Welcome!

We'll get started shortly. Please take the Zoom poll in the meanwhile!

CS 49 Week 3

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Agenda

- Logistics and check-in
- Review of lecture concepts
  - Program design
  - Coding style
- Worked example: Spring_Flowers
- Section problem: Spread_Beepers
- Optional bonus slides (won't be covered in section)

Logistics

Checking in

- Pick any one of the following questions to answer:
  - What has been your favorite Karel problem to work on so far?
  - What have you found most surprising about the class so far?
  - What have you found most difficult about the class so far?
- After you answer your chosen question, pick who should go next

How to get hold of me / get help from other resources

- Surajit's office hours
  - Fridays 12 noon–1p, directly after section
  - By appointment on Zoom
- Pronto DM for a quick response (usually within a couple hours)
- Email bosesurajit@fhda.edu or Canvas inbox, 24 hr turnaround
- The github repo has section materials, starter code, and solutions

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- Pronto DM or Canvas inbox for Lane
- Lane's office hours
- Online or in-person tutoring at the STEM center (Room 4213)

Lecture Review

Program Design

- Solve for the general case unless otherwise specified. E.g., for Hospital Karel, the solution should work:
  - For any number of hospitals: zero, one, two, or more
  - In a world with any number of columns, odd or even (can assume at least two columns)
  - Whether the hospital site is on the first column, in the middle, or the last column but one
- Do not over-optimize. E.g., for Five Corridors, we know from the preconditions that there are only five corridors; solve for the specific case of five
- Decompose thoroughly
- Iterative testing at each step, aka stepwise refinement
  - Check that the function works as expected
  - Check that all functions put together in **`main()`** solve the entire problem as expected

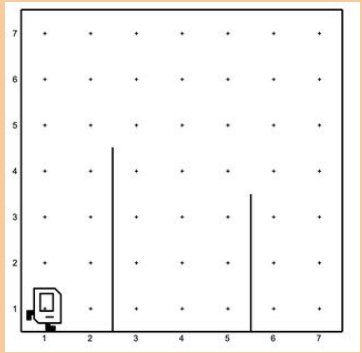
Code Style Guidelines

- Function names:
  - Short and descriptive, e.g. **`move_to_wall()`**
  - Typically the function name specifies an action and so uses an imperative verb
  - For this course, **`use_snake_case`** for function names
- Function structure:
  - What does Chris say about how long a function should be?
  - What does he say about the number of indentation levels?
- Code comments
  - **`"""Triple quoted strings"""`** for documenting entire program and each function
  - Obvious functions like turn_right() can have minimal to no comments
  - Complex functions should have pre- and postconditions specified, as should the entire program
  - ***`# Inline comments`*** as needed for specific lines of code, e.g., to mention fencepost condition

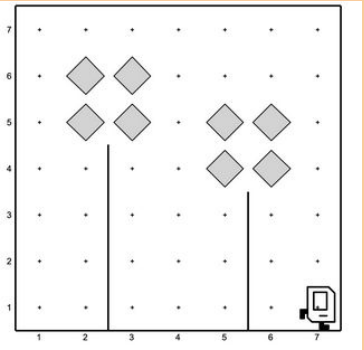
Worked Example: Spring Flowers

Understanding the Problem: Pre- and Postconditions

- Preconditions
  - Karel starts facing east in the bottom left corner of the world
  - The world has an arbitrary number of columns
  - There are exactly two flower stem walls somewhere in the row
  - Flower stems are of arbitrary height
  - There are at least two rows above the top of each stem



- Postconditions:
  - Karel is at the end of the row facing east
  - Flower stems have "bloomed" with petals consisting of 2 x 2 squares of beepers



Designing, Implementing, and Testing the Solution

- Design considerations
  - What are the overall steps to get from preconditions to postconditions?
    - Not "how" but "what"; do not worry about implementation yet
  - What control flow mechanisms can we use for the overall solution? Do steps need to be repeated?
    - A certain number of times (**`for`** loop)
    - As long as a condition is true (**`while`** loop)
  - What self-contained, repeating units can be turned into functions?
- Implement and test the solution
  - Write out each function header
  - Write out each function and test it by putting a function call in **`main()`**
  - Debug each function as needed
  - When all functions are written and assembled in **`main()`**, test the entire solution
  - Are there any fencepost conditions?

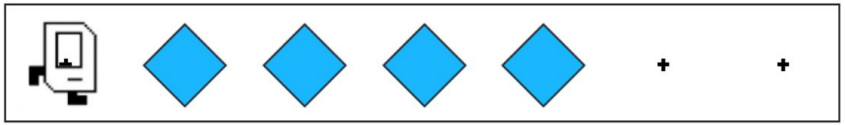
Section Problem: Spread Beepers

Understanding Spread Beepers

- Preconditions:
  - Karel is at the bottom right corner of a one-row world, facing east
  - Karel already has some unknown number of beepers in its bag
  - Directly in front of Karel is a pile of an arbitrary number of beepers
  - The world is wide enough for the beepers in the pile to be spread out along the row

Before:

After:



- Postconditions:
  - The beepers have been spread out across the row
  - The number of beepers spread out in the row is the same as the number in the pile
  - Karel is back at the bottom right of the row, facing east

Design Considerations and Suggestions for Spread Beepers

- What steps are needed for Karel to pick up **one** beeper from the pile and put it down in the appropriate spot?
- After placing one beeper where it should go, what does Karel need to do? What steps are involved in this?
- Generalize the above two bullet points with a loop
  - Given that the pile has an arbitrary number of beepers, should we use a `for` loop or a `while` loop?
  - If the latter, what is the loop condition?
- What should happen for the program to end?

Goodbye, Karel!

Next up: Python console programming

Bonus: Extending Spread Beeper

About Bonus Slides

- Slides with a green background are bonus slides
- They are for exercises or material beyond what's covered in the course
- They're strictly for fun
- We won't go over them during section
- Feel free to ignore them!

Extending Spread Beeper

- The preconditions for Spread Beeper specify:
  - The pile of beepers is directly in front of Karel
  - There is only one row in the world
- What if these these preconditions were different?
  - What if the pile of beepers could be anywhere, not just directly in front of Karel?
  - What if there were an arbitrary number of rows in the world?
- Can you design and implement a solution for these different preconditions?
- You can see one solution at work here
  - This is not the most efficient solution: Karel returns to the first column of the row after placing a beeper, then moves all the way back to the pile
  - Can you make the solution more efficient such that Karel does not go all the way to the first column after placing each beeper?