

CONCEPTS OF PROGRAMMING

MODULE 5
MPCS 50101

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OUTLINE

- Class News
- Review
 - Lecture Quiz
 - Unix Challenge
 - Homework Review
- Breakout
- Module Preview
- Assignment Preview

Module 5: Testing You (and Your Applications)
Module 5: Overview
Resources
Module 5: Synchronous Lecture
Module 5: Breakout Exercises
Module 5: Asynchronous Lecture
Lecture Videos
Module 5: Synchronous Lecture
Module 5: Regular Expression
Module 5: Unit Testing
Module 5: Continuous Integration with GitHub
Assignments
Module 5: Assignment 10 pts
Module 5: Lecture Quiz 14 pts
scrabble_list.txt

REGULAR
EXPRESSION
AND
TESTING

CLASS NEWS

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MODULE 5
MPCS 50101



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Your AI pair programmer

With GitHub Copilot, get suggestions for whole lines or entire functions right inside your editor.

- Github technical preview

[Sign up >](#)

A screenshot of a code editor interface. At the top, there are four tabs: 'sentiment.ts' (selected), 'write_sql.go', 'parse_expenses.py', and 'addresses.rb'. The main area shows a snippet of TypeScript code:

```
1 #!/usr/bin/env ts-node
2
3 import { fetch } from "fetch-h2";
4
5 // Determine whether the sentiment of text is positive
6 // Use a web service
7 async function isPositive(text: string): Promise<boolean> {
8   const response = await fetch(`http://text-processing.com/api/sentiment/`, {
9     method: "POST",

```

The code editor has a dark theme with syntax highlighting for different programming languages. A blue bar at the bottom indicates the current line of code being edited.

COMPUTING NEWS

- Pseudocode wins the day!

Convert comments to code. Write a comment describing the logic you want, and let GitHub Copilot assemble the code for you.

collaborators.ts

```
1 /**
2  * json schema:
3  * [
4  *   { name: "John Doe",
5  *     collaborators: ["Jane Doe", "Herbert Frapp", "Els
6  *   ],
7  *   { name: "Jane Doe",
8  *     collaborators: ["John Doe", "Karen Smith"]
9  *   },
10 *   { name: "Skittles the Cat",
11 *     collaborators: []
12 *   }
13 * ]
14 */
15 function collaborators_map(json: any): Map<string, Set<s
16 const map = new Map<string, Set<string>>();
17 for (const item of json) {
18   const name = item.name;
19   const collaborators = item.collaborators;
20   const set = new Set<string>(collaborators);
21   map.set(name, set);
22 }
23 return map;
24 }
```

Copilot

Replay

- Inefficient code
- Loop off by 1
- Security failure
- Training failure

Risk Assessment of GitHub Copilot

Oxabad1dea, July 2021

this is a rough draft and may be updated with more examples

GitHub was kind enough to grant me swift access to the [Copilot](#) test phase despite me @'ing them several hundred times about ICE. I would like to examine it not in terms of productivity, but security. risky is it to allow an AI to write some or all of your code?

Ultimately, a human being must take responsibility for every line of code that is committed. AI should be used for "responsibility washing." However, Copilot is a tool, and workers need their tools to be reliable. A carpenter doesn't have to worry about her hammer suddenly turning evil and creating structural weaknesses in a building. Programmers should be able to use their tools with confidence without worrying about proverbial foot-guns.

A follower of mine on Twitter [joked](#) that they can't wait to allow Copilot to write a function to validate JSON web tokens so they can commit the code without even looking. I prompted Copilot according and the result was truly comedic:

```
function validateUserJWT(jwt: string): boolean {  
    return true;  
}
```

REVIEW

MODULE 4
MPCS 50101

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UNIX CHALLENGE

UNIX CHALLENGE

Unix Challenge

tree anaconda3 > output.txt

more output.txt

The screenshot shows a Mac OS X Finder window with a single item named 'opt - more output.txt - 94x52'. The window displays a file tree for the directory 'anaconda3'. The structure includes:

- anaconda3
 - Anaconda-Navigator.app
 - Contents
 - Info.plist
 - MacOS
 - __pycache__
 - run.cpython-38.pyc
 - python
 - run.py
 - Resources
 - Icon1024.png
 - main.icns
 - LICENSE.txt
 - PyMOL.app
 - Contents
 - Info.plist
 - MacOS
 - MacPyMOL -> ../../../../bin/pymol
 - PyMOL
 - python -> ../../../../bin/python
 - Resources
 - PDB.icns
 - pymol.icns
 - qt.conf
 - bin
 - 2to3 -> 2to3-3.8
 - 2to3-3.8
 - Assistant.app
 - Contents
 - Info.plist
 - MacOS
 - Assistant
 - PkgInfo
 - Resources
 - assistant.icns
 - empty.lproj
 - Designer.app
 - Contents
 - Info.plist
 - MacOS
 - Designer
 - PkgInfo
 - Resources
 - designer.icns
 - empty.lproj
 - uifile.icns
 - Linguist.app
 - Contents
 - Info.plist
 - MacOS
 - Linguist

LECTURE QUIZ

REVIEW

LECTURE QUIZ

Question 1

A Python module is a file with the _____ file extension that contains valid Python code.

- .pymodule
- .pym
- .module
- .py

Answer

Question 2

To use a module in another module, you must import it using an _____ statement.

Answers

import

LECTURE QUIZ

Question 3

1 pts

A package is a folder containing one or more Python modules. One of the modules in a package must be called _____.

Correct Answer

- `__init__.py`
- `__main__.py`
- `init.py`
- `main.py`
- `__package__.py`

Question 4

1 pts



Which of the following is not true about main modules?

- When a python file is directly executed, it is considered main module of a program
- Main modules may import any number of modules
- Special name given to main modules is: `__main__`
- Other main modules can import main modules

Correct Answer

LECTURE QUIZ

Question 5

1 pts

What will be the output of the following Python code?

```
from math import factorial  
print(math.factorial(5))
```

- 120
- Nothing is printed
- Error, method factorial doesn't exist in math module
- Error, the statement should be: print(factorial(5))

Correct Answer

Question 6

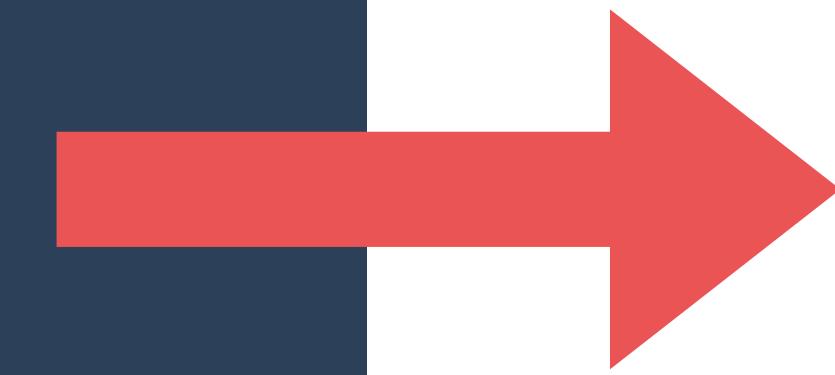
1 pts

If the base condition is not defined in recursive programs what happens?

Correct Answer

- Program goes into an infinite loop
- Program runs once
- Program runs, but recursive function is not executed.
- An exception is thrown

LECTURE QUIZ



How many times will the string "Hello" be printed?

```
def say_hello(n):  
    if n > 1:  
        print('Hello')  
        say_hello(n/2)  
  
say_hello(32)
```

Correct Answers

5

Question 8

1 pts

The `with` statement is used in exception handling to make the code cleaner and more readable. However, its use is limited to working with managing file resources.

Correct Answer

True

False

Question 9

1 pts

There is no need to call `file.close()` when using `with` statement.

Correct Answer

True

LECTURE QUIZ

Question 11

1 pt

In debugging, the "Step Over" and "Step Into" actions will behave the same in the following circumstance?

Correct Answer

- The next line does not invoke a function.
- The next line invokes a function.
- The next line writes to standard out.
- The next line does not contain a breakpoint.

Question 12

1 pt

How many times will execution of a program with two breakpoints will be halted?

- 0
- 1
- 2
- Unknown

Correct Answer

LECTURE QUIZ

Question 13

1 pts



A *docstring* is a string literal that occurs as the first statement in a function. A *modstring* is a string literal that occurs as the first statement in a function.

True

False

Correct Answer

Question 15

1 pts

Given the nested `if-else` below, what will be the value when the code executed successfully?

```
x = 0
a = 5
b = 5
if a > 0:
    if b < 0:
        x = x + 5
    elif a > 5:
        x = x + 4
    else:
        x = x + 3
else:
    x = x + 2
print(x)
```

0

4

2

3

Correct Answer

LECTURE QUIZ

1

Question 14

1 pts

The *docstring* can be accessed through the special `__doc__` attribute.

Correct Answer

- True
- False

HOMEWORK REVIEW

HOMEWORK REVIEW

- There are many ways to solve every problem

```
# 3 tab iteration
for i in range(3):
    print("\t", end="")
```

```
# 3 tab string multiplication
print("\t" * 3)
```

HOMEWORK REVIEW

- Bool Flags to control the flow of execution

```
def find_number(n):  
    found = False  
  
    for number in numbers:  
        if number == n:  
            found = True  
  
    if found == True:  
        print("Found it")  
    else:  
        print("Nope")
```

HOMEWORK REVIEW

- Counter variables to keep track of iteration

```
def biggest_number(numbers):
    current_biggest = -1000
    number_count = 0

    for number in numbers:
        if number > current_biggest:
            current_biggest = number
        number_count = number_count + 1

    return current_biggest
```

HOMEWORK REVIEW

- Pay attention to what goes into iteration loops

```
def biggest_number(numbers):
    current_biggest = -1000
    seen = []
    found_number = False
    number_count = 0

    for number in numbers:
        seen = []
        if number > current_biggest:
            current_biggest = number
        seen.append(number)
        number_count = number_count + 1

    return current_biggest
```

HOMEWORK REVIEW

- Reading tracebacks
- Bottoms up
- Pay attention to module

```
def greet(someone):  
    print('Hello, ' + someon)  
  
greet('World')
```

```
Traceback (most recent call last):  
  File "<stdin>", line 1, in <module>  
  File "<stdin>", line 2, in greet  
NameError: name 'someon' is not defined
```

HOMEWORK REVIEW

- Reading
tracebacks

THE ERROR STARTS
WHERE GREET IS CALLED
(LINE 2) BUT THE
PROBLEM IS IN THE
FUNCTION GREET IN
MODULE ON LINE 2

```
def greet(someone):  
    print('Hello, ' + someon)  
  
greet('World')
```

```
Traceback (most recent call last):  
  File "<stdin>", line 1, in <module>  
  File "<stdin>", line 2, in greet  
NameError: name 'someon' is not defined
```

HOMEWORK REVIEW

- File reading 3 ways

```
file = open("welcome.txt")
data = file.read()
file.close() # do something with data
```

```
# Error handling
file = open('welcome.txt')
try:
    data = file.read()
    # do something with data
finally:
    file.close()
```

```
# With statement (autoclose and built-in
# error handling)
with open("welcome.txt") as file:
    data = file.read()
    # do something with data
```

BEST?

HOMEWORK REVIEW

- Reading files in is “boilerplate” code
 - You’ve already written a function to do it
- Pay attention
 - How the data is written in the file
 - Extra blank lines
 - The very last line

1. Open file
2. Read in file as string
3. Clean up whitespace (\n)
4. Split (if needed)
5. Convert string to expected data type
6. Add to data structure (list)
7. Close file

HOMEWORK REVIEW

- Reading files in is “boilerplate” code
 - You’ve already written a function to do it
- Pay attention
 - How the data is written in the file
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 - The very last line

1. Open file
2. Read in file as string
3. Clean up whitespace (\n)
4. Split (if needed)
5. Convert string to expected data type
6. Add to data structure (list)
7. Close file

[1,2,3,4,5,6]
IN A FILE IS
NOT A LIST

HOMEWORK REVIEW

ARGUMENTS FROM
COMMAND LINE

```
# argv.py
import sys

print("\n\n\n")
print("Command Line:", sys.argv)
print("Python script: ", sys.argv[0])
print("First argument: ", sys.argv[1])
print("Second argument: ", sys.argv[2])

i = 0
for arg in sys.argv:
    print("Argument ", i, ":", sys.argv[i])
    i = i + 1
```

```
(base) andrew@Andrews-MacBook-Pro module-5-demos % python
command-line-args.py cat dogfish bird 100

Command Line: ['command-line-args.py', 'cat', 'dogfish', 'bird', '100']
Python script: command-line-args.py
First argument: cat
Second argument: dogfish
Argument 0 : command-line-args.py
Argument 1 : cat
Argument 2 : dogfish
Argument 3 : bird
Argument 4 : 100
(base) andrew@Andrews-MacBook-Pro module-5-demos %
```

```
python command-line-args.py cat dogfish bird 100
```

HOMEWORK REVIEW

```
import argparse

parser = argparse.ArgumentParser(description='Short sample app')

parser.add_argument('-a', action="store_true", default=False)
parser.add_argument('-b', action="store", dest="b")
parser.add_argument('-c', action="store", dest="c", type=int)

print parser.parse_args(['-a', '-bval', '-c', '3'])
```

- Libraries for parsing command line arguments

HOMEWORK REVIEW

- Can you use emojis as variables?

```
🤔 = "hello world"  
print(🤔)
```

```
File "command-line-args.py", line 17  
    🤔 = "hello world"  
    ^  
SyntaxError: invalid character in identifier
```

HOMEWORK REVIEW

- Can you use emojis as variables?

```
# emoji.swift
🤔 = "hello world"
print(🤔)
```

```
>>> swift emoji.swift
🤔
```

YOU CAN IN
SWIFT

REFACTORING

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REFACTORING

- Rock, Paper Scissors,

```
import random
RPS = ["R", "P", "S"]
computer_object = random.choice(RPS)

# Function: player chooses object
print "Choose from Rock(R), Paper(P), or Scissors(S):",
player_object = raw_input()

def start_game():
    print "Choose from Rock(R), Paper(P), or Scissors(S):",
    player_object = raw_input()

# Function: replay
def replay():
    player_selection = raw_input()
    if player_selection is "Y": start_game()
    elif player_selection is "N": print "Thank you for playing!"
    else: print "You must choose either Yes(Y) or No(N)."

# Assess winner
if player_object is "R":
    if computer_object is "R":
        print "Computer chooses Rock - Draw!\nWould you like to play again (Y/N)?", replay()
    elif computer_object is "P":
        print "Computer chooses Paper - Computer wins!\nWould you like to play again (Y/N)?", replay()
    else:
        print "Computer chooses Scissors - You win!\nWould you like to play again (Y/N)?", replay()

elif player_object is "P":
    if computer_object is "P":
        print "Computer chooses Paper - Draw!\nWould you like to play again (Y/N)?", replay()
    elif computer_object is "S":
        print "Computer chooses Scissors - Computer wins!\nWould you like to play again (Y/N)?", replay()
    else:
        print "Computer chooses Rock - You win!\nWould you like to play again (Y/N)?", replay()

elif player_object is "S":
    if computer_object is "S":
        print "Computer chooses Scissors - Draw!\nWould you like to play again (Y/N)?", replay()
```

REFACTORING

- Functions
 - Separation of responsibilities
 - Take data in, process, and return

```
import random

def computer_object():
    choices = ["Rock", "Paper", "Scissors"]
    object = random.choice(choices)

    return object

def main():
    computer = computer_object()
    print(f"Computer: {computer}")

if __name__ == '__main__':
    main()
```

REFACTORING

```
import random

def computer_object():
    choices = ["Rock", "Paper", "Scissors"]
    object = random.choice(choices)

    return object
```

- Easier to test when functions do a single thing

```
def main():
    computer = computer_object()
    print(f"Computer: {computer}")
```

```
if __name__ == '__main__':
    main()
```

REFACTORING

- Easier to test when functions do a single thing

NO WAY TO INDEPENDETLY TEST COMPUTER CHOICE

```
import random
RPS = ["R", "P", "S"]
computer_object = random.choice(RPS)

# Function: player chooses object
print "Choose from Rock(R), Paper(P), or Scissors(S):",
player_object = raw_input()

def score(player, computer):
    if player == computer:
        print "It's a tie!"
    elif player == "R":
        if computer == "S":
            print "You win! Rock smashes Scissors."
        else:
            print "Computer wins! Paper covers Rock."
    elif player == "P":
        if computer == "R":
            print "You win! Paper covers Rock."
        else:
            print "Computer wins! Scissors cuts Paper."
    elif player == "S":
        if computer == "P":
            print "You win! Scissors cuts Paper."
        else:
            print "Computer wins! Rock smashes Scissors."



# Assists in testing
if player_object == "R":
    print "You chose Rock"
else:
    print "You chose Paper"
else:
    print "You chose Scissors"

def computer_object():
    choices = ["Rock", "Paper", "Scissors"]
    object = random.choice(choices)
    return object

# Testing
print "Computer chooses", computer_object()
print "Would you like to play again (Y/N)?", replay()

# Main loop
while True:
    print "Would you like to play again (Y/N)?", replay()

    if replay() == "N":
        break

    print "Would you like to play again (Y/N)?", replay()
```

REFACTORING

- Flow of program should be driven by main block
- Allows for non-sequential development

```
import random

def computer_object():
    choices = ["Rock", "Paper", "Scissors"]
    object = random.choice(choices)
    print(f"Computer: {computer}")
    return object

def main():
    computer = computer_object()

if __name__ == '__main__':
    main()
```

REFACTORING

- Where to put the print (debug) statements
 - Keep with function?
 - Print on return?

```
import random

def computer_object():
    choices = ["Rock", "Paper", "Scissors"]
    object = random.choice(choices)
    print(f"Computer: {computer}")
    return object
```

```
def main():
    computer = computer_object()
```

```
def main():
    computer = computer_object()
    print(f"Computer: {computer}")
```

```
if __name__ == '__main__':
    main()
```

REFACTORING

- Think about how we are going to assert our conditions
- Test driven development
 - Write code that satisfies the tests

```
def replace(original, replace, new):  
    """Docstring here"""  
    #  
    # Your code here  
    #  
  
    return "something here"  
  
# Test your function  
greeting = "Today is Monday!"  
revised = replace(greeting, "Monday", "Funday")  
  
# Test for failure  
assert revised != "Today is Monday!"  
  
# Test for success  
assert revised == "Today is Funday!"  
assert replace("Hello World", "Hello", "Goodbye") == "Goodbye World"
```

ANATOMY OF A FILE (MODULE)

MODULE 5
MPCS 50101

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ANATOMY OF A FILE

- Best practices for Python files and modules

```
#!/usr/bin/env python
"""
Anatomy.py: Description of what this file does.
"""

__author__      = "Jane Smith"
__copyright__   = "Copyright 2017, Company"
__license__     = "GPL"
__version__     = "1.0.1"
__email__       = "j.smith@co.com"

# import modules used here
import sys
import greeting

# Declare global constants (in caps)
PI = 3.1415
TAX_RATE = 8.75

# A main function if the module will be used as a
# standalone script
def main():
    """
    Print a greeting to the console using input
    """
    print 'Hello there', sys.argv[1]
    # Command line args are in sys.argv[1], sys.argv[2] ...
    # sys.argv[0] is the script name itself and can be ignored

def func1():
    pass

def func2():
    pass

# Standard boilerplate to call the main() function to begin
# the program.
if __name__ == '__main__':
    main()
```

ANATOMY OF A FILE

- Shebang #!
- Specify \$PATH for Python interpreter
- Used in other scripting languages

#!/USR/BIN/PERL

```
#!/usr/bin/env python
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```

ANATOMY OF A FILE

- Shebang
- Docstring
- Author information/metadata
- Imports
- Constants - in CAPITALS
- Code

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    """

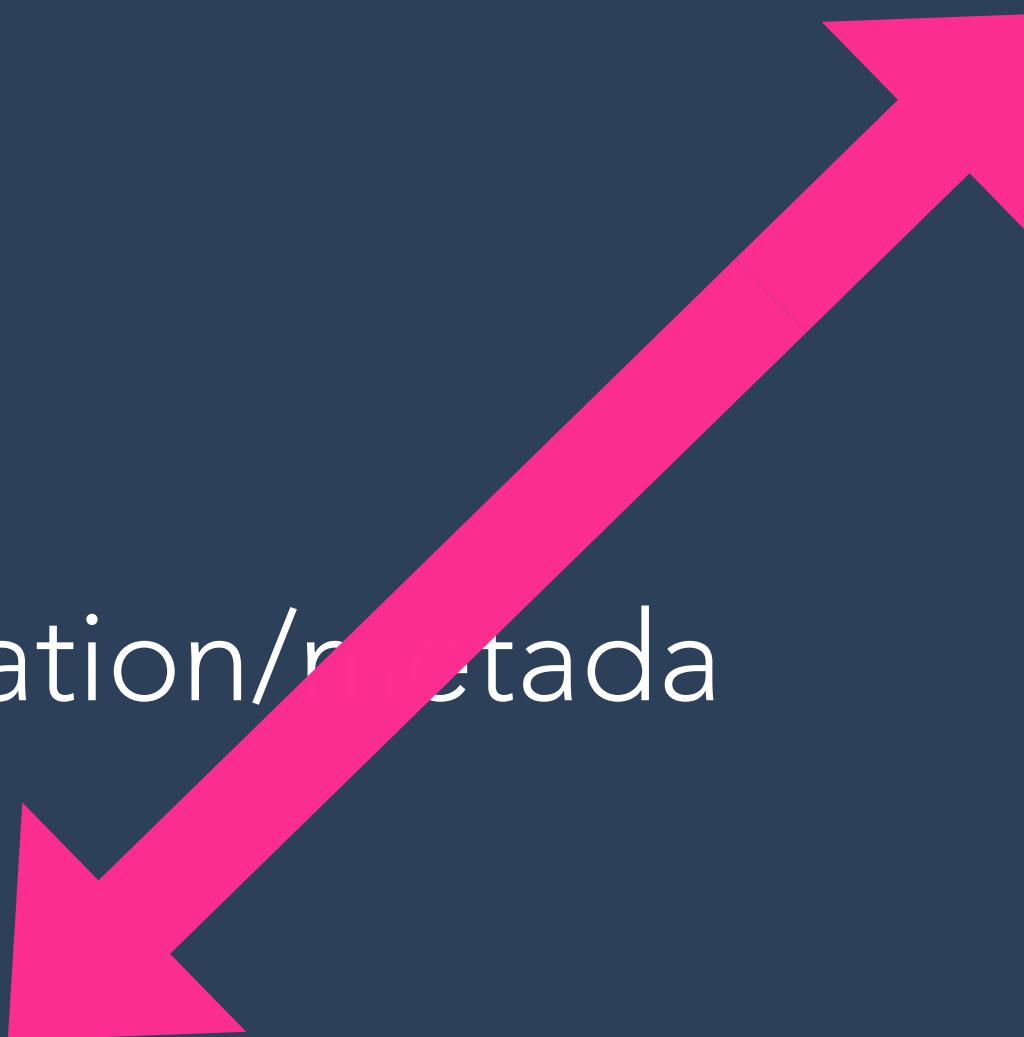
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ANATOMY OF A FILE

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ANATOMY OF A FILE

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    print 'Hello there', sys.argv[1]
    """
    Command line args are in sys.argv[1], sys.argv[2] ...
    sys.argv[0] is the script name itself and can be ignored
    """

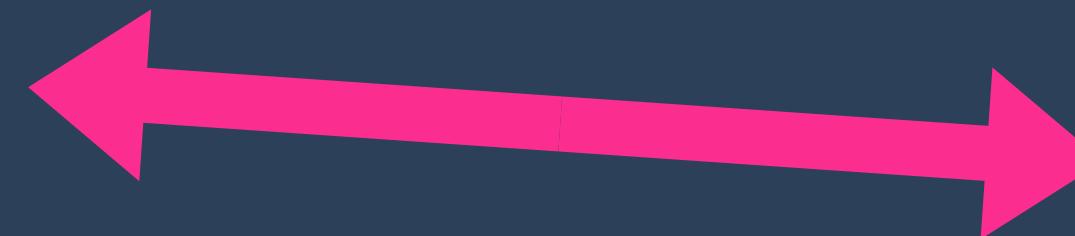
def func1():
    pass

def func2():
    pass

# Standard boilerplate to call the main() function to begin
# the program.
if __name__ == '__main__':
    main()
```

ANATOMY OF A FILE

- main() function
- Functions
- Boilerplate for main() function



```
#!/usr/bin/env python
"""Anatomy.py: Description of what this file does."""

__author__      = "Jane Smith"
__copyright__   = "Copyright 2017, Company"
__license__     = "GPL"
__version__     = "1.0.1"
__email__       = "j.smith@co.com"

# import modules used here
import sys
import greeting

# Declare global constants (in caps)
PI = 3.1415
TAX_RATE = 8.75

# A main function if the module will be used as a
# standalone script
def main():
    """Print a greeting to the console using input"""
    print 'Hello there', sys.argv[1]
    # Command line args are in sys.argv[1], sys.argv[2] ...
    # sys.argv[0] is the script name itself and can be ignored

    def func1():
        pass

    def func2():
        pass

    # Standard boilerplate to check if the program
    # is being run as a script
    if __name__ == '__main__':
        main()
```

MAIN() IS A NAMING CONVENTION, NOT REQUIRED

ANATOMY OF A FILE

- main() function
- Functions
- Boilerplate for main() function



```
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"""Anatomy.py: Description of what this file does."""

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__license__     = "GPL"
__version__     = "1.0.1"
__email__       = "j.smith@co.com"

# import modules used here
import sys
import greeting

# Declare global constants (in case we want to change them)
PI = 3.1415
TAX_RATE = 8.75

# A main function if the module will be used as a
# standalone script
def main():
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```

DOCSTRING AND
COMMENTS

ANATOMY OF A FILE

- main() function
- Functions
- Boilerplate for main() function

```
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ANATOMY OF A FILE

- main() function
- Functions
- Boilerplate for main() function



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# Standard boilerplate to call the main() function to begin
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```

BREAKOUT EXERCISES

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MODULE 4
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BREAKOUT EXERCISES

- Assertions provide internal checks for a condition
- Uses
 - Formal testing (pytest, unittest, nose)
 - Serious validation (NASA)
 - Self-checking

```
def alwaysTrue():  
    return True
```

```
def add2numbers(x, y):  
    return x + y
```

```
# When asserts fail there is an AssertionError  
assert alwaysTrue() == True  
assert alwaysTrue() != False  
assert alwaysTrue() == False # AssertionError
```

```
assert add2numbers(1, 2) == 3 #  
assert add2numbers(1, 2) == 5 # AssertionError
```

BREAKOUT EXERCISES

Module 5: Breakout Exercises

Exercise 1

In preparation for your upcoming exam, try to work these problems out manually. You may check your answers once you have agreed on a solution.

A. What is printed to the screen?

```
def func(n):
    if n == 0:
        return 0
    elif n == 1:
        return 1
    else:
        return func(n-1) + func(n-2)
```

```
for i in range(0,4):
    print(func(i),end=" ")
```

[HTTPS://CLASSROOM.GITHUB.COM/A/ZBFDK_7Q](https://classroom.github.com/a/ZBFDK_7Q)

MIDTERM EXAM REVIEW

MODULE 5
MPCS 50101

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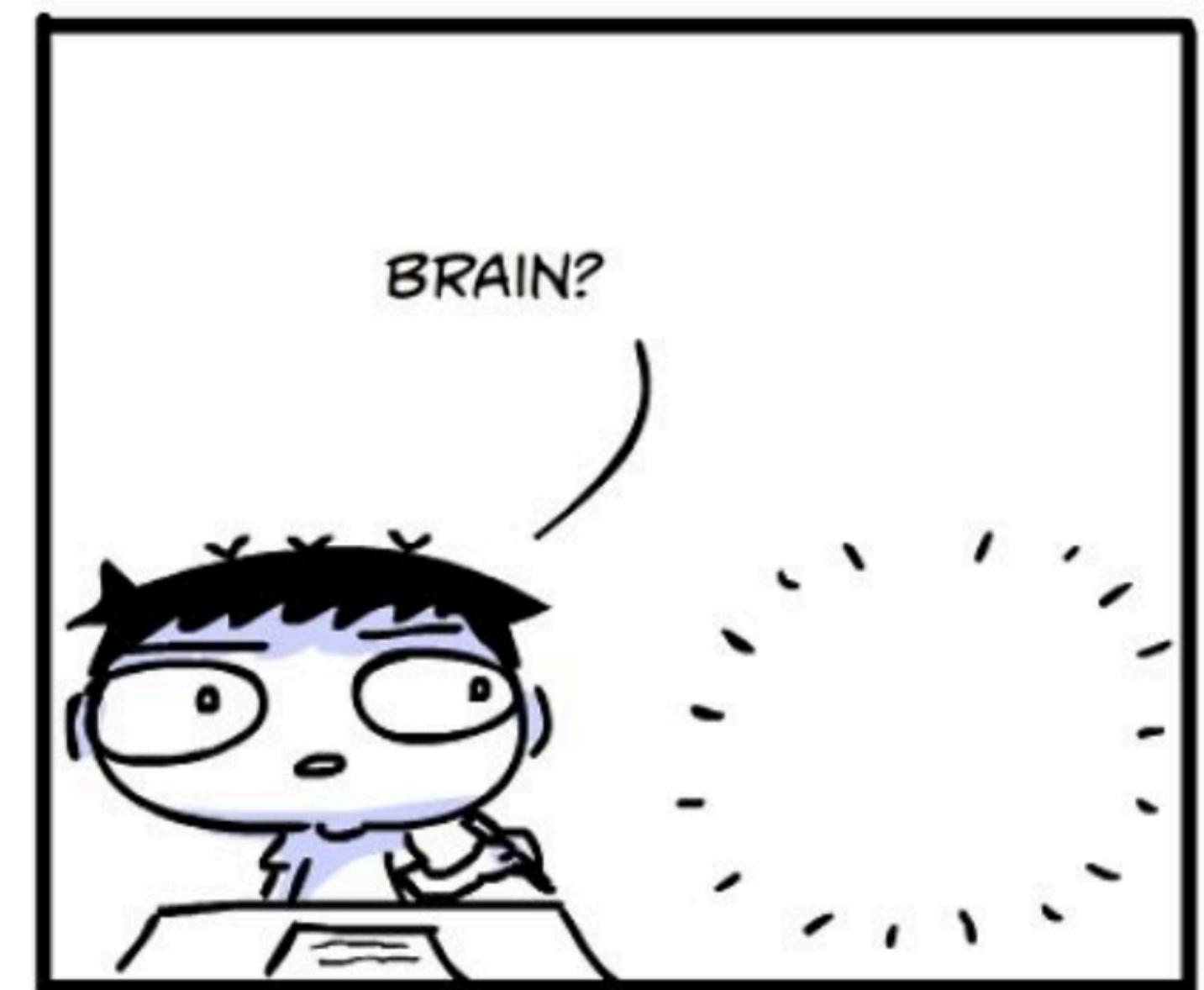
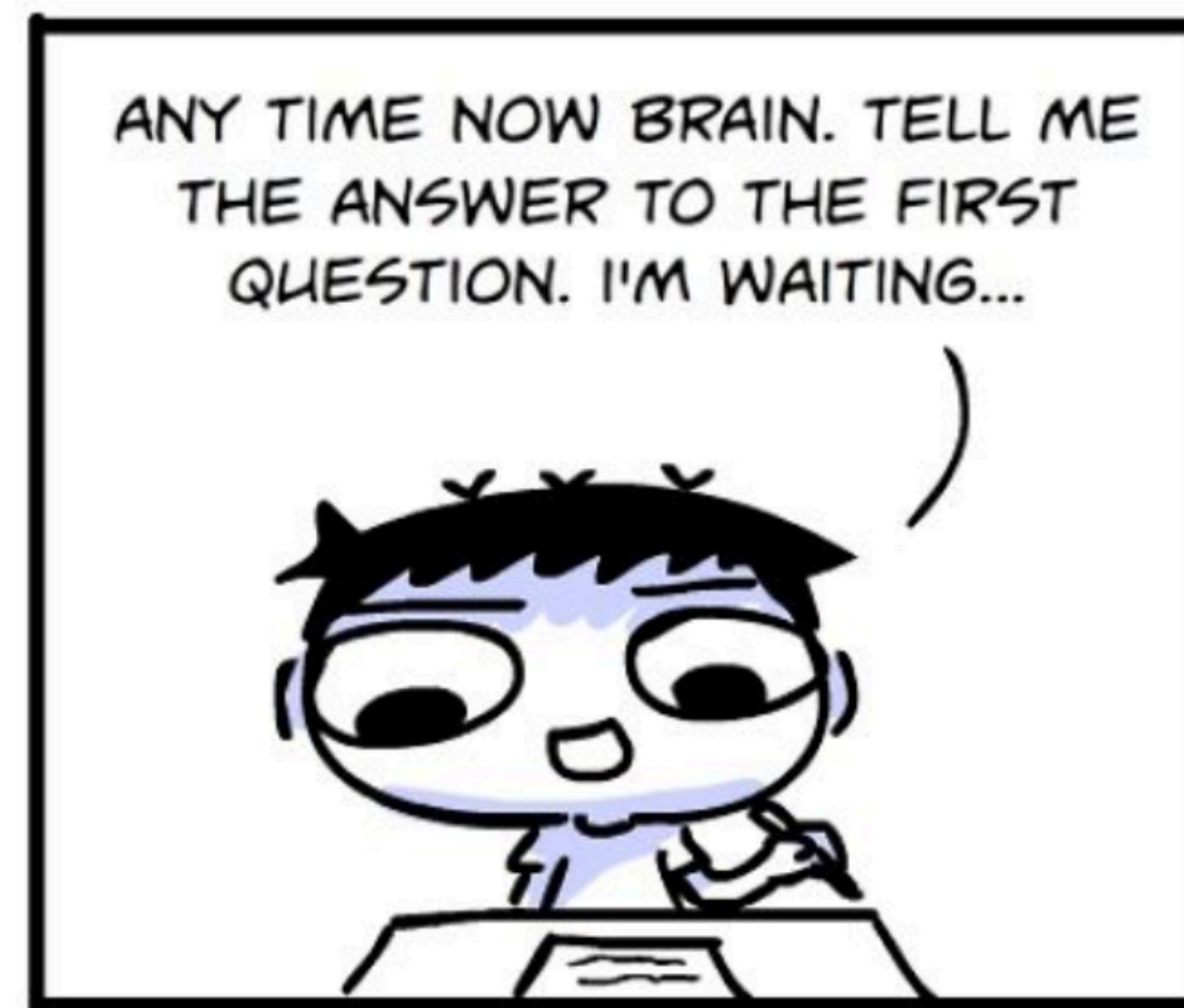
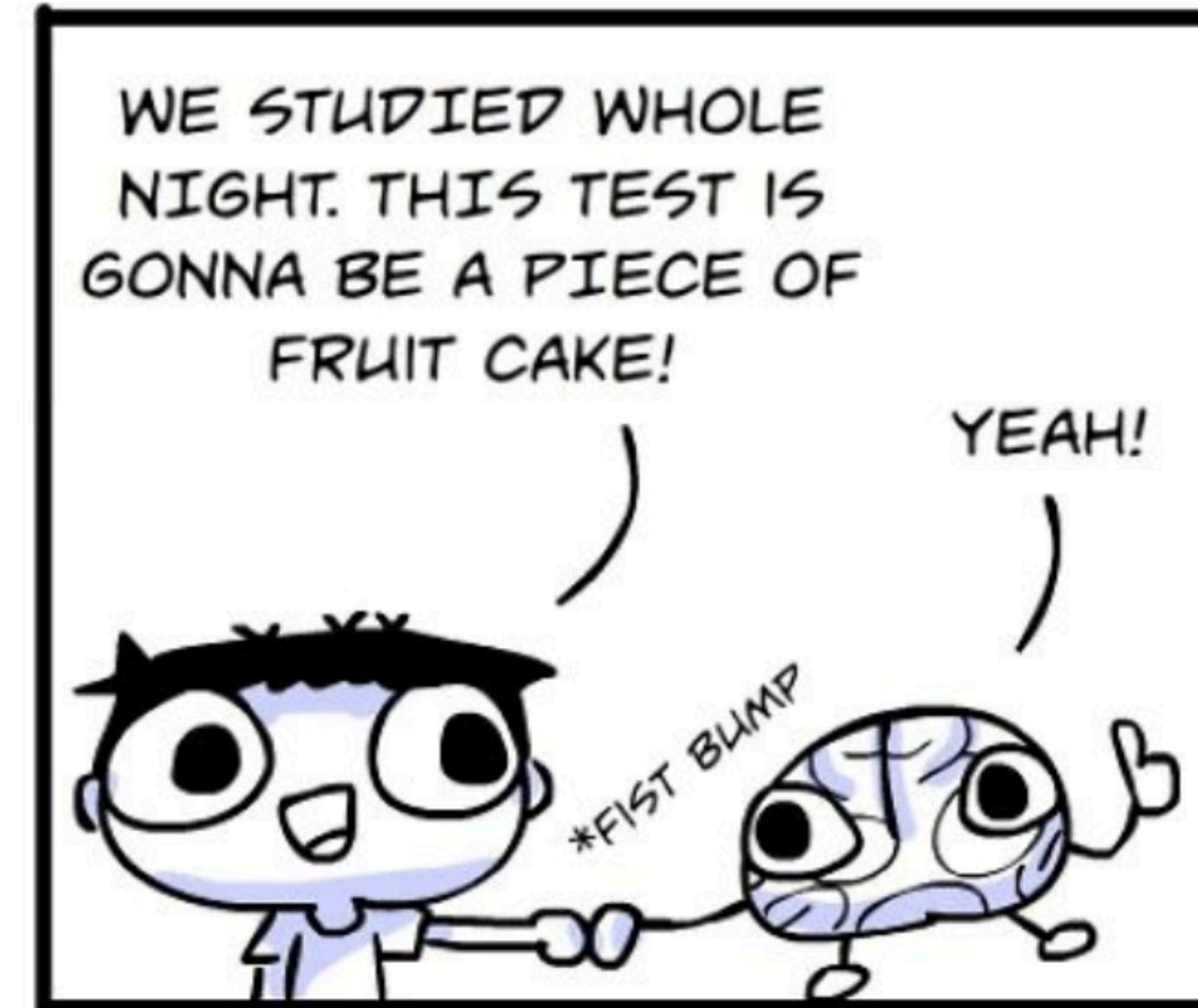
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MIDTERM EXAM REVIEW

- Next Lecture
- Midterm exam
- Small homework assignment

WE CAME PREPARED

BY ZACHSYM



MIDTERM EXAM REVIEW

- Why do we have to take exams for computer science?
 - Checkpoint for instructors
 - Good practice for other CS classes
 - Coding interviews

MIDTERM EXAM REVIEW

- Material
 - Everything through this week (except unit testing with pytest)
 - Asserts may be provided for testing (like in sample)
 - Familiar with Python standard library modules we have used
 - Looking for best coding practices (variable naming, file structure, error handling, data validation, etc.)

- Testing for logic and coding fluency (not esoteric Python features)

MIDTERM EXAM REVIEW

- Open coursework
 - Notes, slides, class resources, assignments 
 - Not open Internet (no Googling) 

YOU WON'T HAVE
TIME TO LOOK
EVERYTHING UP

MIDTERM EXAM REVIEW

- Exam Format
 - Written answer (Canvas quiz)
 - Multiple Choice, Fill in the Blank, True/False
 - Programming (GitHub Classroom)
 - Download the classroom repository
 - Last commit before 7:15PM will be graded (90 minutes)

```
e) => new Promise(resolve => {
  = (callback, time) => afterSomeTime(time).then(callback);
  console.log('Hello after 1500ms', 1500);
  (url) => fetch(url);

  submit')
  'click', function() {
    document.querySelector('#name').value;
    await fetch(`users?name=${name}`);
    = await fetch(`posts?userId=${user.id}`);
    nts = await fetch(`comments?post=${posts[0].id}`);
    comments on DOM
  }
})
```

MIDTERM EXAM REVIEW

- Logistics
 - 5:30 Zoom
 - Download repository
 - 5:45 Exam officially starts
 - 7:15 Exam is over
 - Last commit before 7:15 is graded.



MIDTERM EXAM REVIEW

- How do I ask a question?
 - Slack DM
 - Zoom session will be active throughout exam. If you have a question send a message in chat/Slack and you will be assigned a breakout room.
 - Instructors will be standing by

hey! I GOT
A QUESTION



MIDTERM EXAM REVIEW

- Tips
 - Read through all the problems first
 - Don't spend too much time on one problem
 - Write psuedocode first, then fill in the details
 - You will spend more time thinking than typing

MIDTERM EXAM REVIEW

- Biggest mistakes students make
 - Didn't read through all the problems first
 - Miss some key details (ie. what to return)
 - Spent too much time on one problem
 - No comments
 - Forgetting what's important (correct answer, best practices, etc.)



NOT TRUSTING
THEMSELVES

MIDTERM EXAM REVIEW

- The best way to prepare is to review the homework
 - Go back and pick a coding question and try to it without looking at your notes or Googling

MIDTERM EXAM REVIEW

- Questions?

SAMPLE EXAM

MIDTERM EXAM REVIEW

SAMPLE QUESTIONS

```
# Problem 1  
# What do the following statements evaluate to?
```

- a) `3+4 == 7`
- b) `not(1==1)`
- c) `not(1!=1)`
- d) `("ABC").rstrip('c').islower()`
- e) `str(123).isdigit()`

MIDTERM EXAM REVIEW

SAMPLE QUESTIONS

```
# Problem 2  
# What do the following statements evaluate to?  
  
a) 3+4 == 7                      # True  
b) not(1==1)                      # False  
c) not(1!=1)                      # True  
d) str(123).isdigit()             # True  
e) ("ABC").rstrip('c').islower()   # False
```

MIDTERM EXAM REVIEW

SAMPLE QUESTIONS

```
# Problem 2
# What is the output printed to the screen?

def countdown(n):
    if n <= 0:
        print('Blastoff!')
    else:
        print(n)
        countdown(n-1)

countdown(5)
```

MIDTERM EXAM REVIEW

SAMPLE QUESTIONS

Problem 2

What is the output printed to the screen?

5

4

3

2

1

Blastoff!



PAY ATTENTION
 $N <= 0$

MIDTERM EXAM REVIEW

SAMPLE QUESTIONS

```
# Problem 5
# Write a program that calculates a 20% tip for a given dollar amount.
# Prompt the user to enter an amount. Using the input, calculate the tip and print out the
# inputed amount, tip and new total. Use the exact format presented below when printing the screen.
#
#      Amount: $10.00
#      Tip: $2.00
#      Total: $12.00
#
# Validate the user input to ensure that the calculations can be completed. If not, print a
# message to the user that indicates that there was a problem with the input and end the program.
#
# The program flow should resemble the following:
#
#      % python problem4.py
#      Enter a dollar amount? one hundred dollars
#      I was unable to calculate the tip.
#
#
#      % python problem4.py
#      Enter a dollar amount? 100.00
#      Amount: $100.00
#      Tip: $20.00
#      Total: $120.00
```

MIDTERM EXAM REVIEW

SAMPLE QUESTIONS

Problem 3: 10 Points

- [] 1pts Takes input from command line and validates it
- [] 1pts Exits (or re-prompt) with message on bad input
- [] 1pts Sets meaningful names for variable and constant values
- [] 1pts Does correct tip calculation
- [] 1pts Calculates the total by adding tip
- [] 1pts Prints in the meaningful format for data (\$X.XX)
- [] 1pts Good coding practices (file structure, docstring, comments, functions, readability, etc.)
- [] 3pts Logic appears to be there whether or not code works

MIDTERM EXAM REVIEW

SAMPLE QUESTIONS

WHAT IF I
BLANK?

```
# Get input from user and check that it is valid  
  
# Convert to number and name 'total_bill'  
  
# Multiply 'total_bill' by 20% and name result 'tip'  
  
# Add 'total_bill' to 'tip' and name 'total_plus_tip'  
  
# Print 'total_plus_tip' and format with a $ and 2 decimal places
```

ASSIGNMENT

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MODULE 5
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ASSIGNMENT

Module 5: Assignment

Published

Edit

⋮

For each problem, create a file name problem1.py, problem2.py, etc. Make that any unit test files are named appropriately and can be easily associated with their problem. Please make judicious use of comments and docstrings in your code. Use GitHub classroom to submit your work. We will only grade master branch.

GitHub Classroom Repository: <https://classroom.github.com/a/9L4ba4lu>

Submit the GitHub Repository URL to Canvas.

Problem 1

Revisit your temperature converter and improve your code base by adding unit tests. This may require you to refactor your code.

In your unit tests, test for any type conversion errors that may occur from user input. Also, test that the formula you are using for the conversion is accurate under all possible valid input. Use accuracy to 2 decimal places while testing.

Write as many tests as necessary to exhaust all possible cases (that you can think of).

Problem 2

Write a test suite for your solution to the following problem from Module 4:

A number, a , is a power of b if it is divisible by b and a/b is a power of b . Write a function that takes parameters a and b and **returns True** if a is a power of b .

THE END

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MODULE 5
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