == 0:  
6             return False  
7     return True
```

- What is wrong with above code?



Testing

- You must test your code
- Easiest way to catch bugs
- Example

Primality Checker

```
1 def is_prime(n):  
2     if n in {0, 1}:  
3         return False  
4     for i in range(2, int(n ** 0.5)):  
5         if n % i == 0:  
6             return False  
7     return True
```

- What is wrong with above code?
- Might not be obvious, but easy to see with testing



Test is_prime

```
1 for i in range(2, 11):  
2     print(i, is_prime(i))
```

Test is_prime

```
1 for i in range(2, 11):  
2     print(i, is_prime(i))
```

| <i>i</i> | is_prime(i) | Correct? |
|----------|-------------|----------|
| 2 | True | ✓ |
| 3 | True | ✓ |
| 4 | True | ✗ |
| 5 | True | ✓ |
| 6 | True | ✗ |
| 7 | True | ✓ |
| 8 | True | ✗ |
| 9 | True | ✗ |
| 10 | False | ✓ |

Test is_prime

```
1 for i in range(2, 11):  
2     print(i, is_prime(i))
```

| <i>i</i> | is_prime(i) | Correct? |
|----------|-------------|----------|
| 2 | True | ✓ |
| 3 | True | ✓ |
| 4 | True | ✗ |
| 5 | True | ✓ |
| 6 | True | ✗ |
| 7 | True | ✓ |
| 8 | True | ✗ |
| 9 | True | ✗ |
| 10 | False | ✓ |

- Incorrect for composite values 4, 6, 8, and 9

Test is_prime

```
1 for i in range(2, 11):
2     print(i, is_prime(i))
```

| i | is_prime(i) | Correct? |
|-----|-------------|----------|
|-----|-------------|----------|

| | | |
|---|------|---|
| 2 | True | ✓ |
|---|------|---|

| | | |
|---|------|---|
| 3 | True | ✓ |
|---|------|---|

| | | |
|---|------|---|
| 4 | True | ✗ |
|---|------|---|

| | | |
|---|------|---|
| 5 | True | ✓ |
|---|------|---|

| | | |
|---|------|---|
| 6 | True | ✗ |
|---|------|---|

| | | |
|---|------|---|
| 7 | True | ✓ |
|---|------|---|

| | | |
|---|------|---|
| 8 | True | ✗ |
|---|------|---|

| | | |
|---|------|---|
| 9 | True | ✗ |
|---|------|---|

| | | |
|----|-------|---|
| 10 | False | ✓ |
|----|-------|---|

- Incorrect for composite values 4, 6, 8, and 9

- For these values

$$\text{int}(n ** 0.5) = \lfloor \sqrt{n} \rfloor = 2$$



Test is_prime

```
1 for i in range(2, 11):
2     print(i, is_prime(i))
```

| <i>i</i> | is_prime(i) | Correct? |
|----------|-------------|----------|
|----------|-------------|----------|

| | | |
|---|------|---|
| 2 | True | ✓ |
|---|------|---|

| | | |
|---|------|---|
| 3 | True | ✓ |
|---|------|---|

| | | |
|---|------|---|
| 4 | True | ✗ |
|---|------|---|

| | | |
|---|------|---|
| 5 | True | ✓ |
|---|------|---|

| | | |
|---|------|---|
| 6 | True | ✗ |
|---|------|---|

| | | |
|---|------|---|
| 7 | True | ✓ |
|---|------|---|

| | | |
|---|------|---|
| 8 | True | ✗ |
|---|------|---|

| | | |
|---|------|---|
| 9 | True | ✗ |
|---|------|---|

| | | |
|----|-------|---|
| 10 | False | ✓ |
|----|-------|---|

- Incorrect for composite values 4, 6, 8, and 9

- For these values

$$\text{int}(n ** 0.5) = \lfloor \sqrt{n} \rfloor = 2$$

- Off-by-one error – add 1 to range: $\text{int}(n ** 0.5) + 1$

Edge Cases



Edge Cases

- Be sure to test for **edge cases**



Edge Cases

- Be sure to test for **edge cases**
 - boundary or degenerate cases, e.g.,



Edge Cases

- Be sure to test for **edge cases**
 - boundary or degenerate cases, e.g.,
 - sorting an **empty** list



Edge Cases

- Be sure to test for **edge cases**
 - boundary or degenerate cases, e.g.,
 - sorting an **empty** list
 - binary search returning **first** or **last** index



Edge Cases

- Be sure to test for **edge cases**
 - boundary or degenerate cases, e.g.,
 - sorting an **empty** list
 - binary search returning **first** or **last** index
 - checking if 0 or 1 is **prime**



Edge Cases

- Be sure to test for **edge cases**
 - boundary or degenerate cases, e.g.,
 - sorting an **empty** list
 - binary search returning **first** or **last** index
 - checking if 0 or 1 is **prime**
 - traversing a graph with **no edges**



Edge Cases

- Be sure to test for **edge cases**
 - boundary or degenerate cases, e.g.,
 - sorting an **empty** list
 - binary search returning **first** or **last** index
 - checking if 0 or 1 is **prime**
 - traversing a graph with **no edges**
- Depending on the context, you may also need to test for **invalid inputs**.



Readability



Readability

- Usually the most important thing after correctness



Readability

- Usually the most important thing after correctness
- Code will be read far more often than it is written



Readability

- Usually the most important thing after correctness
- Code will be read far more often than it is written
- Maintenance of code is often the highest expense



Syntax

- Follow a set of best-practices for your language. For example



Syntax

- Follow a set of best-practices for your language. For example
 - In Python, there is PEP 8



Syntax

- Follow a set of best-practices for your language. For example
 - In Python, there is PEP 8
 - In C, there is the Linux Kernel Style



Syntax

- Follow a set of best-practices for your language. For example
 - In Python, there is PEP 8
 - In C, there is the Linux Kernel Style
- The style chosen is less important than that you follow a consistent style



Syntax

- Follow a set of best-practices for your language. For example
 - In Python, there is PEP 8
 - In C, there is the Linux Kernel Style
- The style chosen is less important than that you follow a consistent style



Syntax

- Follow a set of best-practices for your language. For example
 - In Python, there is PEP 8
 - In C, there is the Linux Kernel Style
- The style chosen is less important than that you follow a consistent style

Ugly

```
1 c=(a+b)**0.5
2 L=[1,2,7]
```



Syntax

- Follow a set of best-practices for your language. For example
 - In Python, there is PEP 8
 - In C, there is the Linux Kernel Style
- The style chosen is less important than that you follow a consistent style

Ugly

```
1 c=(a+b)**0.5
2 L=[1,2,7]
```

Readable

```
1 c = (a + b) ** 0.5
2 L = [1, 2, 7]
```


Syntax

- Follow a set of best-practices for your language. For example
 - In Python, there is PEP 8
 - In C, there is the Linux Kernel Style
- The style chosen is less important than that you follow a consistent style

Ugly

```
1 c=(a+b)**0.5
2 L=[1,2,7]
```

Readable

```
1 c = (a + b) ** 0.5
2 L = [1, 2, 7]
```

- Easiest way to be consistent is to use a formatter

Syntax

- Follow a set of best-practices for your language. For example
 - In Python, there is PEP 8
 - In C, there is the Linux Kernel Style
- The style chosen is less important than that you follow a consistent style

Ugly

```
1 c=(a+b)**0.5
2 L=[1,2,7]
```

Readable

```
1 c = (a + b) ** 0.5
2 L = [1, 2, 7]
```

- Easiest way to be consistent is to use a formatter
- Automatically formats your code according to some style guide



Syntax

- Follow a set of best-practices for your language. For example
 - In Python, there is PEP 8
 - In C, there is the Linux Kernel Style
- The style chosen is less important than that you follow a consistent style

Ugly

```
1 c=(a+b)**0.5
2 L=[1,2,7]
```

Readable

```
1 c = (a + b) ** 0.5
2 L = [1, 2, 7]
```

- Easiest way to be consistent is to use a formatter
- Automatically formats your code according to some style guide
 - Black, yapf, autopep8, etc., for Python



Syntax

- Follow a set of best-practices for your language. For example
 - In Python, there is PEP 8
 - In C, there is the Linux Kernel Style
- The style chosen is less important than that you follow a consistent style

Ugly

```
1 c=(a+b)**0.5
2 L=[1,2,7]
```

Readable

```
1 c = (a + b) ** 0.5
2 L = [1, 2, 7]
```

- Easiest way to be consistent is to use a formatter
- Automatically formats your code according to some style guide
 - Black, yapf, autopep8, etc., for Python
 - clang-format for C/C++



Structure

- Syntactic readability (style) is not enough



Structure

- Syntactic readability (style) is not enough
- Code should be structured for readability



Structure

- Syntactic readability (style) is not enough
- Code should be structured for readability
- **Modular** and **structured** code is easier to



Structure

- Syntactic readability (style) is not enough
- Code should be structured for readability
- **Modular** and **structured** code is easier to
 - read



Structure

- Syntactic readability (style) is not enough
- Code should be structured for readability
- **Modular** and **structured** code is easier to
 - read
 - write



Structure

- Syntactic readability (style) is not enough
- Code should be structured for readability
- **Modular** and **structured** code is easier to
 - read
 - write
 - debug



Structure

- Syntactic readability (style) is not enough
- Code should be structured for readability
- **Modular** and **structured** code is easier to
 - read
 - write
 - debug
- Consider following problem



Structure

- Syntactic readability (style) is not enough
- Code should be structured for readability
- **Modular** and **structured** code is easier to
 - read
 - write
 - debug
- Consider following problem



Structure

- Syntactic readability (style) is not enough
- Code should be structured for readability
- **Modular** and **structured** code is easier to
 - read
 - write
 - debug
- Consider following problem

Problem

Find the largest product of two 3-digit numbers that is a palindrome.



Structure

- Syntactic readability (style) is not enough
- Code should be structured for readability
- **Modular** and **structured** code is easier to
 - read
 - write
 - debug
- Consider following problem

Problem

Find the largest product of two 3-digit numbers that is a palindrome.

Brute-Force Solution

Iterate through all 10^6 pairs of products and check if they are palindromic while keeping track of max.



Example of Bad Structure



Example of Bad Structure

Poorly Structured

```
1 biggest = 0
2 for a in range(100, 1000):
3     for b in range(100, 1000):
4         prod = a * b
5         is_palindrome = True
6         s = str(prod)
7         n = len(s)
8         # check if number is palindrome
9         for i in range(n):
10             if s[i] != s[n - i - 1]:
11                 is_palindrome = False
12                 break
13         if not is_palindrome:
14             continue
15         else:
16             if prod > biggest:
17                 biggest = prod
18 print(biggest)
```



Example of Bad Structure

Poorly Structured

```
1 biggest = 0
2 for a in range(100, 1000):
3     for b in range(100, 1000):
4         prod = a * b
5         is_palindrome = True
6         s = str(prod)
7         n = len(s)
8         # check if number is palindrome
9         for i in range(n):
10             if s[i] != s[n - i - 1]:
11                 is_palindrome = False
12                 break
13         if not is_palindrome:
14             continue
15         else:
16             if prod > biggest:
17                 biggest = prod
18 print(biggest)
```

- code is hard to follow

Example of Bad Structure

Poorly Structured

```
1 biggest = 0
2 for a in range(100, 1000):
3     for b in range(100, 1000):
4         prod = a * b
5         is_palindrome = True
6         s = str(prod)
7         n = len(s)
8         # check if number is palindrome
9         for i in range(n):
10             if s[i] != s[n - i - 1]:
11                 is_palindrome = False
12                 break
13         if not is_palindrome:
14             continue
15         else:
16             if prod > biggest:
17                 biggest = prod
18 print(biggest)
```

- code is hard to follow
- unnecessarily complex — `is_palindrome` is essentially a sentinel value

Example of Bad Structure

Poorly Structured

```
1 biggest = 0
2 for a in range(100, 1000):
3     for b in range(100, 1000):
4         prod = a * b
5         is_palindrome = True
6         s = str(prod)
7         n = len(s)
8         # check if number is palindrome
9         for i in range(n):
10             if s[i] != s[n - i - 1]:
11                 is_palindrome = False
12                 break
13         if not is_palindrome:
14             continue
15         else:
16             if prod > biggest:
17                 biggest = prod
18 print(biggest)
```

- code is hard to follow
- unnecessarily complex — `is_palindrome` is essentially a sentinel value
- code is imperative, not declarative



Example of Better Structure



Example of Better Structure

Better Structured

```
1 def is_palindrome(num):
2     s = str(num)
3     n = len(s)
4     for i in range(n):
5         if s[i] != s[n - i - 1]:
6             return False
7     return True
8
9
10 biggest = 0
11 for a in range(100, 1000):
12     for b in range(100, 1000):
13         if is_palindrome(a * b):
14             biggest = max(biggest, a * b)
15 print(biggest)
```



Example of Better Structure

Better Structured

```
1 def is_palindrome(num):
2     s = str(num)
3     n = len(s)
4     for i in range(n):
5         if s[i] != s[n - i - 1]:
6             return False
7     return True
8
9
10 biggest = 0
11 for a in range(100, 1000):
12     for b in range(100, 1000):
13         if is_palindrome(a * b):
14             biggest = max(biggest, a * b)
15 print(biggest)
```

- code is much easier to follow



Example of Better Structure

Better Structured

```
1 def is_palindrome(num):
2     s = str(num)
3     n = len(s)
4     for i in range(n):
5         if s[i] != s[n - i - 1]:
6             return False
7     return True
8
9
10 biggest = 0
11 for a in range(100, 1000):
12     for b in range(100, 1000):
13         if is_palindrome(a * b):
14             biggest = max(biggest, a * b)
15 print(biggest)
```

- code is much easier to follow
- function `is_palindrome` clearly conveys intent

Example of Better Structure

Better Structured

```
1 def is_palindrome(num):
2     s = str(num)
3     n = len(s)
4     for i in range(n):
5         if s[i] != s[n - i - 1]:
6             return False
7     return True
8
9
10 biggest = 0
11 for a in range(100, 1000):
12     for b in range(100, 1000):
13         if is_palindrome(a * b):
14             biggest = max(biggest, a * b)
15 print(biggest)
```

- code is much easier to follow
- function `is_palindrome` clearly conveys intent
- code is declarative



Example of Good Structure



Example of Good Structure

Well Structured

```
1 def is_palindrome(num):
2     s = str(num)
3     n = len(s)
4     for i in range(n):
5         if s[i] != s[n - i - 1]:
6             return False
7     return True
8
9 def main():
10     biggest = 0
11     for a in range(100, 1000):
12         for b in range(100, 1000):
13             if is_palindrome(a * b):
14                 biggest = max(biggest, a * b)
15     print(biggest)
16
17 if __name__ == "__main__":
18     main()
```



Example of Good Structure

Well Structured

```
1 def is_palindrome(num):
2     s = str(num)
3     n = len(s)
4     for i in range(n):
5         if s[i] != s[n - i - 1]:
6             return False
7     return True
8
9 def main():
10     biggest = 0
11     for a in range(100, 1000):
12         for b in range(100, 1000):
13             if is_palindrome(a * b):
14                 biggest = max(biggest, a * b)
15     print(biggest)
16
17 if __name__ == "__main__":
18     main()
```

- basically same code

Example of Good Structure

Well Structured

```
1 def is_palindrome(num):
2     s = str(num)
3     n = len(s)
4     for i in range(n):
5         if s[i] != s[n - i - 1]:
6             return False
7     return True
8
9 def main():
10     biggest = 0
11     for a in range(100, 1000):
12         for b in range(100, 1000):
13             if is_palindrome(a * b):
14                 biggest = max(biggest, a * b)
15     print(biggest)
16
17 if __name__ == "__main__":
18     main()
```

- basically same code
- clearly describes what the program is doing **overall**

Comments



Comments

- Code should be commented



Comments

- Code should be commented
- but not **over commented**



Comments

- Code should be commented
- but not **over commented**



Comments

- Code should be commented
- but not **over commented**

Bad Comment

```
1 def i_sqrt(n):  
2     i = 0  
3     while i ** 2 < n:  
4         i += 1 # increment i  
5     return i
```

Comments

- Code should be commented
- but not **over commented**

Bad Comment

```
1 def i_sqrt(n):  
2     i = 0  
3     while i ** 2 < n:  
4         i += 1 # increment i  
5     return i
```

- it is clear that `i += 1` increments `i`

Comments

- Code should be commented
- but not **over commented**

Bad Comment

```
1 def i_sqrt(n):  
2     i = 0  
3     while i ** 2 < n:  
4         i += 1 # increment i  
5     return i
```

- it is clear that `i += 1` increments `i`
- comment is superfluous and **distracting**



Good Comments



Good Comments

- As a rule of thumb



Good Comments

- As a rule of thumb
 - good **code** describes **what** and **how**



Good Comments

- As a rule of thumb
 - good **code** describes **what** and **how**
 - good **comments** describe **why**



Good Comments

- As a rule of thumb
 - good **code** describes **what** and **how**
 - good **comments** describe **why**



Good Comments

- As a rule of thumb
 - good **code** describes **what** and **how**
 - good **comments** describe **why**

Good Comment

```
1 def is_prime(n):
2     if n == 1:
3         return False
4     elif n in {2, 3}:
5         return True
6     elif n % 2 == 0:
7         return False
8     else:
9         # we need only check for odd factors
10        # up to sqrt(n)
11        for i in range(3, int(n ** 0.5) + 1, 2):
12            if n % i == 0:
13                return False
14        return True
```



Good Comments

- As a rule of thumb
 - good **code** describes **what** and **how**
 - good **comments** describe **why**

Good Comment

```
1 def is_prime(n):
2     if n == 1:
3         return False
4     elif n in {2, 3}:
5         return True
6     elif n % 2 == 0:
7         return False
8     else:
9         # we need only check for odd factors
10        # up to sqrt(n)
11        for i in range(3, int(n ** 0.5) + 1, 2):
12            if n % i == 0:
13                return False
14        return True
```

- this comment explains **why** the code is iterating from **1** to **`int(n ** 0.5) + 1`**



Good Comments

- As a rule of thumb
 - good **code** describes **what** and **how**
 - good **comments** describe **why**

Good Comment

```
1 def is_prime(n):
2     if n == 1:
3         return False
4     elif n in {2, 3}:
5         return True
6     elif n % 2 == 0:
7         return False
8     else:
9         # we need only check for odd factors
10        # up to sqrt(n)
11        for i in range(3, int(n ** 0.5) + 1, 2):
12            if n % i == 0:
13                return False
14        return True
```

- this comment explains **why** the code is iterating from **1** to **`int(n ** 0.5) + 1`**
- without this comment, reader would have to determine for themselves



Good Code

- If your code is well-written, it will improve readability



Good Code

- If your code is well-written, it will improve readability
- Not just in terms of structure, but things like variable and function names



Good Code

- If your code is well-written, it will improve readability
- Not just in terms of structure, but things like variable and function names
- Well-written code often makes many comments **unnecessary**



Good Code

- If your code is well-written, it will improve readability
- Not just in terms of structure, but things like variable and function names
- Well-written code often makes many comments **unnecessary**
- Often expressed as



Good Code

- If your code is well-written, it will improve readability
- Not just in terms of structure, but things like variable and function names
- Well-written code often makes many comments **unnecessary**
- Often expressed as

Good Code is its Own Best Documentation



Good Code

- If your code is well-written, it will improve readability
- Not just in terms of structure, but things like variable and function names
- Well-written code often makes many comments **unnecessary**
- Often expressed as

Good Code is its Own Best Documentation

- Not an excuse to avoid comments



Good Naming



Good Naming

Bad Names

```
1 def qs(a):
2     if len(a) <= 1:
3         return a
4     else:
5         x, z = [], []
6         y = a[0]
7         for p in a:
8             if p < y:
9                 x.append(p)
10            else:
11                z.append(p)
12    return qs(x) + qs(z)
```



Good Naming

Bad Names

```
1 def qs(a):
2     if len(a) <= 1:
3         return a
4     else:
5         x, z = [], []
6         y = a[0]
7         for p in a:
8             if p < y:
9                 x.append(p)
10            else:
11                z.append(p)
12        return qs(x) + qs(z)
```

- these names convey

Good Naming

Bad Names

```
1 def qs(a):
2     if len(a) <= 1:
3         return a
4     else:
5         x, z = [], []
6         y = a[0]
7         for p in a:
8             if p < y:
9                 x.append(p)
10            else:
11                z.append(p)
12    return qs(x) + qs(z)
```

- these names convey
 - basically nothing

Good Naming

Bad Names

```
1 def qs(a):
2     if len(a) <= 1:
3         return a
4     else:
5         x, z = [], []
6         y = a[0]
7         for p in a:
8             if p < y:
9                 x.append(p)
10            else:
11                z.append(p)
12    return qs(x) + qs(z)
```

Good Names

```
1 def quick_sort(array):
2     if len(array) <= 1:
3         return array
4     else:
5         left, right = [], []
6         pivot = array[0]
7         for ele in array:
8             if ele < pivot:
9                 left.append(ele)
10            else:
11                right.append(ele)
12    return quick_sort(left) + quick_sort(right)
```

Good Naming

Bad Names

```
1 def qs(a):
2     if len(a) <= 1:
3         return a
4     else:
5         x, z = [], []
6         y = a[0]
7         for p in a:
8             if p < y:
9                 x.append(p)
10            else:
11                z.append(p)
12    return qs(x) + qs(z)
```

Good Names

```
1 def quick_sort(array):
2     if len(array) <= 1:
3         return array
4     else:
5         left, right = [], []
6         pivot = array[0]
7         for ele in array:
8             if ele < pivot:
9                 left.append(ele)
10            else:
11                right.append(ele)
12    return quick_sort(left) + quick_sort(right)
```

- these names convey

Good Naming

Bad Names

```
1 def qs(a):
2     if len(a) <= 1:
3         return a
4     else:
5         x, z = [], []
6         y = a[0]
7         for p in a:
8             if p < y:
9                 x.append(p)
10            else:
11                z.append(p)
12    return qs(x) + qs(z)
```

Good Names

```
1 def quick_sort(array):
2     if len(array) <= 1:
3         return array
4     else:
5         left, right = [], []
6         pivot = array[0]
7         for ele in array:
8             if ele < pivot:
9                 left.append(ele)
10            else:
11                right.append(ele)
12    return quick_sort(left) + quick_sort(right)
```

- these names convey
 - function is quicksort

Good Naming

Bad Names

```
1 def qs(a):
2     if len(a) <= 1:
3         return a
4     else:
5         x, z = [], []
6         y = a[0]
7         for p in a:
8             if p < y:
9                 x.append(p)
10            else:
11                z.append(p)
12    return qs(x) + qs(z)
```

Good Names

```
1 def quick_sort(array):
2     if len(array) <= 1:
3         return array
4     else:
5         left, right = [], []
6         pivot = array[0]
7         for ele in array:
8             if ele < pivot:
9                 left.append(ele)
10            else:
11                right.append(ele)
12    return quick_sort(left) + quick_sort(right)
```

- these names convey
 - function is quicksort
 - input is an array

Good Naming

Bad Names

```
1 def qs(a):
2     if len(a) <= 1:
3         return a
4     else:
5         x, z = [], []
6         y = a[0]
7         for p in a:
8             if p < y:
9                 x.append(p)
10            else:
11                z.append(p)
12    return qs(x) + qs(z)
```

Good Names

```
1 def quick_sort(array):
2     if len(array) <= 1:
3         return array
4     else:
5         left, right = [], []
6         pivot = array[0]
7         for ele in array:
8             if ele < pivot:
9                 left.append(ele)
10            else:
11                right.append(ele)
12    return quick_sort(left) + quick_sort(right)
```

- these names convey
 - function is quicksort
 - input is an array
 - left and right are partitions around pivot = array[0]

Good Naming

Bad Names

```
1 def qs(a):
2     if len(a) <= 1:
3         return a
4     else:
5         x, z = [], []
6         y = a[0]
7         for p in a:
8             if p < y:
9                 x.append(p)
10            else:
11                z.append(p)
12    return qs(x) + qs(z)
```

Good Names

```
1 def quick_sort(array):
2     if len(array) <= 1:
3         return array
4     else:
5         left, right = [], []
6         pivot = array[0]
7         for ele in array:
8             if ele < pivot:
9                 left.append(ele)
10            else:
11                right.append(ele)
12    return quick_sort(left) + quick_sort(right)
```

- these names convey
 - function is quicksort
 - input is an array
 - left and right are partitions around pivot = array[0]
 - ele iterates through values of array



Good Naming

Bad Names

```
1 def qs(a):
2     if len(a) <= 1:
3         return a
4     else:
5         x, z = [], []
6         y = a[0]
7         for p in a:
8             if p < y:
9                 x.append(p)
10            else:
11                z.append(p)
12    return qs(x) + qs(z)
```

Good Names

```
1 def quick_sort(array):
2     if len(array) <= 1:
3         return array
4     else:
5         left, right = [], []
6         pivot = array[0]
7         for ele in array:
8             if ele < pivot:
9                 left.append(ele)
10            else:
11                right.append(ele)
12    return quick_sort(left) + quick_sort(right)
```

Miscellaneous



Miscellaneous

- Impractical to create exhaustive list of best practices



Miscellaneous

- Impractical to create exhaustive list of best practices
 - and some practices are debateable



Miscellaneous

- Impractical to create exhaustive list of best practices
 - and some practices are debateable
- Good idea to look at resources like



Miscellaneous

- Impractical to create exhaustive list of best practices
 - and some practices are debateable
- Good idea to look at resources like
 - The Little Book of Python Anti-Patterns



Miscellaneous

- Impractical to create exhaustive list of best practices
 - and some practices are debateable
- Good idea to look at resources like
 - The Little Book of Python Anti-Patterns
 - The C++ Core Guidelines



Miscellaneous

- Impractical to create exhaustive list of best practices
 - and some practices are debateable
- Good idea to look at resources like
 - The Little Book of Python Anti-Patterns
 - The C++ Core Guidelines
- And to use a **linter** — a static code analysis tool to flag bugs, style errors, etc, such as



Miscellaneous

- Impractical to create exhaustive list of best practices
 - and some practices are debateable
- Good idea to look at resources like
 - The Little Book of Python Anti-Patterns
 - The C++ Core Guidelines
- And to use a **linter** — a static code analysis tool to flag bugs, style errors, etc, such as
 - Python – flake8



Miscellaneous

- Impractical to create exhaustive list of best practices
 - and some practices are debateable
- Good idea to look at resources like
 - The Little Book of Python Anti-Patterns
 - The C++ Core Guidelines
- And to use a **linter** — a static code analysis tool to flag bugs, style errors, etc, such as
 - Python – flake8
 - C++ – clang-tidy



Performance



Performance

- Highly case-by-case



Performance

- Highly case-by-case
 - specific use case may allow for less performant code



Performance

- Highly case-by-case
 - specific use case may allow for less performant code
 - e.g. some one-time scientific calculation



Performance

- Highly case-by-case
 - specific use case may allow for less performant code
 - e.g. some one-time scientific calculation
 - or may require more performant code



Performance

- Highly case-by-case
 - specific use case may allow for less performant code
 - e.g. some one-time scientific calculation
 - or may require more performant code
 - e.g. real-time financial analysis



Performance

- Highly case-by-case
 - specific use case may allow for less performant code
 - e.g. some one-time scientific calculation
 - or may require more performant code
 - e.g. real-time financial analysis
- Usually comes down to correct choice of algorithm and data structure



Performance

- Highly case-by-case
 - specific use case may allow for less performant code
 - e.g. some one-time scientific calculation
 - or may require more performant code
 - e.g. real-time financial analysis
- Usually comes down to correct choice of algorithm and data structure
 - e.g., if checking existence of an element, an array gives $\mathcal{O}(n)$ but a hash table gives $\mathcal{O}(1)$



Performance

- Highly case-by-case
 - specific use case may allow for less performant code
 - e.g. some one-time scientific calculation
 - or may require more performant code
 - e.g. real-time financial analysis
- Usually comes down to correct choice of algorithm and data structure
 - e.g., if checking existence of an element, an array gives $\mathcal{O}(n)$ but a hash table gives $\mathcal{O}(1)$
 - which might make the difference between $\mathcal{O}(n^2)$ and $\mathcal{O}(n)$ overall



Performance

- Highly case-by-case
 - specific use case may allow for less performant code
 - e.g. some one-time scientific calculation
 - or may require more performant code
 - e.g. real-time financial analysis
- Usually comes down to correct choice of algorithm and data structure
 - e.g., if checking existence of an element, an array gives $\mathcal{O}(n)$ but a hash table gives $\mathcal{O}(1)$
 - which might make the difference between $\mathcal{O}(n^2)$ and $\mathcal{O}(n)$ overall
- While it does depend on use case, it is still usually best to focus on readability over performance



Performance

- Highly case-by-case
 - specific use case may allow for less performant code
 - e.g. some one-time scientific calculation
 - or may require more performant code
 - e.g. real-time financial analysis
- Usually comes down to correct choice of algorithm and data structure
 - e.g., if checking existence of an element, an array gives $\mathcal{O}(n)$ but a hash table gives $\mathcal{O}(1)$
 - which might make the difference between $\mathcal{O}(n^2)$ and $\mathcal{O}(n)$ overall
- While it does depend on use case, it is still usually best to focus on readability over performance
 - it's easier to make slow code fast than to make confusing code understandable



Table of Contents

1 Introduction

- Correctness
- Readability
- Performance

2 Problem Solving

- Subroutines
- Debugging
- Problem: Array Division



Subroutines



Subroutines

- Break up your code into smaller functions



Subroutines

- Break up your code into smaller functions
 - easier to code small, individual parts



Subroutines

- Break up your code into smaller functions
 - easier to code small, individual parts
 - easier to make changes and diagnose bugs



Subroutines

- Break up your code into smaller functions
 - easier to code small, individual parts
 - easier to make changes and diagnose bugs
- Any task that is repeated should go in a subroutine



Debugging



Debugging

- Use a debugger when encountering issues



Debugging

- Use a debugger when encountering issues
 - will allow you to proceed through a program step-by-step



Debugging

- Use a debugger when encountering issues
 - will allow you to proceed through a program step-by-step
 - will help in catching a variety (but not all) bugs



Problem: Array Division

Problem



Problem

Problem

Given an array of integers `nums` and a positive integer k , find whether it is possible to divide `nums` into sets of k consecutive numbers.



Problem: Array Division

Where to Start



Where to Start

- Look at examples



Where to Start

- Look at examples

① `nums = [1, 2, 3, 3, 4, 4, 5, 6]`, $k = 4$



Where to Start

- Look at examples
 - ① $\text{nums} = [1, 2, 3, 3, 4, 4, 5, 6]$, $k = 4$
 - $[1, 2, 3, 4]$, $[3, 4, 5, 6]$



Where to Start

- Look at examples

- ① `nums` = [1, 2, 3, 3, 4, 4, 5, 6], $k = 4$

- [1, 2, 3, 4], [3, 4, 5, 6]

- ② `nums` = [3, 2, 1, 2, 3, 4, 3, 4, 5, 9, 10, 11], $k = 3$



Where to Start

- Look at examples

- ① `nums = [1, 2, 3, 3, 4, 4, 5, 6]`, $k = 4$

- `[1, 2, 3, 4]`, `[3, 4, 5, 6]`

- ② `nums = [3, 2, 1, 2, 3, 4, 3, 4, 5, 9, 10, 11]`, $k = 3$

- `[1, 2, 3]`, `[2, 3, 4]`, `[3, 4, 5]`, `[9, 10, 11]`



Where to Start

- Look at examples
 - ① $\text{nums} = [1, 2, 3, 3, 4, 4, 5, 6]$, $k = 4$
 - $[1, 2, 3, 4]$, $[3, 4, 5, 6]$
 - ② $\text{nums} = [3, 2, 1, 2, 3, 4, 3, 4, 5, 9, 10, 11]$, $k = 3$
 - $[1, 2, 3]$, $[2, 3, 4]$, $[3, 4, 5]$, $[9, 10, 11]$
- Hopefully notice a pattern – if $x = \min(A)$



Where to Start

- Look at examples
 - ① $\text{nums} = [1, 2, 3, 3, 4, 4, 5, 6]$, $k = 4$
 - $[1, 2, 3, 4]$, $[3, 4, 5, 6]$
 - ② $\text{nums} = [3, 2, 1, 2, 3, 4, 3, 4, 5, 9, 10, 11]$, $k = 3$
 - $[1, 2, 3]$, $[2, 3, 4]$, $[3, 4, 5]$, $[9, 10, 11]$
- Hopefully notice a pattern – if $x = \min(A)$
 - then $x, x + 1, \dots, x + k - 1$ form one subarray



Where to Start

- Look at examples
 - ① `nums` = [1, 2, 3, 3, 4, 4, 5, 6], $k = 4$
 - [1, 2, 3, 4], [3, 4, 5, 6]
 - ② `nums` = [3, 2, 1, 2, 3, 4, 3, 4, 5, 9, 10, 11], $k = 3$
 - [1, 2, 3], [2, 3, 4], [3, 4, 5], [9, 10, 11]
- Hopefully notice a pattern – if $x = \min(A)$
 - then $x, x + 1, \dots, x + k - 1$ form one subarray
- Naturally lends itself to a recursive solution:



Where to Start

- Look at examples
 - ① `nums` = [1, 2, 3, 3, 4, 4, 5, 6], $k = 4$
 - [1, 2, 3, 4], [3, 4, 5, 6]
 - ② `nums` = [3, 2, 1, 2, 3, 4, 3, 4, 5, 9, 10, 11], $k = 3$
 - [1, 2, 3], [2, 3, 4], [3, 4, 5], [9, 10, 11]
- Hopefully notice a pattern – if $x = \min(A)$
 - then $x, x + 1, \dots, x + k - 1$ form one subarray
- Naturally lends itself to a recursive solution:
 - remove $x, x + 1, \dots, x + k - 1$, then repeat



Where to Start

- Look at examples
 - ① $\text{nums} = [1, 2, 3, 3, 4, 4, 5, 6]$, $k = 4$
 - $[1, 2, 3, 4]$, $[3, 4, 5, 6]$
 - ② $\text{nums} = [3, 2, 1, 2, 3, 4, 3, 4, 5, 9, 10, 11]$, $k = 3$
 - $[1, 2, 3]$, $[2, 3, 4]$, $[3, 4, 5]$, $[9, 10, 11]$
- Hopefully notice a pattern – if $x = \min(A)$
 - then $x, x + 1, \dots, x + k - 1$ form one subarray
- Naturally lends itself to a recursive solution:
 - remove $x, x + 1, \dots, x + k - 1$, then repeat
 - if run out of elements before removing all k , then no solution

Problem: Array Division

Writing a Solution



Writing a Solution

- two observations



Problem: Array Division

Writing a Solution

- two observations
 - 1 we are removing the k smallest elements



Writing a Solution

- two observations
 - 1 we are removing the k smallest elements
 - 2 if we know some element x , we know the next element is $x + 1$



Writing a Solution

- two observations
 - 1 we are removing the k smallest elements
 - 2 if we know some element x , we know the next element is $x + 1$



Writing a Solution

- two observations
 - ① we are removing the k smallest elements
 - ② if we know some element x , we know the next element is $x + 1$
- ① suggests the use of a heap



Writing a Solution

- two observations
 - ① we are removing the k smallest elements
 - ② if we know some element x , we know the next element is $x + 1$
- ① suggests the use of a heap



Writing a Solution

- two observations
 - ① we are removing the k smallest elements
 - ② if we know some element x , we know the next element is $x + 1$
- ① suggests the use of a heap
- ② suggests the use of a dictionary



Writing a Solution

- two observations
 - ① we are removing the k smallest elements
 - ② if we know some element x , we know the next element is $x + 1$
- ① suggests the use of a heap
- ② suggests the use of a dictionary
- both solutions are valid



Problem: Array Division

Heap Solution



Heap Solution

- Heap Pop removes the smallest element



Heap Solution

- Heap Pop removes the smallest element
- Need to account for removing the k smallest **distinct** elements



Heap Solution

- Heap Pop removes the smallest element
- Need to account for removing the k smallest **distinct** elements
- Thus, set up (value, count) pairs



Heap Solution

- Heap Pop removes the smallest element
- Need to account for removing the k smallest **distinct** elements
- Thus, set up (value, count) pairs
- Then, pop heap — say smallest value is (x, c)



Heap Solution

- Heap Pop removes the smallest element
- Need to account for removing the k smallest **distinct** elements
- Thus, set up (value, count) pairs
- Then, pop heap — say smallest value is (x, c)
 - effectively removing c copies of x



Heap Solution

- Heap Pop removes the smallest element
- Need to account for removing the k smallest **distinct** elements
- Thus, set up (value, count) pairs
- Then, pop heap — say smallest value is (x, c)
 - effectively removing c copies of x
 - then remove c copies of $x + 1, \dots, x + k - 1$ if possible



Heap Solution

- Heap Pop removes the smallest element
- Need to account for removing the k smallest **distinct** elements
- Thus, set up (value, count) pairs
- Then, pop heap — say smallest value is (x, c)
 - effectively removing c copies of x
 - then remove c copies of $x + 1, \dots, x + k - 1$ if possible
 - if not possible, return **False**



Heap Solution

- Heap Pop removes the smallest element
- Need to account for removing the k smallest **distinct** elements
- Thus, set up (value, count) pairs
- Then, pop heap — say smallest value is (x, c)
 - effectively removing c copies of x
 - then remove c copies of $x + 1, \dots, x + k - 1$ if possible
 - if not possible, return **False**
- After popping, need to return remaining elements to heap



Heap Solution

- Heap Pop removes the smallest element
- Need to account for removing the k smallest **distinct** elements
- Thus, set up (value, count) pairs
- Then, pop heap — say smallest value is (x, c)
 - effectively removing c copies of x
 - then remove c copies of $x + 1, \dots, x + k - 1$ if possible
 - if not possible, return **False**
- After popping, need to return remaining elements to heap
- Keep track of remaining elements in array



Problem: Array Division

Python Implementation



Python Implementation

```
1 popped = [] # store popped heap values
2 prev, min_count = heappop(heap)
3 for i in range(k - 1):
4     if not heap: # ran out of elements
5         return False
6     else:
7         value, count = heappop(heap)
8         if value != prev + 1: # not consecutive
9             return False
10        else:
11            count -= min_count
12            prev = value
13            if count > 0:
14                popped.append((value, count))
15 for val in popped:
16     heappush(heap, val)
```

Problem: Array Division

Dictionary Solution



Dictionary Solution

- Dictionary holds the count for each element



Dictionary Solution

- Dictionary holds the count for each element
- if x is min and $D[x] = \text{count}$



Dictionary Solution

- Dictionary holds the count for each element
- if x is min and $D[x] = \text{count}$
 - must have $D[x + i] \geq \text{count}$ for $i \in \{x, x + 1, \dots, x + k - 1\}$



Dictionary Solution

- Dictionary holds the count for each element
- if x is min and $D[x] = \text{count}$
 - must have $D[x + i] \geq \text{count}$ for $i \in \{x, x + 1, \dots, x + k - 1\}$
 - else return **False**



Dictionary Solution

- Dictionary holds the count for each element
- if x is min and $D[x] = \text{count}$
 - must have $D[x + i] \geq \text{count}$ for $i \in \{x, x + 1, \dots, x + k - 1\}$
 - else return **False**
- Decrease each count for $i \in \{x, x + 1, \dots, x + k - 1\}$ by count



Dictionary Solution

- Dictionary holds the count for each element
- if x is min and $D[x] = \text{count}$
 - must have $D[x + i] \geq \text{count}$ for $i \in \{x, x + 1, \dots, x + k - 1\}$
 - else return **False**
- Decrease each count for $i \in \{x, x + 1, \dots, x + k - 1\}$ by count
- Remove entry if it becomes 0



Problem: Array Division

Python Implementation



Python Implementation

```
1 while counts: # dictionary to store counts
2     x = min(counts)
3     min_count = counts[x]
4     del counts[x] # remove smallest
5     for i in range(1, k):
6         if counts[x + i] < min_count:
7             return False
8         else:
9             counts[x + i] -= min_count
10            if counts[x + i] == 0:
11                del counts[x + i]
```



Thank you