

# CS1010S Programming Methodology

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## Lecture 2

# Functional Abstraction

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20 Aug 2018

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Expectations

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# Tutorial Allocation

## Coursemology Survey

- Choose your preferred slots
- As many slots as possible
- Updated with number of classes

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# Recitation

Appeal on CORS

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classes starts

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on Thursday/Friday

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# Late Policy

- < 10 min: OK
- < 30 min: -10%
- < 12 hours: -20%
- < 24 hours: -50%
- > 24 hours: -100%

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Ask early for extensions

Submission is Final

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But please remember to click

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**Finalize Submission**

# Don't Stress

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But please do your work

Try NOT to submit at 23:58

# Operators

Assignment

**a = 5**

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Not equal

**a != 5**



# Backslash \

## Escape character

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```
print('That's')  
print('That\'s')
```

# #Comments

```
# this is not a hashtag!
```

```
print("Good to go")
```

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```
#print("Good to go") https://powcoder.com
```

```
# whatever is after the # is ignored
```

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```
if light == "red": # Check state of light
```

# What's this?

Python Imaging Library

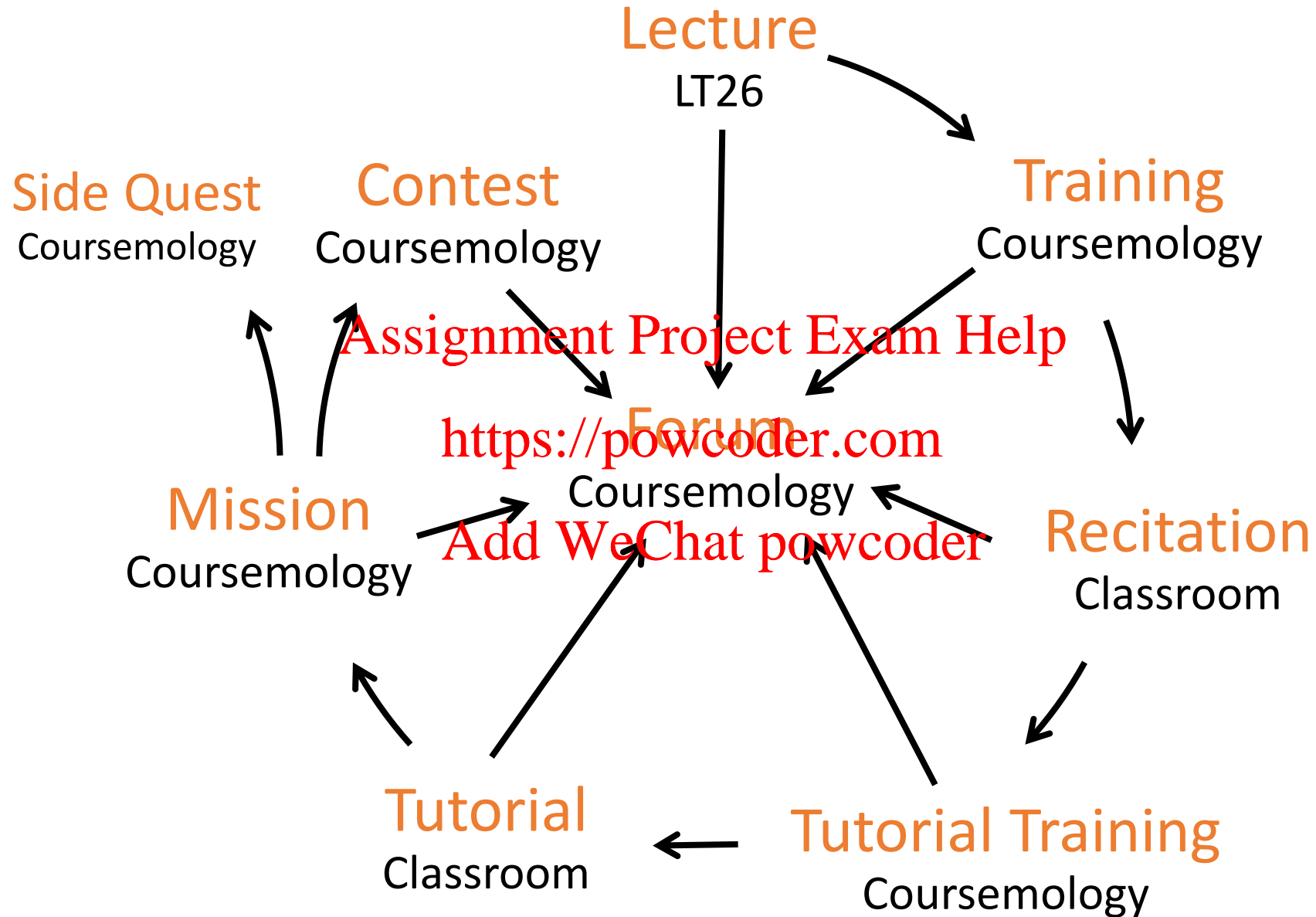
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```
from PIL import *
```

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(Misison 0)



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Forums  
<https://powcoder.com>

Post reflections for EXP

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# Trainings

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hantam

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# Computational Thinking

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# Fasten your seatbelt



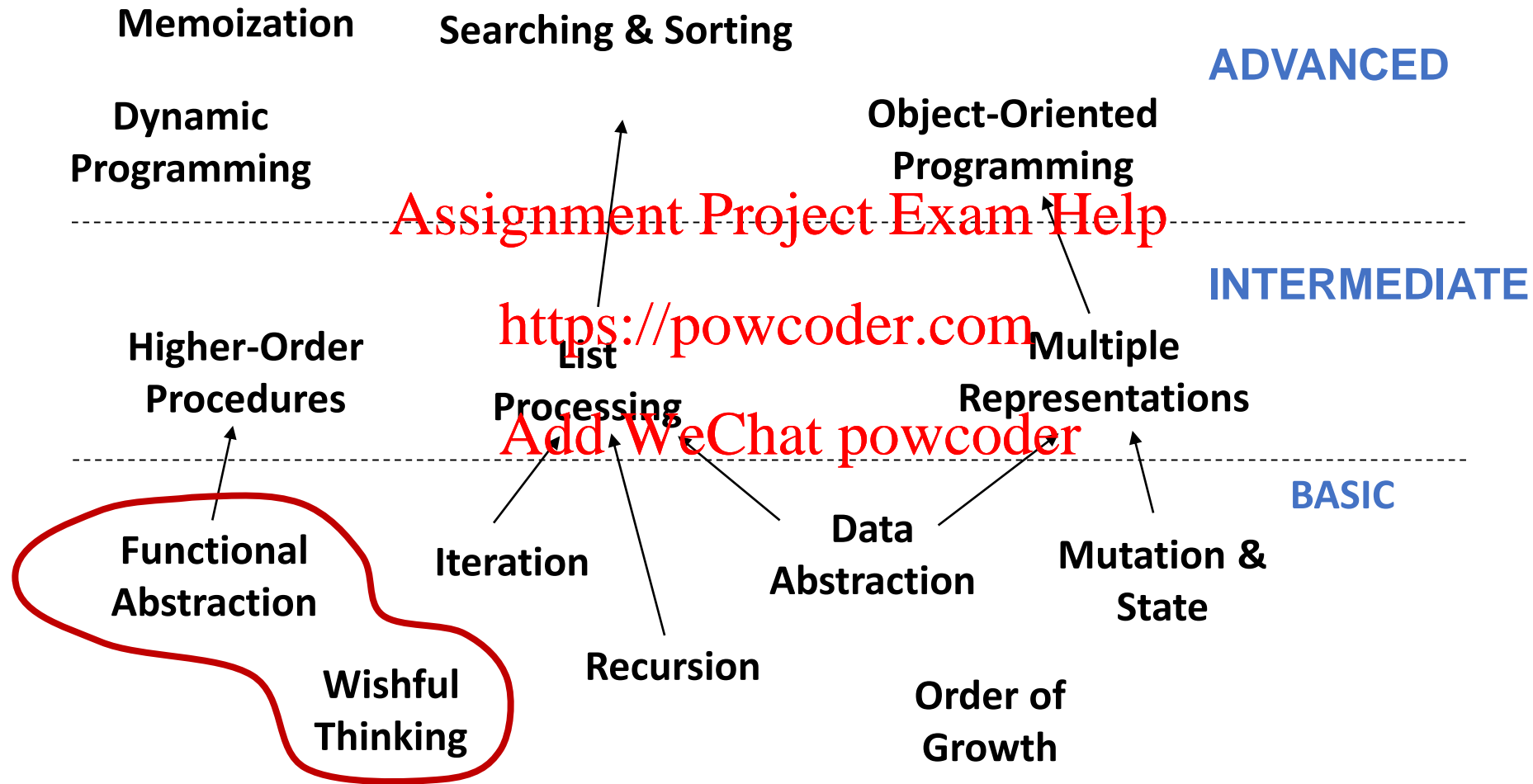
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# CS1010S Road Map



**Fundamental concepts of computer programming**

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# Functional Abstraction

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# WHAT

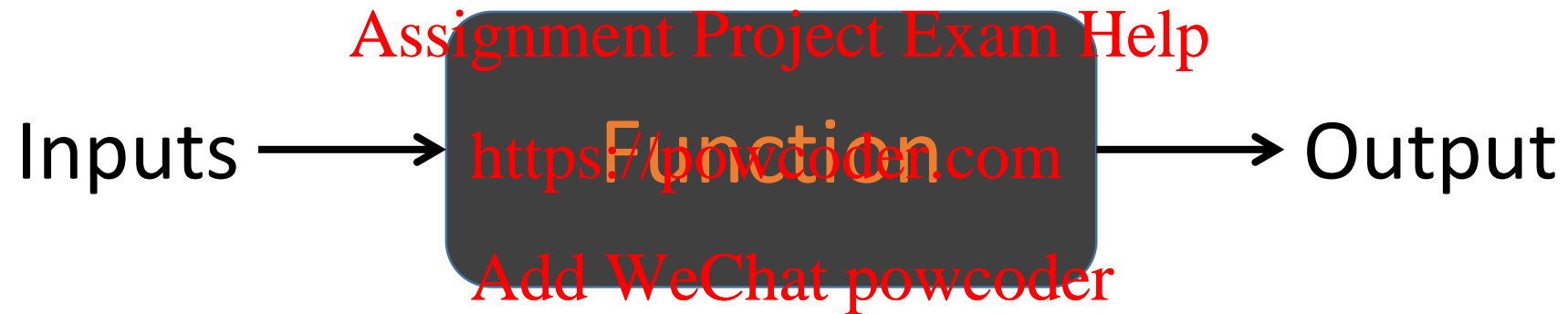
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<https://powcoder.com>

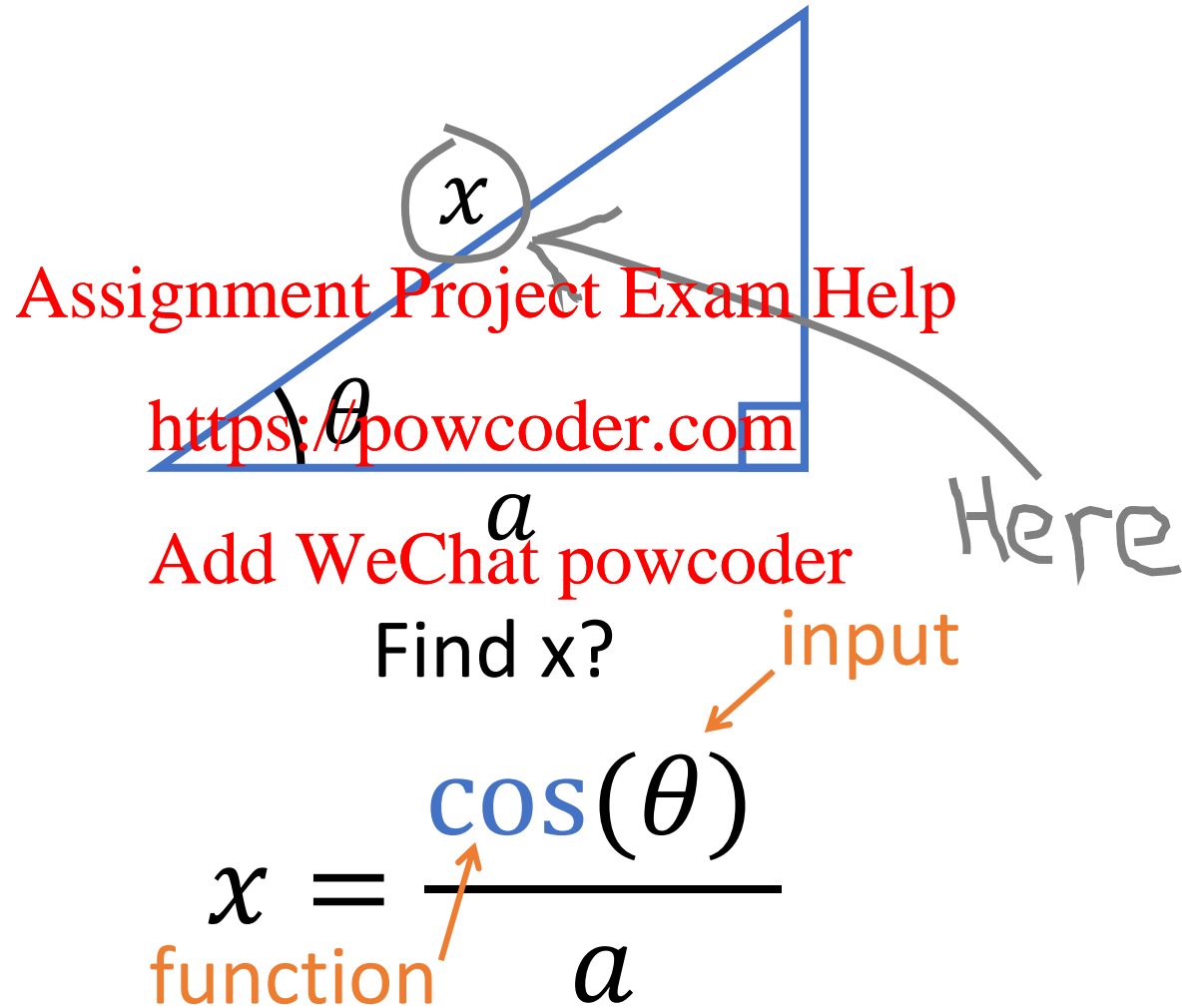
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# WHY

# What is a function?



# Functions are nothing new



# Let's start with something

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## How do we square a number?

# The square function

Define

Name

Input

def

square

(x):

return

x \* x

Return

Output

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square(21) 441

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square(2 + 5) 49  
<https://powcoder.com>

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square(square(3)) 81



# Another function

```
def sum_of_squares(x, y):  
    return square(x) + square(y)
```

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```
sum_of_squares(3, 4)
```

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# And another

```
from math import sqrt
```

```
def hypotenuse(a, b):  
    return sqrt(sum_of_squares(a, b))
```

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```
hypotenuse(5, 12)
```

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# General Form

```
def <name> (<formal parameters>):  
    <body>
```

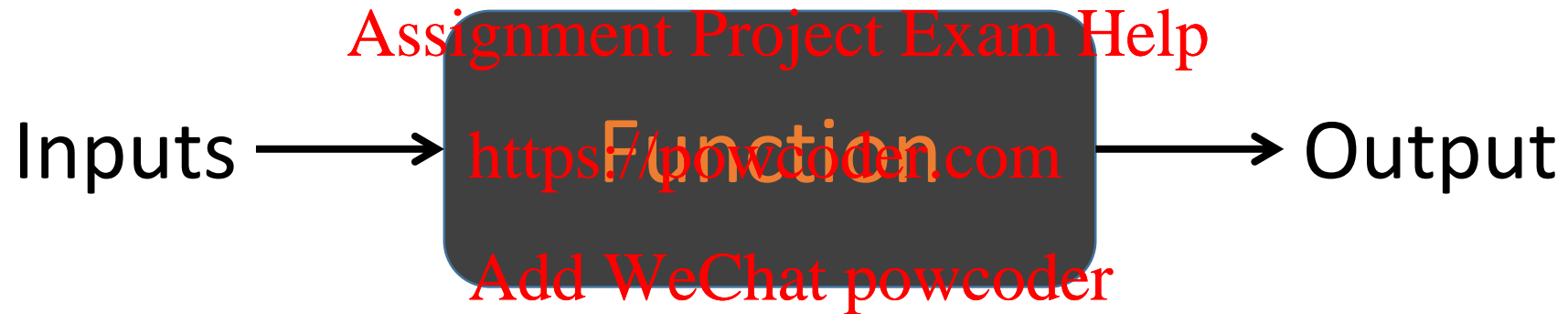
- **name**
  - Symbol associated with the function
- **formal parameters**
  - Names used in the body to refer to the arguments of the function
- **body**
  - The statement(s) to be evaluated
  - Has to be indented (standard is 4 spaces)
  - Can return values as output

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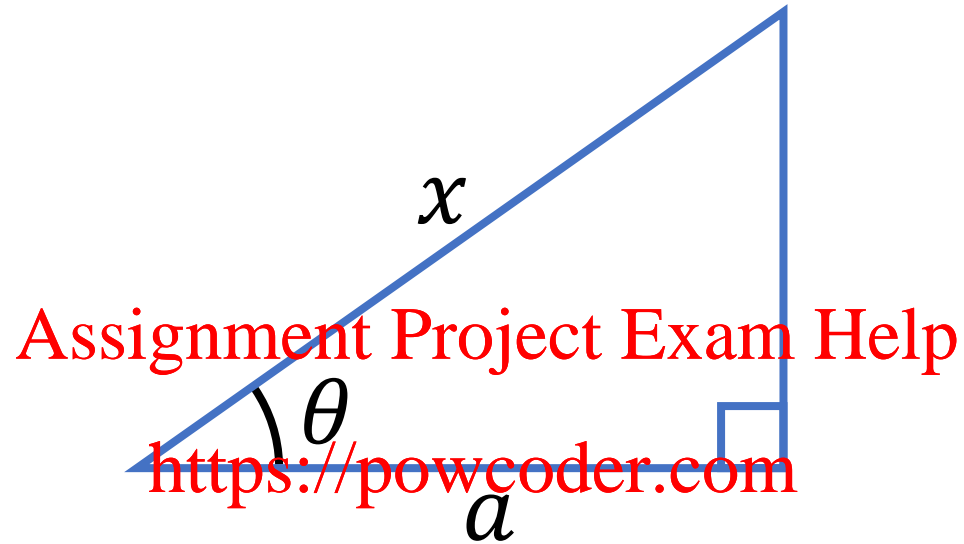
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# Black Box



Don't need to know how it works  
Just know what it does

# Black Box

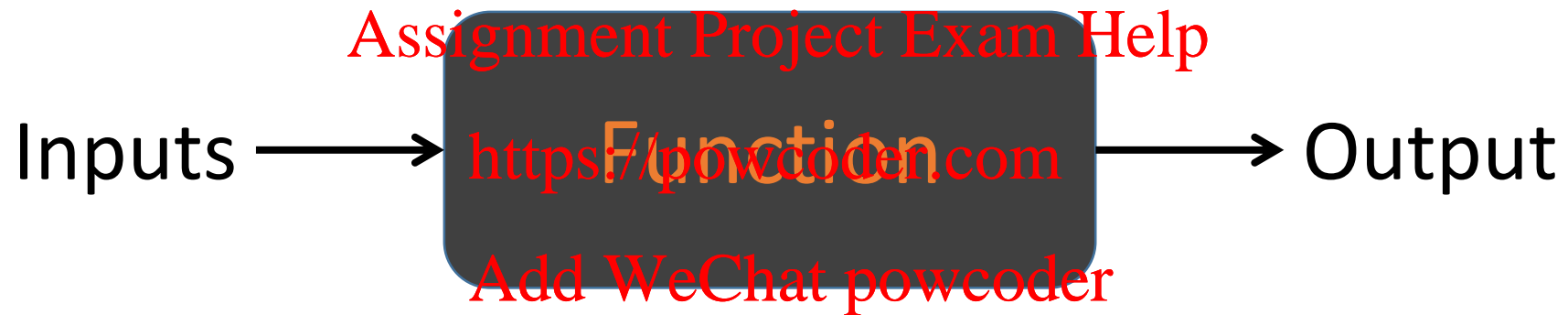


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$$x = \frac{a}{\cos(\theta)}$$

Do you know how **cos** work?

# Black Box



As long as we know what it does,  
we can use it.

↖ (the inputs  
and output)

# Return Type



Output is returned with **return**  
Return type can be **None**

# Abstract Environment

## Picture Language

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(runes.py)

Also graphics.py + PyGif.py



# Elements of Programming

1. Primitives
2. Means of Combination
3. Means of Abstraction
4. Controlling Logic

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# Primitives building block

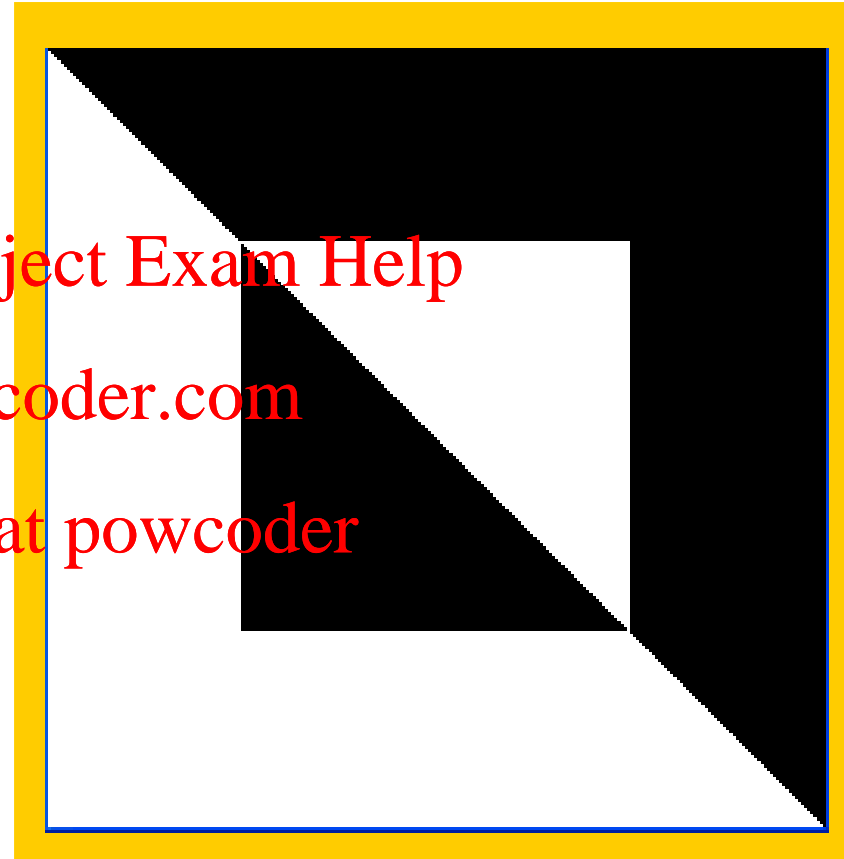
```
show(rcross_bb)
```

Picture object

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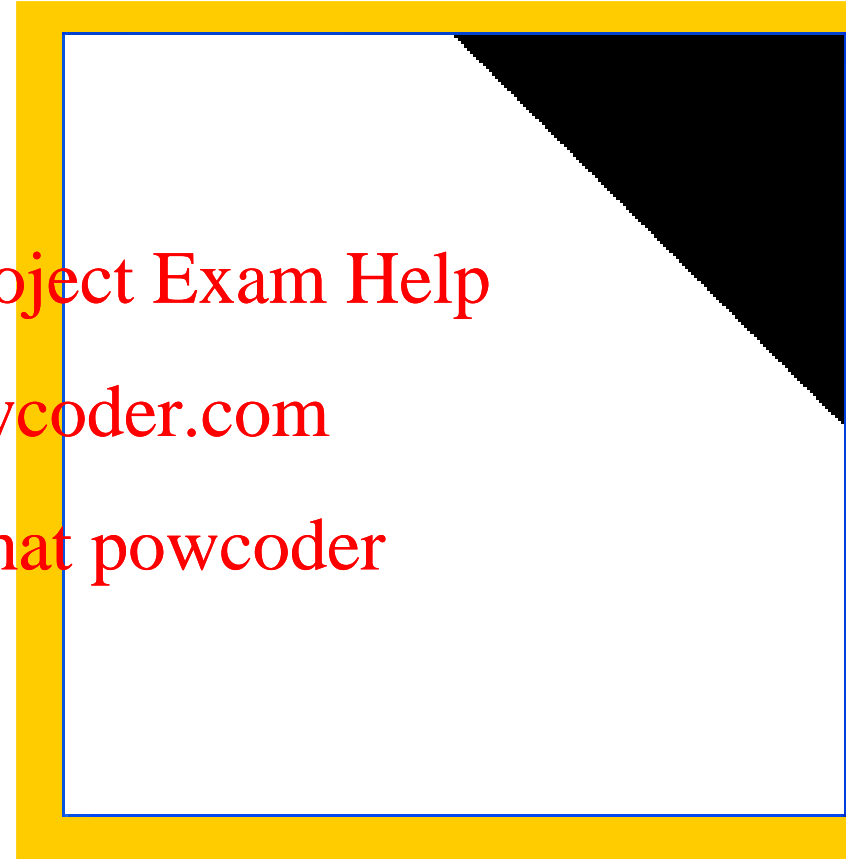
# Primitives building block

`show(corner_bb)`

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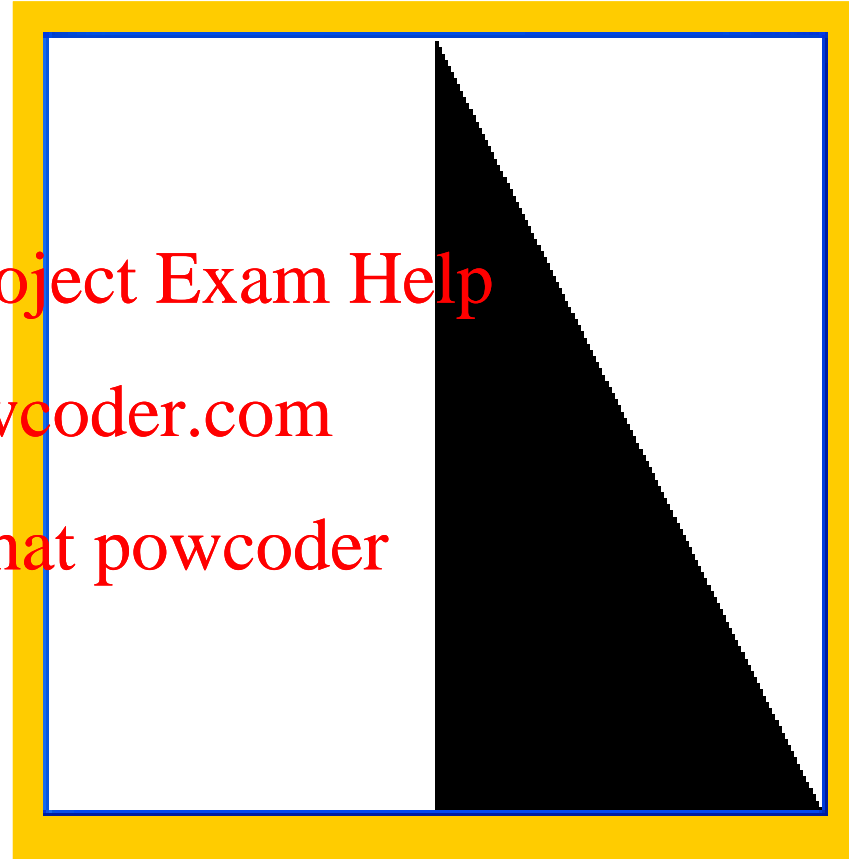
# Primitives building block

`show(sail_bb)`

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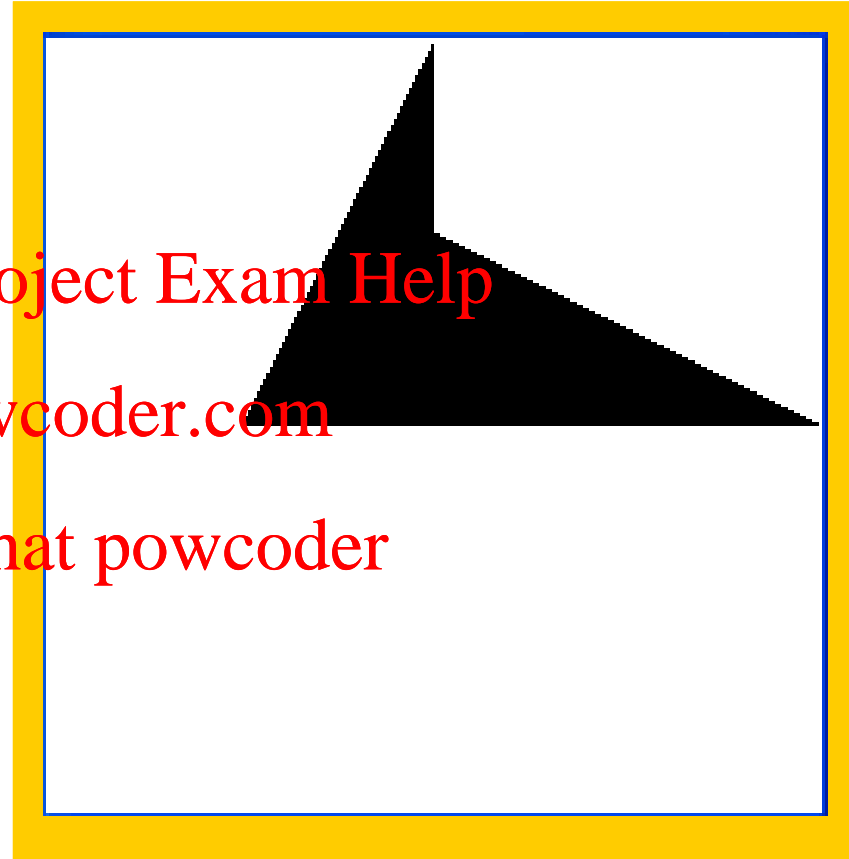
# Primitives building block

`show(nova_bb)`

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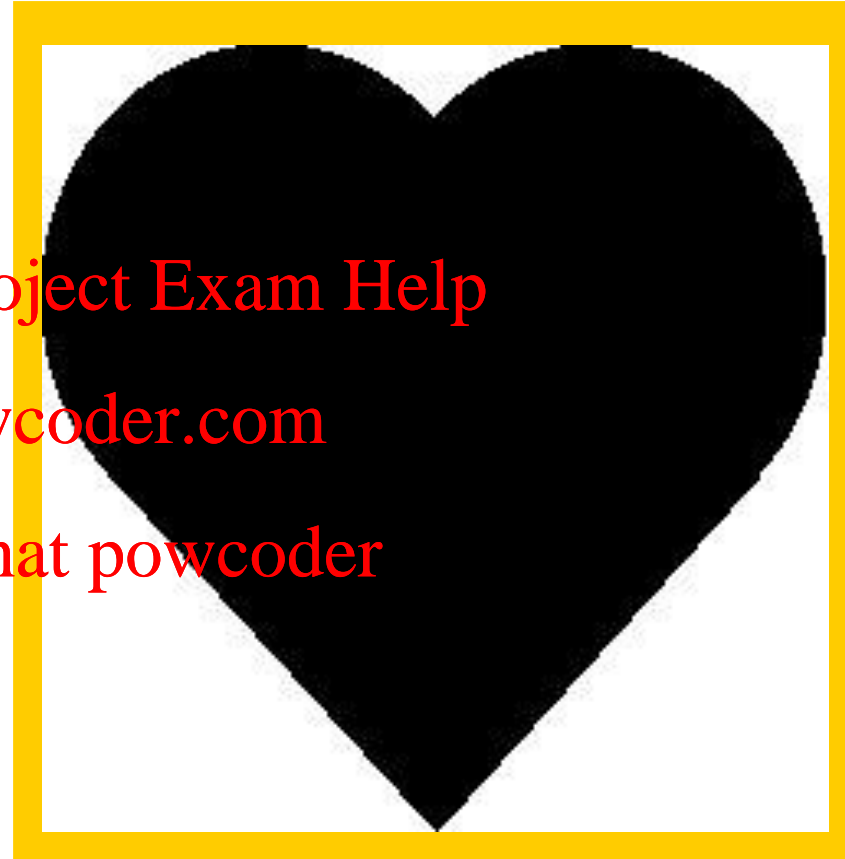
# Primitives building block

`show(heart_bb)`

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# Applying operations

op(picture)

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function name

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## Example:

show(heart\_bb)

# Fun with IDLE

```
runes.py - F:\My Documents\Dropbox\cs1010s\lectures\runes.py (3.5.2)
File Edit Format Run Options Window Help
def is_list(lst):
    return isinstance(lst, (list, tuple))

# Constants
viewport_size = 600 # This is the height of the viewport
spread = 20 #used to be 20, but i like at 80
active_hollusion = None
lastframe = None
#Setup
import graphics
import math
import time
import PyGif

Posn = graphics.Posn
Rgb = graphics.Rgb
draw_solid_polygon = graphics.draw_solid_polygon

graphics.init(viewport_size)
vp = graphics.open_viewport("ViewPort", 4/3*viewport_size, viewport_size)
lp = graphics.open_pixmap("LeftPort", 4/3*viewport_size, viewport_size)
rp = graphics.open_pixmap("RightPort", 4/3*viewport_size, viewport_size)

def clear_all():
    global active_hollusion
    global vp, lp, rp
    if(active_hollusion != None):
        active_hollusion("kill")
        active_hollusion = None
    graphics.clear_viewport(vp)
    graphics.clear_viewport(lp)
    graphics.clear_viewport(rp)

class Frame:
    def __init__(self, p0, p1, p2, z1, z2):
        self.orig = p0
        self.x = p1
        self.y = p2
        self.z1 = z1
        self.z2 = z2
```

```
Python 3.5.2 Shell
File Edit Shell Debug Options Window Help
Python 3.5.2 (v3.5.2:4def2a2901a5, Jun 25 2016, 22:18:55) [MSC v.1900 64 bit (AMD64)] on win32
Type "copyright", "credits" or "license()" for more information.
>>>
```

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Font matters



# Primitive Operation

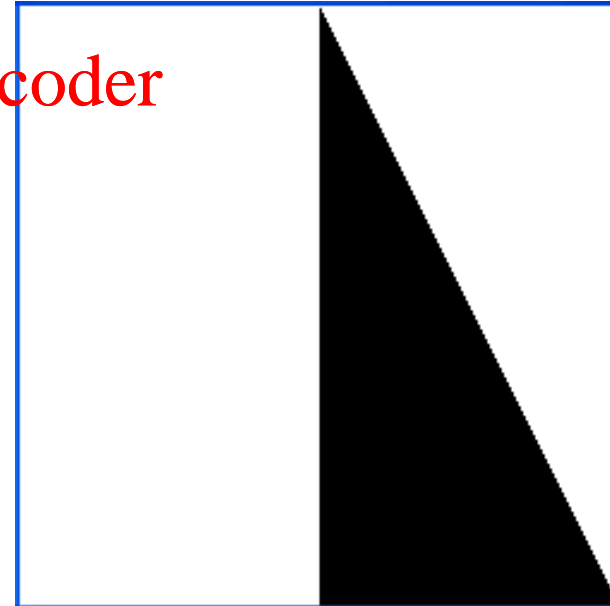
## Rotating to the Right

```
clear_all()      operation      picture
show(quarter_turn_right(sail_bb))
```

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result is  
another picture

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# Derived Operation

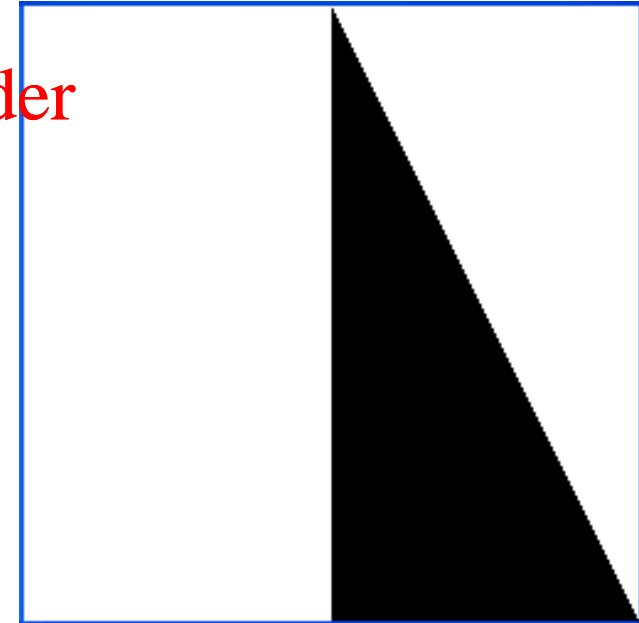
## Rotating Upside Down

```
def turn_upside_down(pic):  
    return quarter_turn_right(  
        quarter_turn_right(pic))  
clear_all()  
show(turn_upside_down(sail_bb))
```

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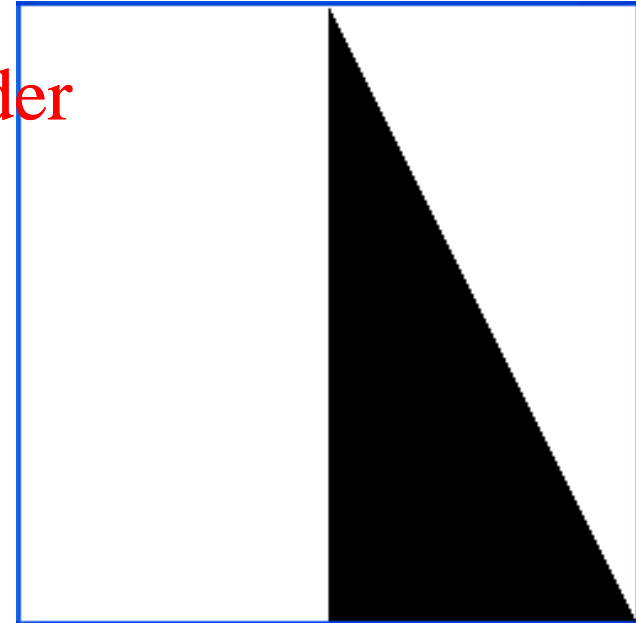
# How about Rotating to the Left?

```
def quarter_turn_left(pic):  
    return quarter_turn_right(  
        quarter_turn_upside_down(pic))  
  
clear_all()  
show(quarter_turn_left(sail_bb))
```

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# Means of Combination

## Stacking

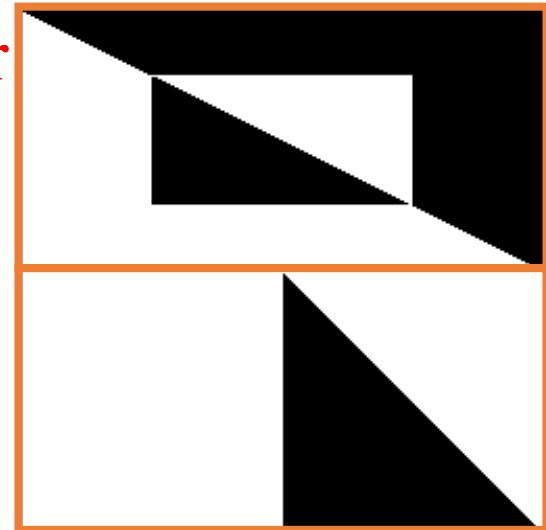
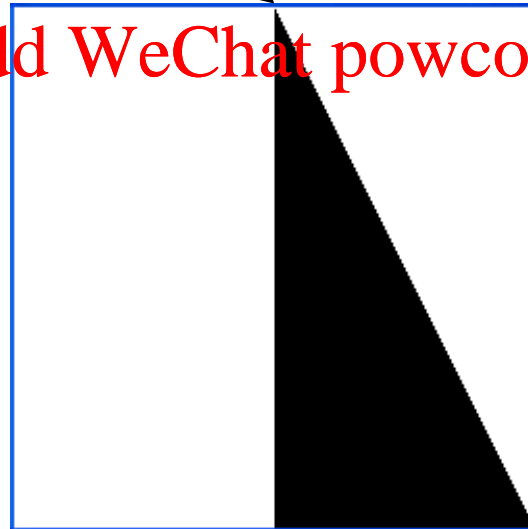
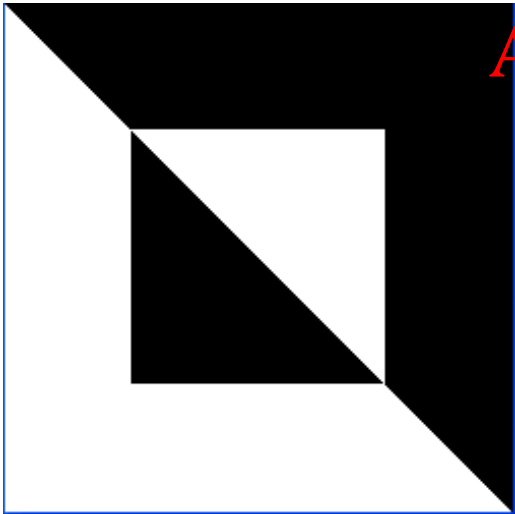
```
clear_all()
```

```
show(stack(rcross_bb, smile_bb))
```

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# Multiple Stacking

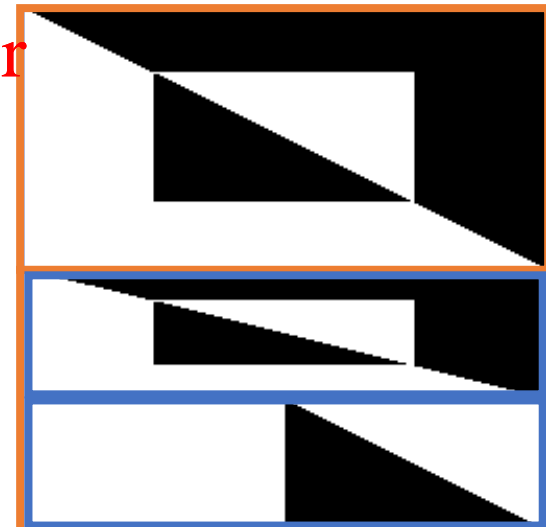
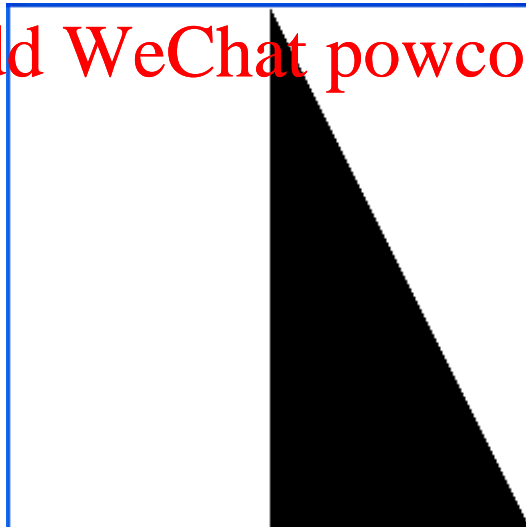
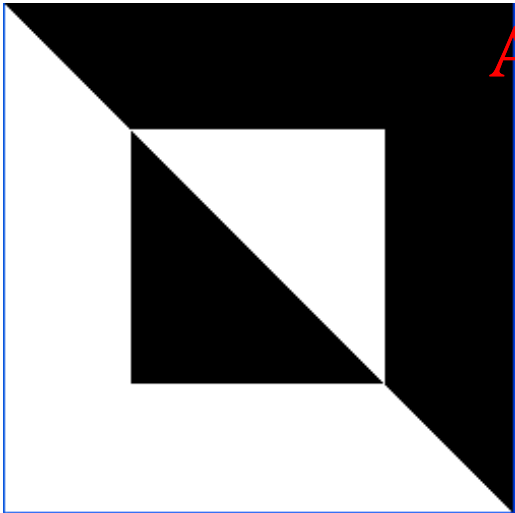
```
clear_all()
```

```
show(stack(rcross_bb,  
stack(rcross_bb,  
    rcross_bb))
```

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# Means of Combination

## Placing Beside

```
def beside(pic1, pic2):  
    return quarter_turn_right(  
        stack(quarter_turn_left(pic2),  
              quarter_turn_left(pic1)))
```

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# A complex object

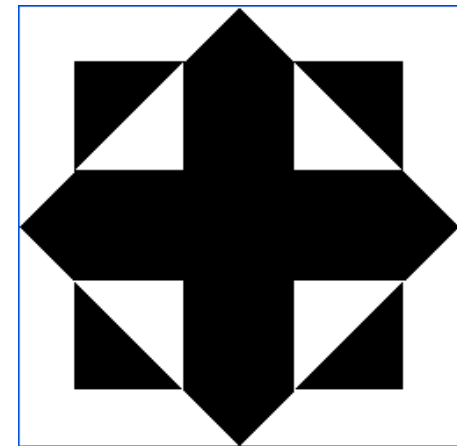
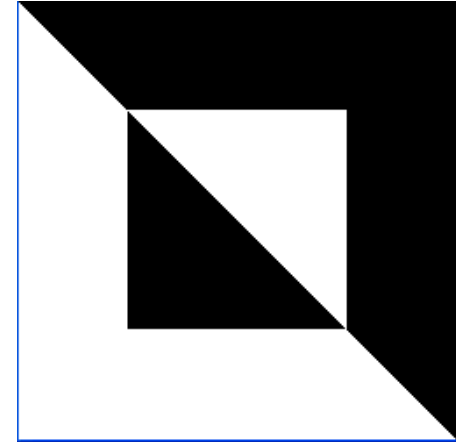
```
clear_all()
show(
  stack(
    beside(
      quarter_turn_right(rcross_bb),
      turn_upside_down(rcross_bb)),
    beside(
      rcross_bb,
      quarter_turn_left(rcross_bb))))
```

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Let's give it a name  
make\_cross



```
stack(  
  beside(  
    quarter_turn_right(rcross_bb),  
    turn_upside_down(rcross_bb),  
  beside(  
    rcross_bb,  
    quarter_turn_left(rcross_bb)))
```

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```
stack(  
  beside(  
    quarter_turn_right(pic),  
    turn_upside_down(pic),  
  beside(  
    pic,  
    quarter_turn_left(pic))))
```

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```
def make_cross(pic):
```

```
    return stack(
```

```
        beside(
```

```
            quarter_turn_right(pic),
```

```
            turn_upside_down(pic)),
```

```
        beside(
```

```
            pic,
```

```
            quarter_turn_left(pic))))
```

return vs show

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# Naming your objects

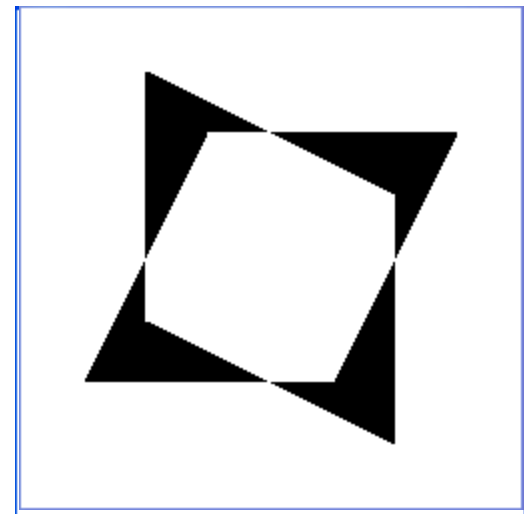
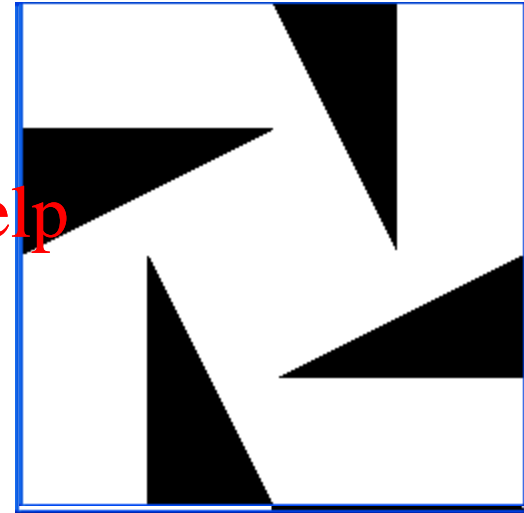
```
clear_all()  
my_pic = make_cross(sail_bb)  
show(my_pic)
```

```
my_pic_2 = make_cross(nova_bb)  
show(my_pic_2)
```

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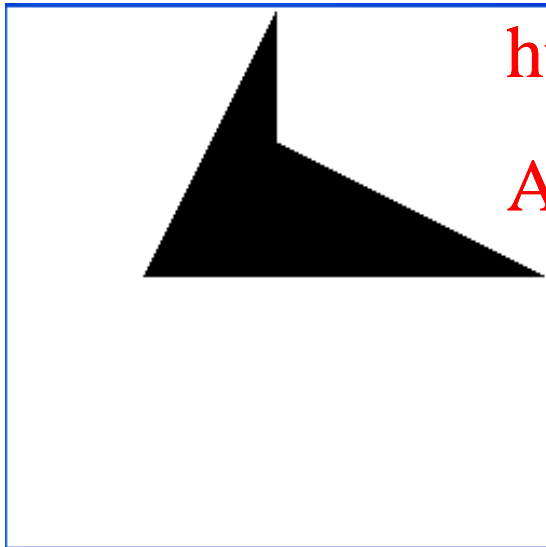
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# Repeating the pattern

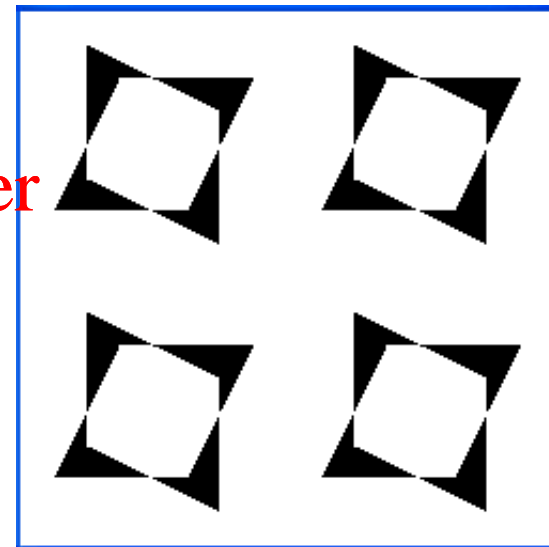
```
clear_all()  
show(make_cross(make_cross(nova_bb)))
```

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# Repeating multiple times

```
clear_all()
```

```
def repeat_pattern(n, pat, pic):
```

```
    if n == 0:
```

```
        return pic
```

```
    else:
```

```
        return pat(repeat_pattern(n-1, pat, pic))
```

```
show(repeat_pattern(4, make_cross, nova_bb))
```

Qn: What does

`repeat_pattern`

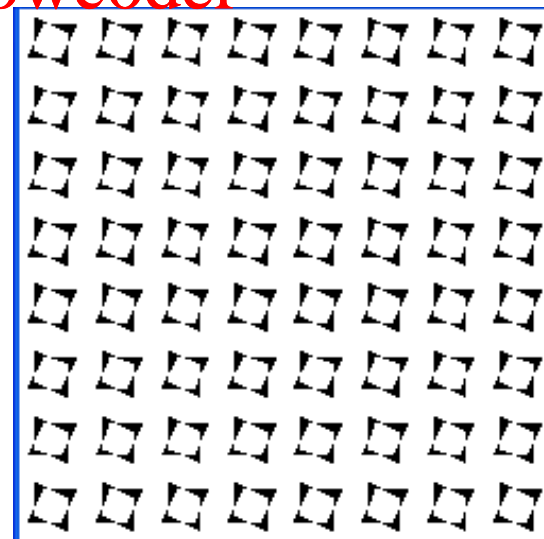
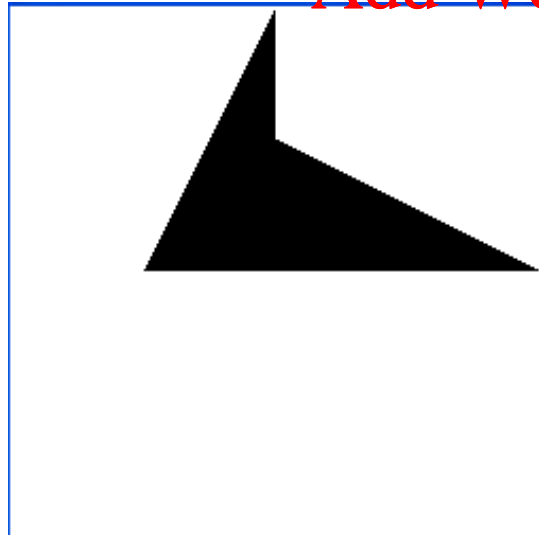
return?

recursion

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# Anonymous Functions

```
def square(x):  
    return x * x
```

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```
foo = lambda x: x * x
```

input      output

function

```
foo(1)  
foo(16)
```

1  
256

# New Patterns

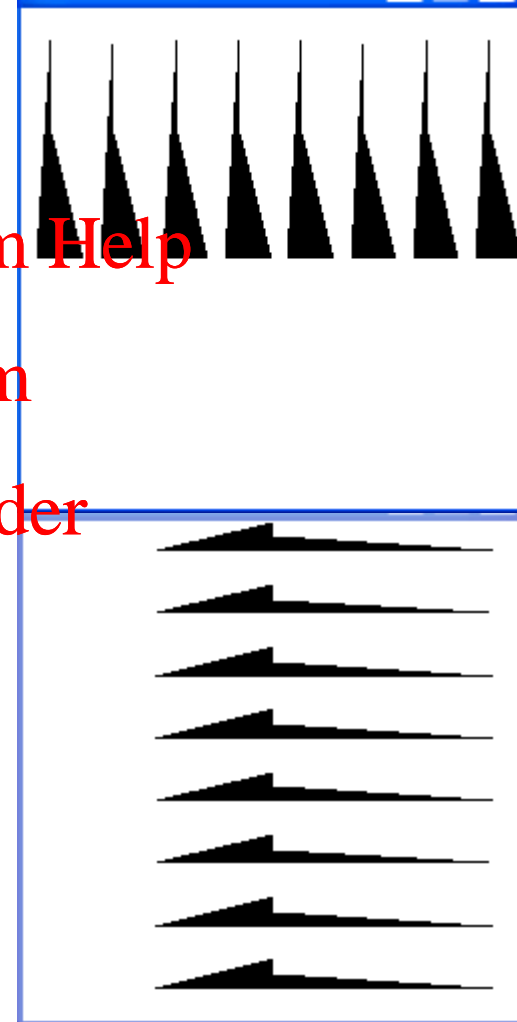
```
clear_all()
show(repeat_pattern(3, anonymous
    lambda pic: beside(pic, pic),
    nova_bb))
```

```
clear_all()
show(repeat_pattern(3,
    lambda pic: stack(pic, pic),
    nova_bb))
```

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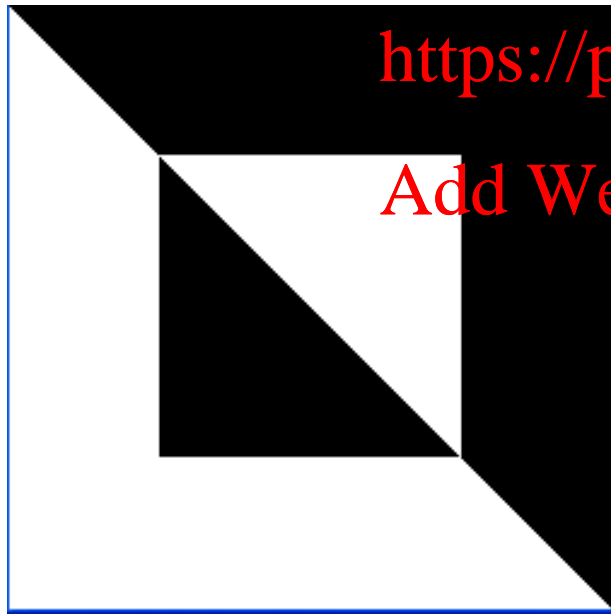
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# Another nice pattern

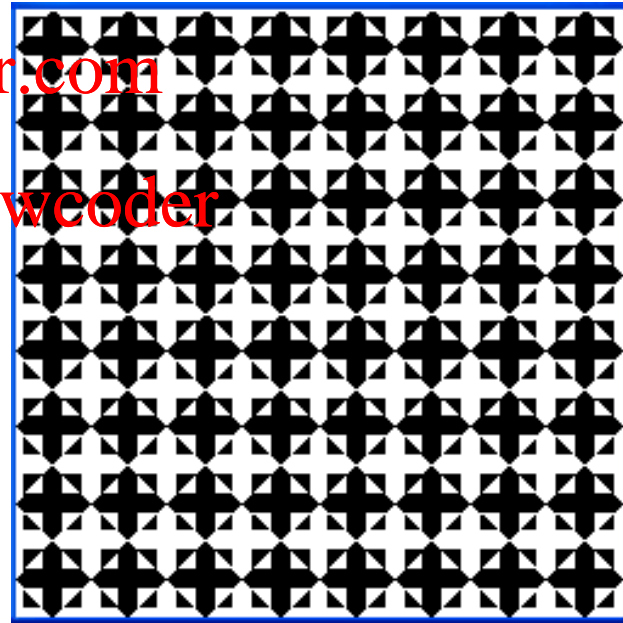
```
clear_all()  
show(repeat_pattern(4, make_cross, rcross_bb))
```

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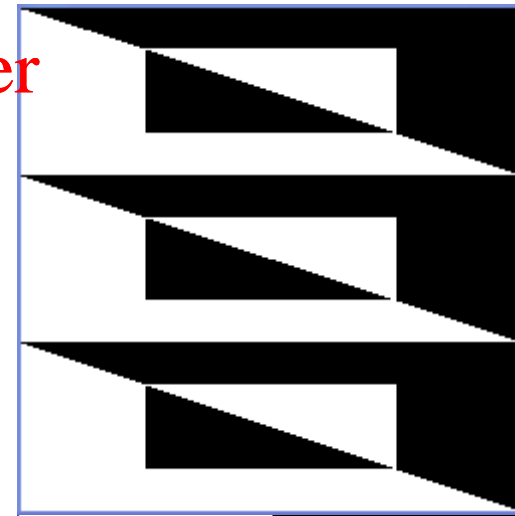
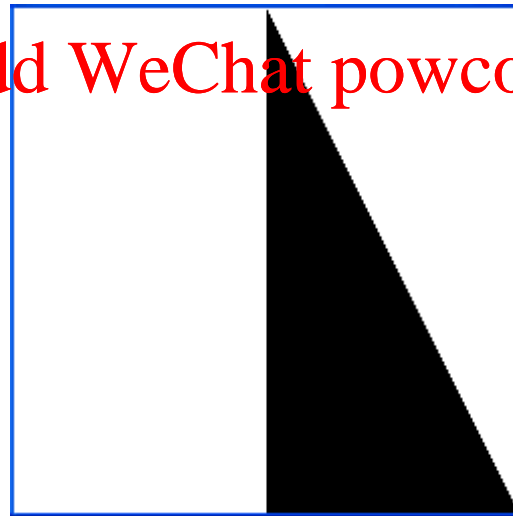
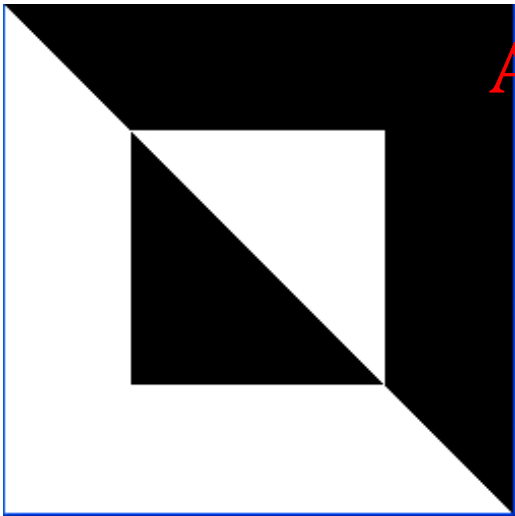




# What about 3 rows?

```
clear_all()  
show(stack_frac(1/3, rcross_bb, sail_bb))  
clear_all()  
show(stack_frac(1/3, rcross_bb,  
stack(rcross_bb, rcross_bb)))
```

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# Repeating n times

```
def stackn(n, pic):
```

```
    if n == 1:
```

```
        return pic
```

```
    else:
```

```
        return stack_frac(1/n,
```

```
pic,
```

```
stackn(n-1, pic))
```

```
clear_all()
```

```
show(stackn(3, nova_bb))
```

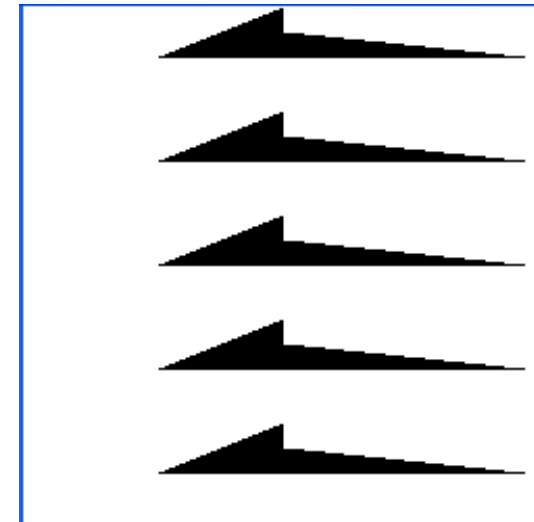
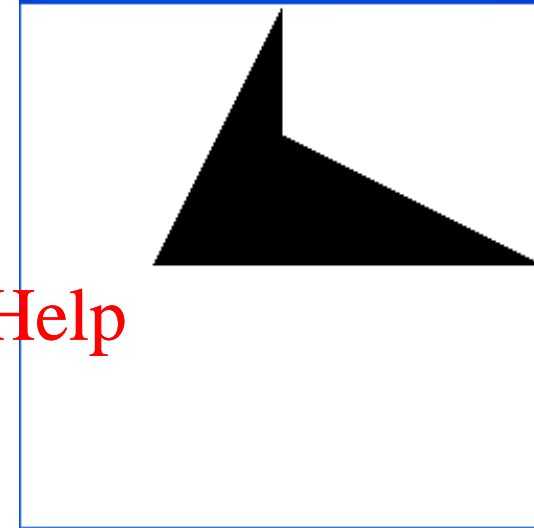
```
clear_all()
```

```
show(stackn(5, nova_bb))
```

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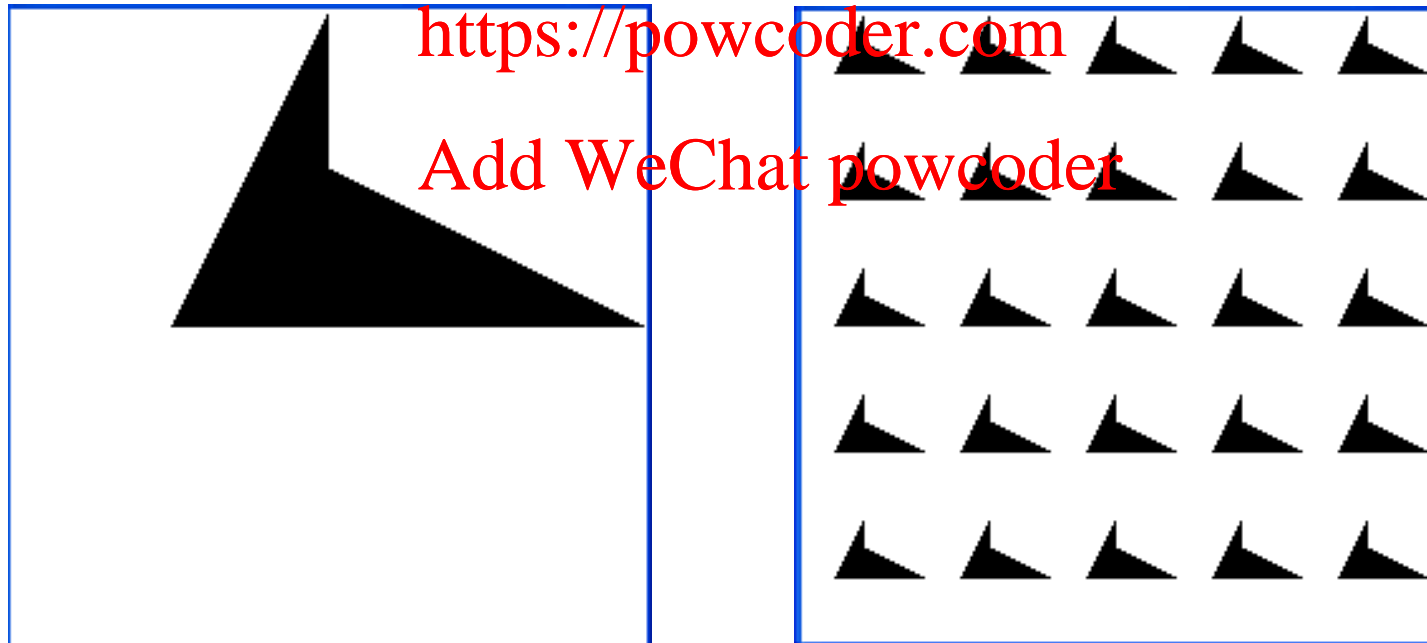
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# A rectangular quilting pattern

```
clear_all()  
show(stackn(5, quarter_turn_right(  
    stackn(5, quarter_turn_left(nova_bb))))))
```

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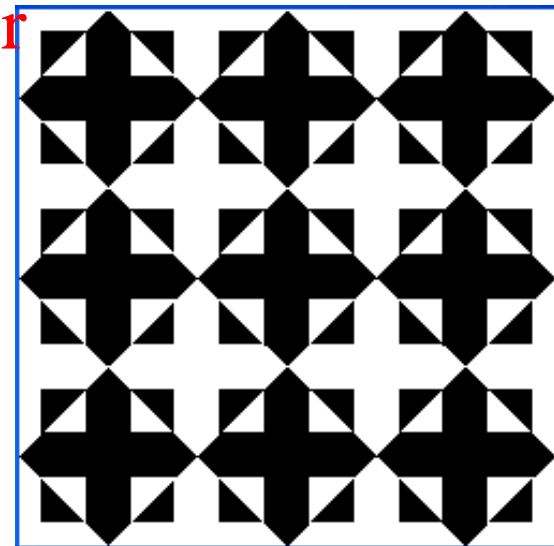
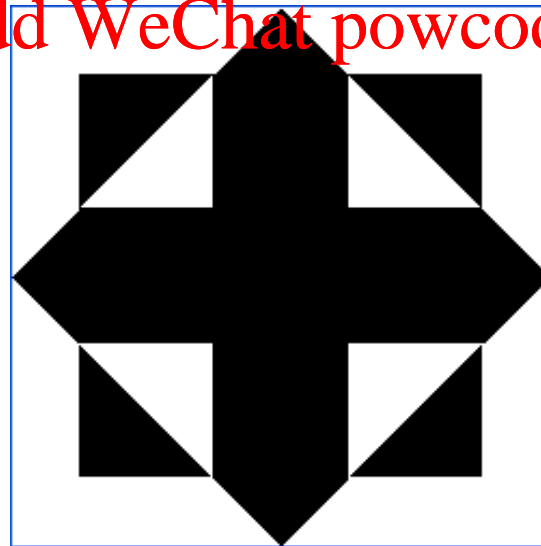
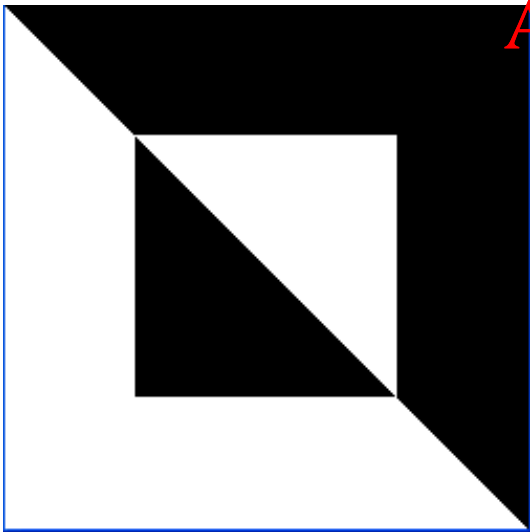
# A rectangular quilting proc

```
def nxn(n, pic):  
    return stackn(n, quarter_turn_right(  
        stackn(n, quarter_turn_left(pic))))  
clear_all()  
show(nxn(3, make_cross(rcross_bb)))
```

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After all this...

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No idea how a picture  
is represented

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No idea how the  
operations do their  
work

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Yet, we can build  
complex pictures

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This is  
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Functional Abstraction



# We can make Sterograms!



# Black Box



## Functional Abstraction

Can't see  
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stereograms?

# Anaglyphs



And if you think this is  
cool...

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You ain't seen nothing  
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yet!





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# What have we learnt?

## WHAT

Functional Abstraction = Black-box

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## HOW

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## def and lambda



# Functions are objects

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(in Python)

# WHY?

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# Help us manage

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# complexity

Allow us to focus on  
high-level problem  
solving

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# Creating 3D objects

We use greyscale to represent depth

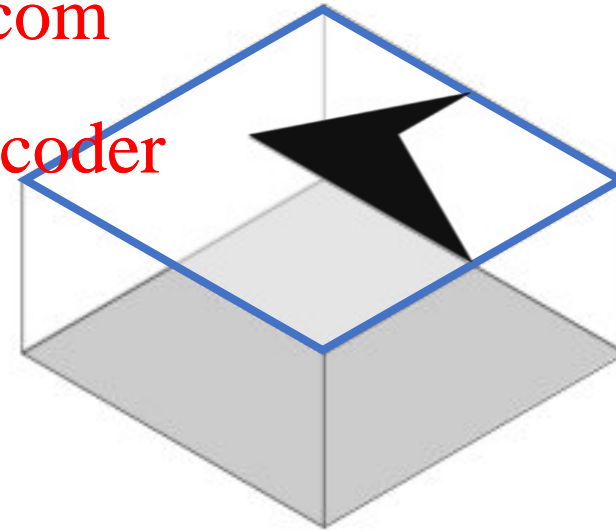
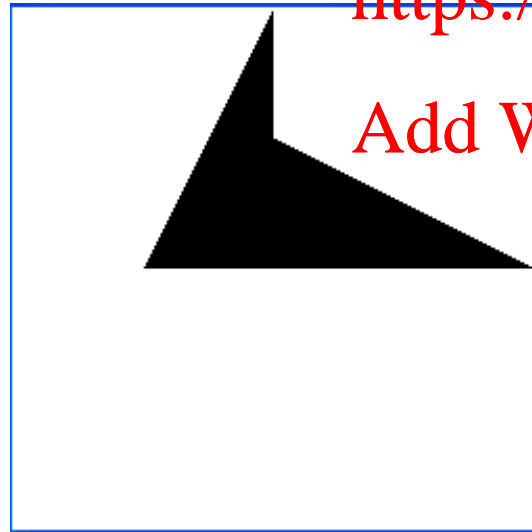
- Black is nearest to you
- White is furthest away

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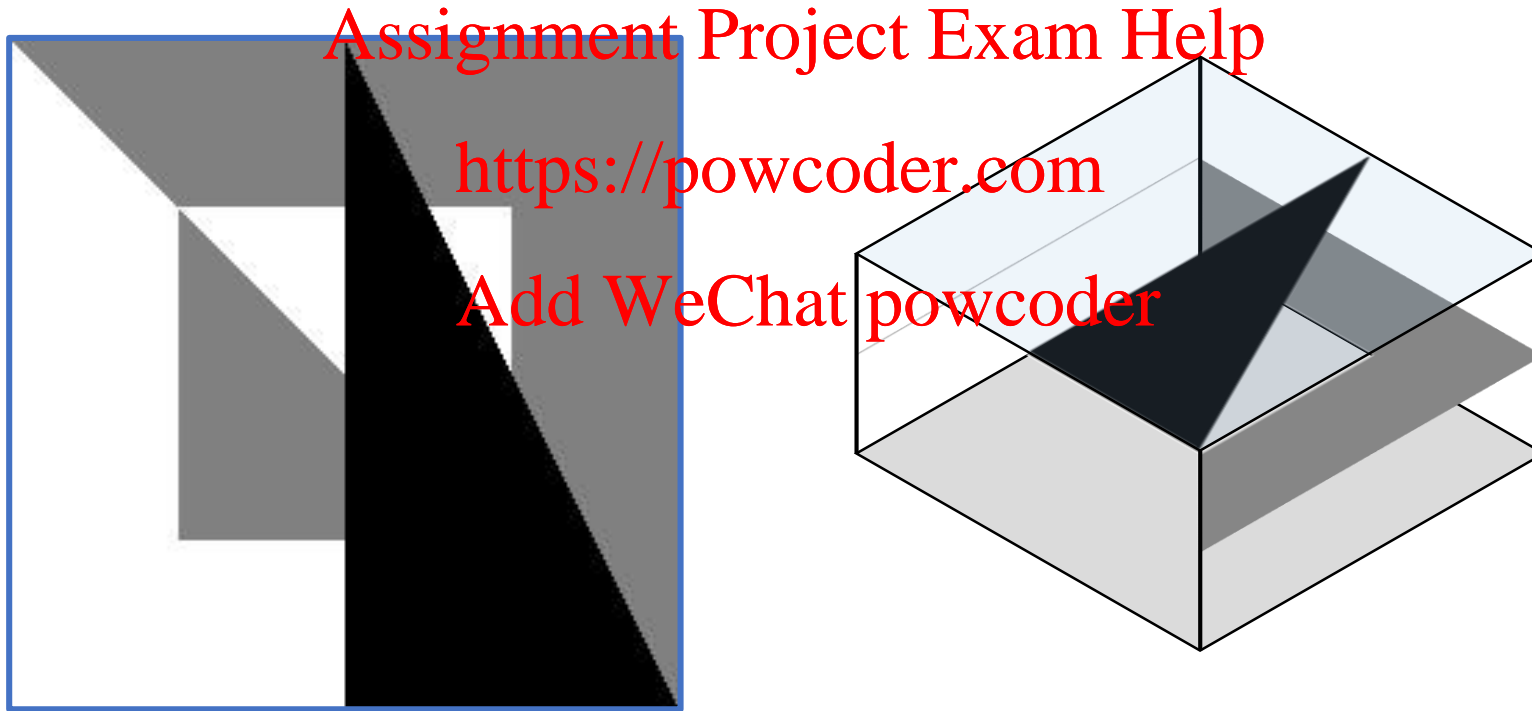
means



# Overlay Operation

```
clear_all()
```

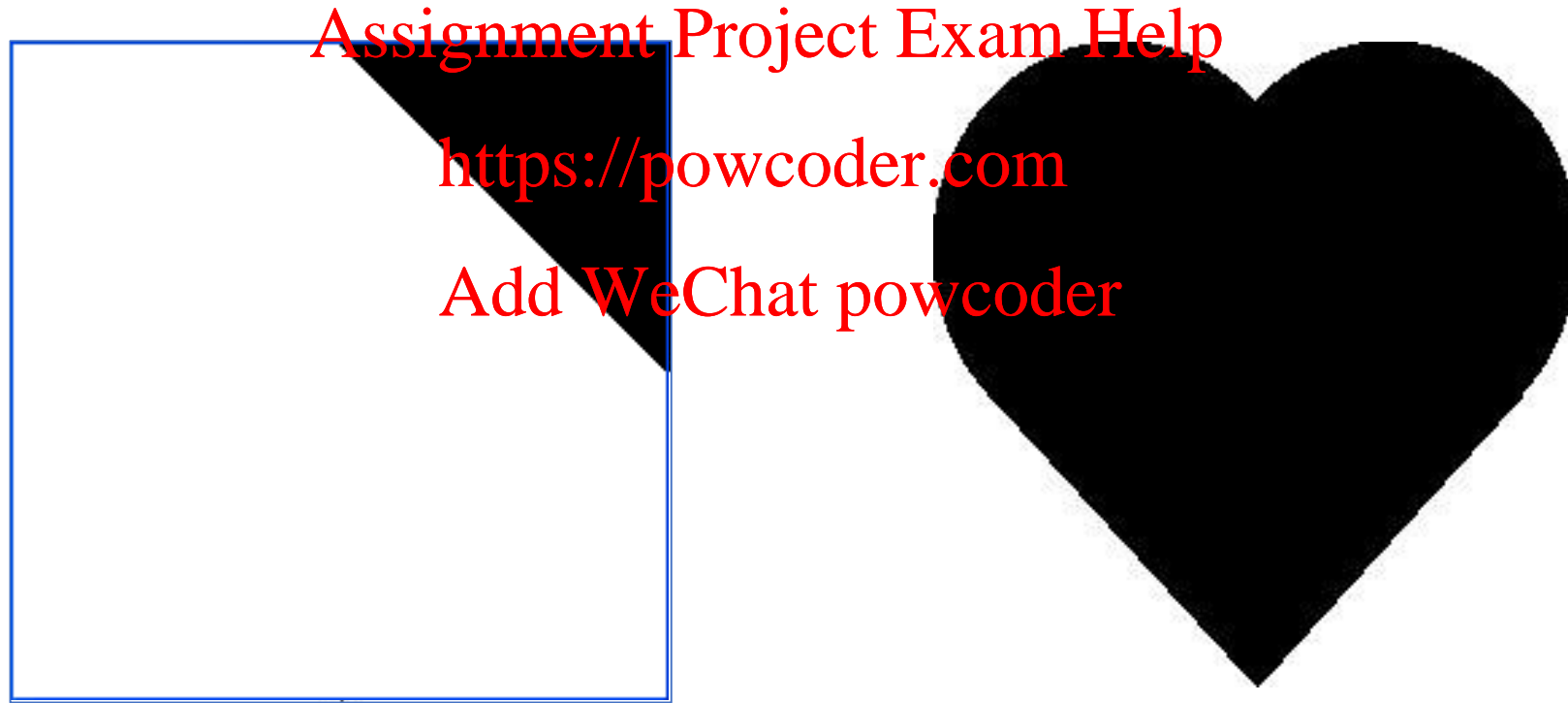
```
show(overlay(sail_bb, rcross_bb))
```



# Advanced Overlay Operation

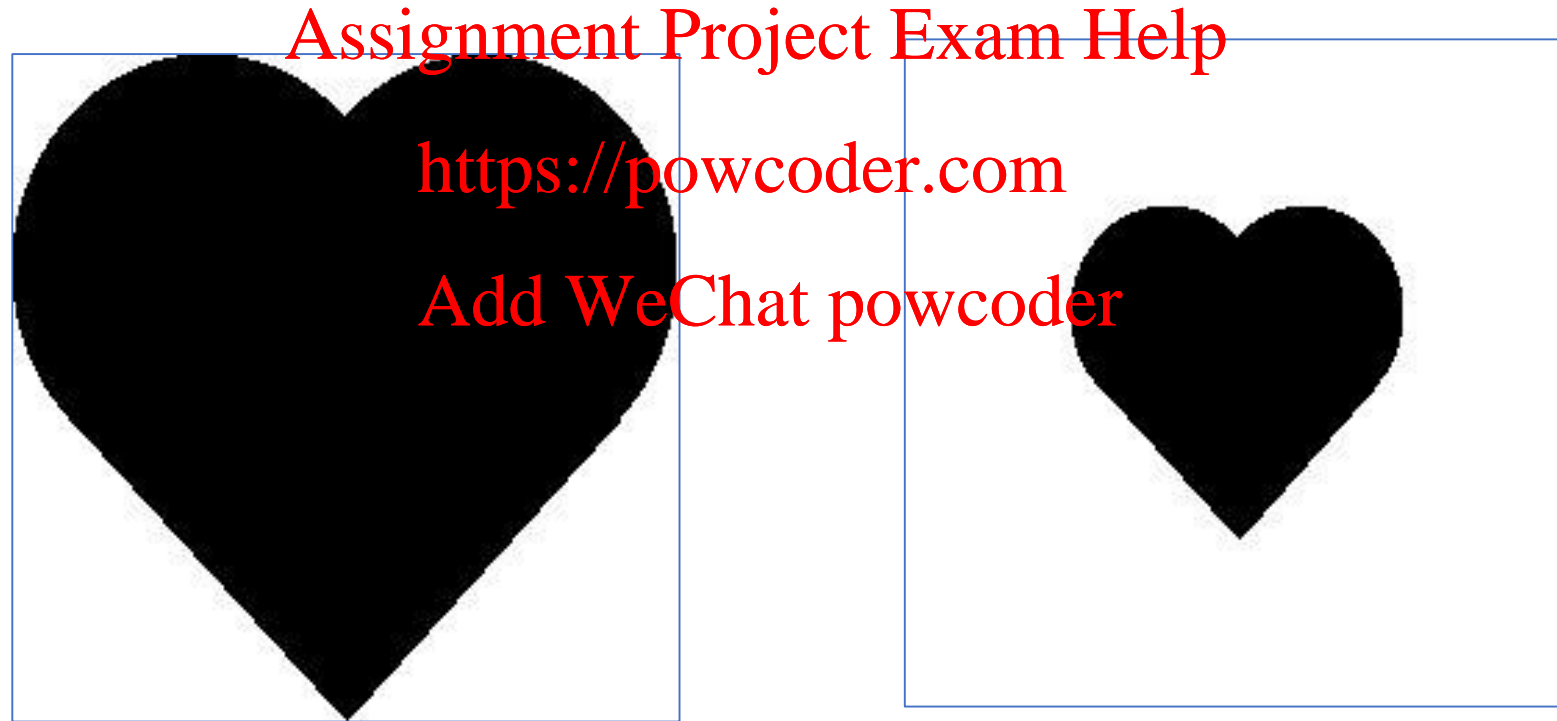
```
clear_all()
```

```
show(overlay_frac(1/4, corner_bb, heart_bb))
```



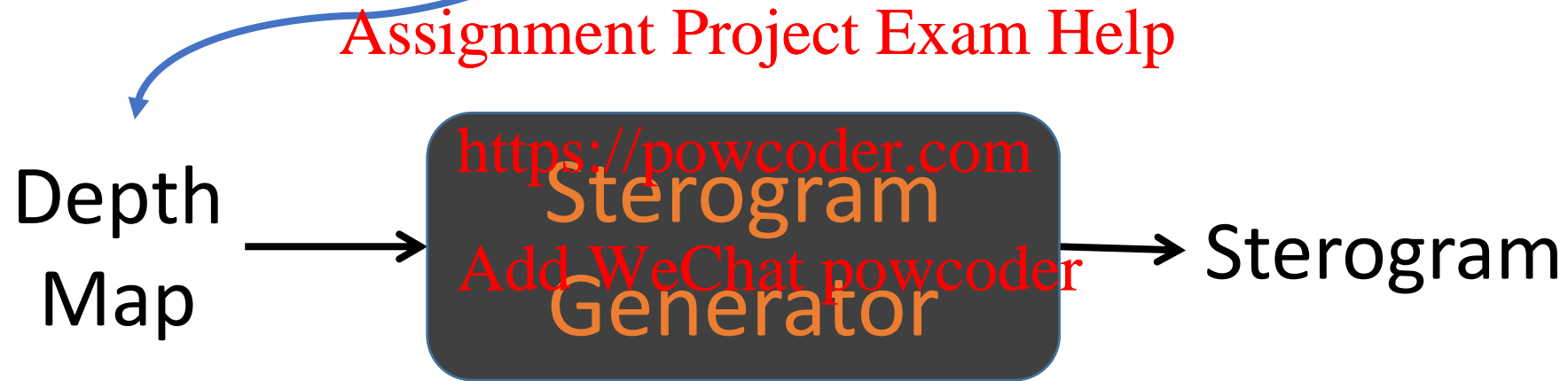
# Scaling

```
clear_all()  
show(scale(1/2, heart_bb))
```



# Recall

```
stereogram(scale(1/2, heart_bb))
```





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<Break>  
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# Managing Complexity

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Computers will follow  
orders precisely

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# Abstractions



What makes a good abstraction?

# Good Abstraction

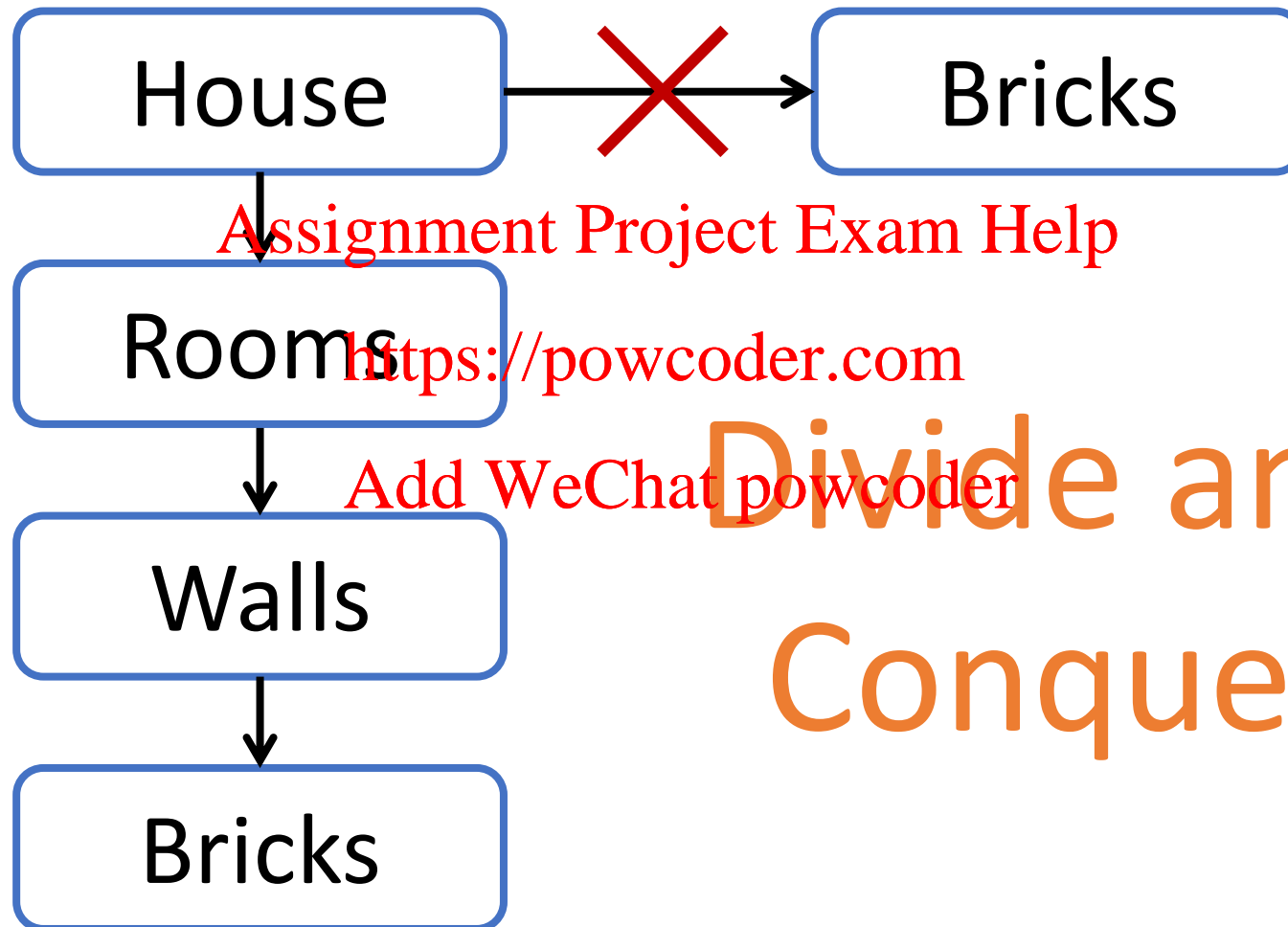
1. Makes it more natural to think about **tasks** and **subtasks**

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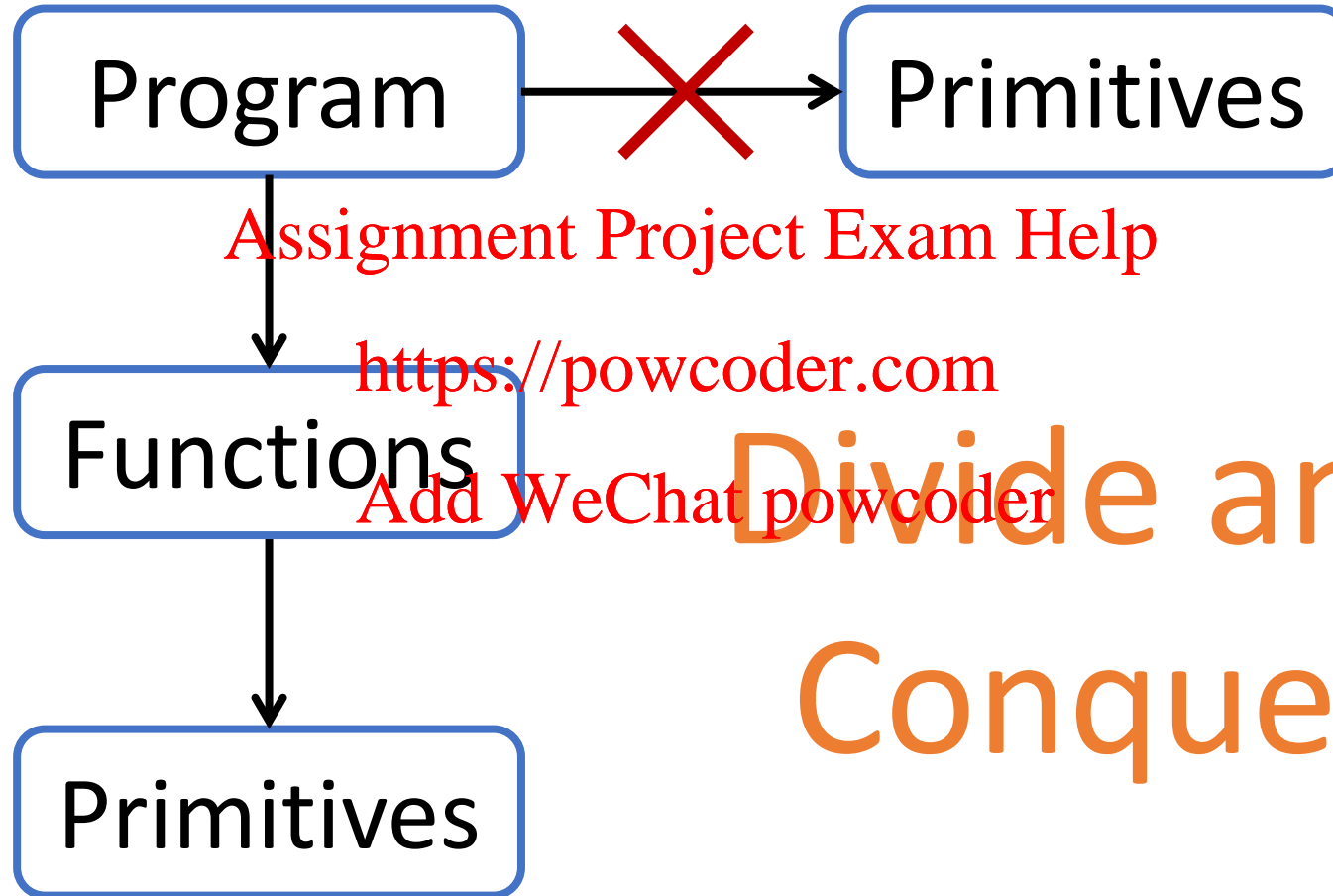
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# Example



Divide and  
Conquer

# Programming





# Good Abstraction

1. Makes it more natural to think about tasks and subtasks
2. Makes programs easier to understand

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Compare:

```
def hypotenuse(a, b):  
    return sqrt((a*a) + (b*b))
```

Versus:

```
def hypotenuse(a, b):  
    return sqrt(sum_of_squares(a, b))  
  
def sum_of_squares(x, y):  
    return square(x) + square(y)  
  
def square(x):  
    return x * x
```

# Good Abstraction

1. Makes it more natural to think about tasks and subtasks
2. Makes programs easier to understand
3. Captures common patterns

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```
stack(  
  beside(  
    quarter_turn_right(rcross_bb),  
    turn_upside_down(rcross_bb),  
  beside(  
    rcross_bb,  
    quarter_turn_left(rcross_bb)))
```

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```
stack(  
  beside(  
    quarter_turn_right(pic),  
    turn_upside_down(pic),  
  beside(  
    pic,  
    quarter_turn_left(pic))))
```

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```
def make_cross(pic):
```

```
    return stack(
```

```
        beside(
```

```
            quarter_turn_right(pic),
```

```
            turn_upside_down(pic)),
```

```
        beside(
```

```
            pic,
```

```
            quarter_turn_left(pic))))
```

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Allows Code Reuse

# Good Abstraction

1. Makes it more natural to think about tasks and subtasks
2. Makes programs easier to understand
3. Captures common patterns
4. Allows for code reuse
  - Function `square` used in `sum_of_squares`.
  - `square` can also be used in calculating area of circle.

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# Another Example

Function to calculate area of circle given the radius

```
pi = 3.14159
```

```
def circle_area_from_radius(r):  
    return pi * square(r)
```

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given the diameter:

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```
def circle_area_from_diameter(d):  
    return circle_area_from_radius(d/2)
```



# Good Abstraction

1. Makes it more natural to think about tasks and subtasks

2. Makes programs easier to understand

3. Captures common patterns

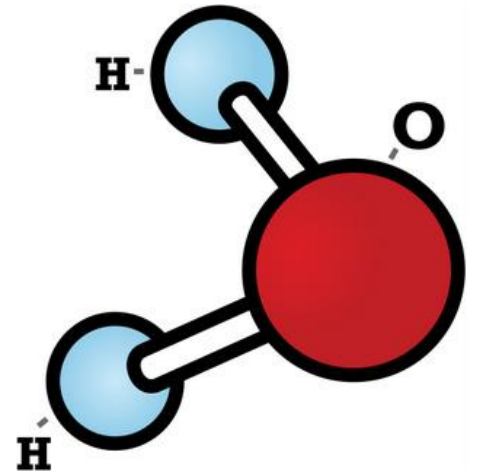
4. Allows for code reuse

5. Hides irrelevant details

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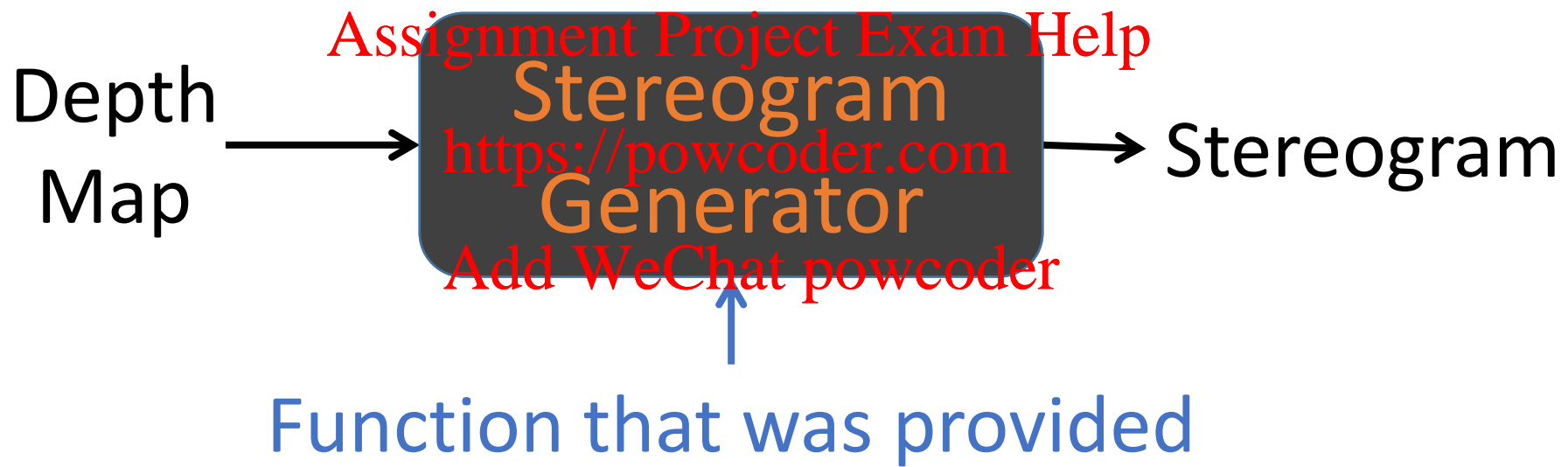
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Water molecule  
represented as 3 balls

Ok for some chemical analyses,  
inadequate for others.



# Good Abstraction

1. Makes it more natural to think about tasks and subtasks
2. Makes programs easier to understand
3. Captures common patterns
4. Allows for code reuse
5. Hides irrelevant details
6. Separates **specification** from **implementation**

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# Recap

## Functional Abstraction

=

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**Black Box**

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No need to know how a car works to drive it!

# Functional Abstraction

Separates specification from implementation

Specification: WHAT  
Implementation: HOW

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# Example

```
def square(x):  
    return x * x
```

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```
def square(x):  
    return exp(double(log(x)))
```

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```
def double(x): return x + x
```

To think about

Why would we want to  
implement a function in  
different ways?

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# Good Abstraction

1. Makes it more natural to think about tasks and subtasks
2. Makes programs easier to understand
3. Captures common patterns
4. Allows for code reuse
5. Hides irrelevant details
6. Separates specification from implementation
7. Makes **debugging** (fixing errors) easier

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# Good Abstraction

Where is the bug?

```
def hypotenuse(a, b):  
    return sqrt(sum_of_squares(a, b))
```

```
def sum_of_squares(x, y):  
    return square(x) + square(y)
```

```
def square(x): return x + x
```

---

```
def hypotenuse(a, b):  
    return sqrt((a + a) * (b + b))
```

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# Variable Scope

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# Variable Scope

```
x = 10
```

```
def square(x): return x * x
```

```
def double(x): return x + x
```

```
def addx(y): return y + x
```

```
square(20)
```

```
square(x)
```

```
addx(5)
```

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## Which x ?

# Variable Scope

formal parameter

```
def square(x):  
    return x * x
```

body

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A function definition binds its formal parameters.  
i.e. the formal parameters are visible only inside the definition (body), not outside.

# Variable Scope

formal parameter

```
def square(x):  
    return x * x
```

body

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- Formal parameters are <https://powcoder.com> bound variables.
- The region where a variable is visible is called the [scope](#) of the variable.
- Any variable that is not bound is [free](#).

# Variable Scope

`x = 10`

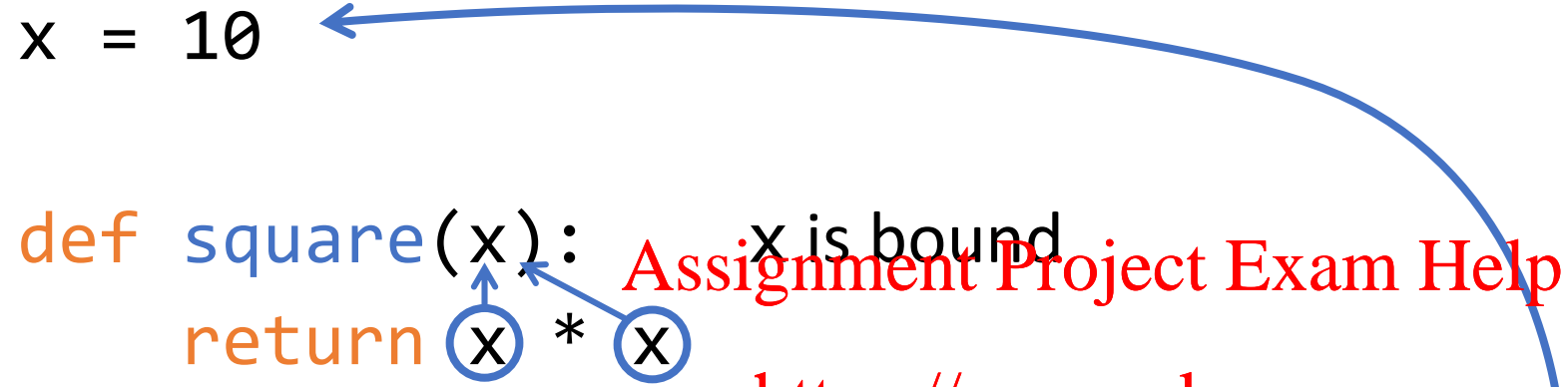
`def square(x):`  
 `return x * x`

`x` is bound

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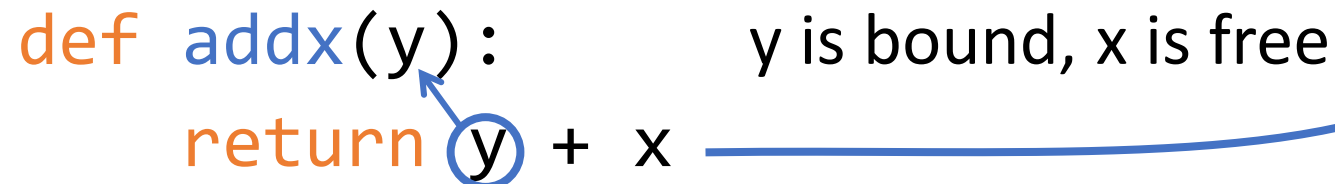


`def double(x):`  
 `return x + x`

`x` is bound

`def addx(y):`  
 `return y + x`

`y` is bound, `x` is free




# Example

```
pi = 3.14169
```

```
def circle_area_from_radius(r):  
    pi = 22/7 #local pi  
    return pi * square(r)
```

Which pi?



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# Block Structure

```
def hypotenuse(a, b):
```

```
    def sum_of_squares():  
        return square(a) + square(b)
```

```
    return math.sqrt(sum_of_squares())
```

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The variables `a` and `b` in `sum_of_squares` refer to the formal parameters of `hypotenuse`.

Hides irrelevant details (`sum_of_squares`) from the user of `hypotenuse`.



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Wishful Thinking

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# WHAT

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## Top-down design approach:

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Pretend you have whatever you  
need

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WHY

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Easier to think with in the goal  
in mind

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# Analogy

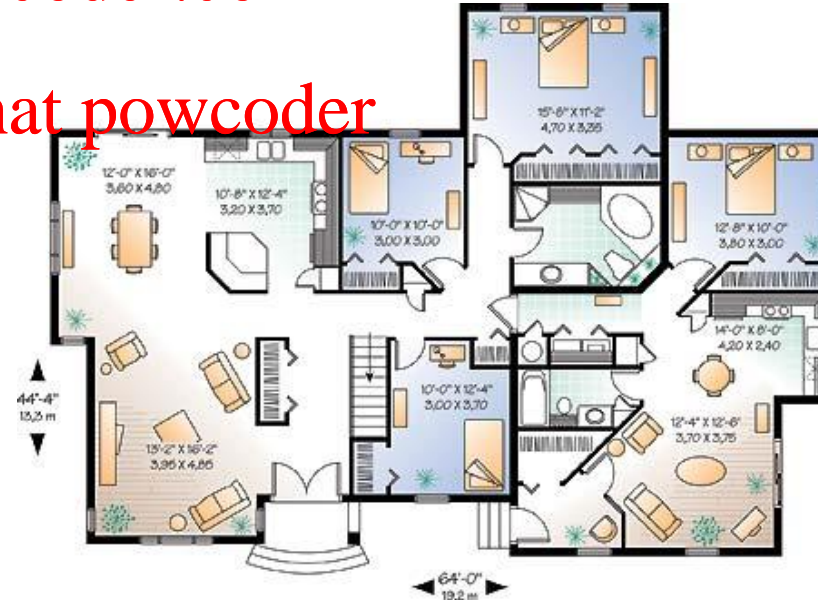
Suppose you are to build a house.

Where do you start?

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Individual Building plan  
bricks

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# Example

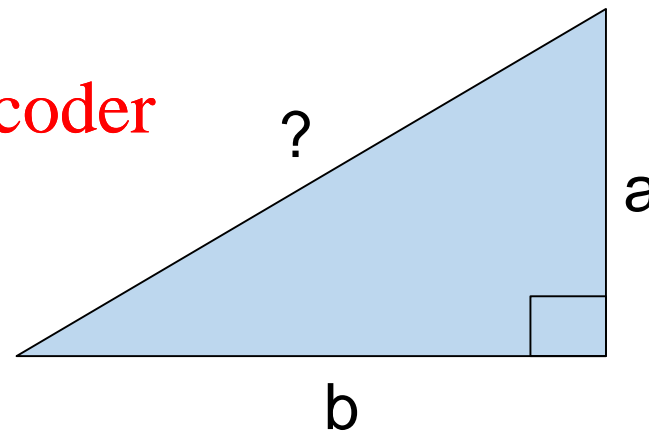
Suppose you want to compute hypotenuse

```
def hypotenuse(a, b):  
    return sqrt(sum_of_squares(a, b))
```

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```
def sum_of_squares(x, y):  
    return square(x) + square(y)
```

```
def square(x):  
    return x * x
```



# Another Example

Comfort Delgro, the largest taxi operator in Singapore, determines the taxi fare based on distance traveled as follows:

- For the first kilometre or less: \$2.40
- Every 200 metres thereafter or less up to 10 km: \$0.10
- Every 150 metres thereafter or less after 10 km: \$0.10

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# Problem:

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Write a Python function that  
computes the taxi fare from distance  
travelled.

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# How do we start?

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# Formulate the problem

Function

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Needs a name

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Pick an appropriate name  
(not foo)

# Formulate the problem



- What data do you need? (be thorough)
  - Where would you get it? (argument/computed?)
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- What other abstractions may be useful?
  - Ask the same questions for each abstraction.
- Results should be unambiguous

# How can the result be computed from data?

1. Try simple examples
2. Strategize step by step
3. Write it down and refine

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# Solution

- What to call the function? `taxi_fare`
- What data are required? `distance`
- Where to get the data? `function argument`
- What is the result? `fare`

# How can the result be computed from data?

- e.g. #1: distance = 800 m, fare = \$2.40

- e.g. #2: distance = 3,300 m

$$\text{fare} = \$2.40 + \lceil 2300/200 \rceil \times \$0.10$$
$$= \$3.60$$

- e.g. #3: distance = 14,500 m

$$\text{fare} = \$2.40 + \lceil 9000/200 \rceil \times \$0.10 + \lceil 4500/150 \rceil \times \$0.10 = \$9.90$$

# Pseudocode

Case 1: distance  $\leq$  1000

fare = \$2.40

Case 2: 1000 < distance  $\leq$  10,000

fare = \$2.40 + \$0.10 \*  $\lceil (\text{distance} - 1000) / 200 \rceil$

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What's this?

Case 3: distance > 10,000

fare = \$6.90 + \$0.10 \*  $\lceil (\text{distance} - 10,000) / 150 \rceil$

Note: the Python function `ceil` rounds up its argument. `math.ceil(1.5) = 2`

# Solution

```
def taxi_fare(distance): # distance in metres
    if distance <= 1000:
        return 2.4
    elif distance <= 10000:
        return 2.4 + (0.10 * ceil((distance - 1000) / 200))
    else:
        return 6.9 + (0.10 * ceil((distance - 10000) / 150))

# check: taxi_fare(3300) = 3.6
```

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Can we improve this solution?

# Coping with Change

What if...

1. the starting fare increases?
2. stage distance changes?
3. increment amount changes?

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# CAB CONFUSION

Singapore has many different types of taxis plying the roads, all with different flag-down rates. LIM YONG and BRYANDT LYN help sort through the choices available.

Flag-down rates for first kilometre or less. Figures in brackets denote subsequent fare rates for:

■ Every 400m thereafter or less up to 10km ■ Every 350m thereafter or less after 10km ■ Every 45 seconds of waiting or less

NOTE: Fare comparisons do not take into account surcharges, which vary by company, time and location. Fares correct as at Nov 20.

\$3		\$3.20		\$3.40		\$3.50	
<b>Comfort and CityCab</b> Toyota Crown (22¢) 		<b>Comfort and CityCab</b> Hyundai Sonata (22¢) 		<b>Prime</b> Toyota Axio (22¢) 		<b>Comfort and CityCab</b> Toyota Camry Hybrid (22¢) 	
<b>Trans-Cab</b> Toyota Crown (22¢) 		<b>Premier</b> Kia Magentis (22¢) 		<b>Honda Fit</b> (22¢) 		<b>Trans-Cab</b> Toyota Wish (22¢) 	
<b>SMRT</b> Toyota Crown (22¢) 		<b>Toyota Wish (CNG)</b> (22¢) 		<b>Honda Airwave</b> (22¢) 		<b>SMRT</b> Chevrolet Epica (22¢) 	
<b>Premier</b> Toyota Crown (22¢) 		<b>Nissan Cedric</b> (22¢) 		<b>Hyundai i30 Wagon</b> (22¢) 		<b>Hyundai Avante</b> (22¢) 	
				<b>Honda Partner</b> (22¢) 		<b>Skoda Superb</b> (22¢) 	
							
							
\$3.60		\$3.70		\$3.80		\$3.90	
<b>Trans-Cab</b> Chevrolet Epica II (22¢) 		<b>Comfort and CityCab</b> Hyundai i40 (22¢) 		<b>Premier</b> Kia Optima (22¢) 		<b>SMRT</b> Toyota Prius (22¢) 	
		<b>Prime</b> Toyota Camry/ Camry Hybrid (22¢) 		<b>Toyota Estima</b> (22¢) 		<b>Comfort and CityCab</b> Kia Carnival (30¢) 	
		<b>Honda Stepwagon</b> (22¢) 		<b>Hyundai Azera (CNG)</b> (22¢) 		<b>Premier</b> Kia Carnival (30¢) 	
		<b>Toyota Prius 1.8</b> (22¢) 		<b>SMRT</b> Mercedes-Benz (22¢) 		<b>Trans-Cab</b> Mercedes-Benz (30¢) 	
				<b>London cab</b> (22¢) 		<b>Renault Latitude</b> (22¢) 	
				<b>Ssangyong Space</b> (22¢) 		<b>Hyundai Starex</b> (22¢) 	
\$4.50		\$5		\$5			
<b>Prime</b> Toyota Vellfire (33¢) 		<b>Premier</b> Mercedes-Benz E-220 (30¢) 		<b>SMRT</b> Chrysler 300C (33¢) 			

Sources: SMF, COMFOR, TRANSPORTATION AND CITYCAB, PREMIER TAXI, PRIME CAR RENTAL, TAXI SERVICES, SMRT, TRANS-CAB SERVICE

PHOTOS: ST FILE, COMFOR, PREMIER TAXIS, PRIME TAXI, SMRT, TRANS-CAB TAXI

Sources: COMFORT TRANSPORTATION AND CITYCAB, PREMIER TAXIS, PRIME CAR RENTAL & TAXI SERVICES, SMRT, TRANS-CAB SERVICES

PHOTOS: ST FILE, COMFORT, PREMIER TAXIS, PRIME TAXI, SMRT, TRANS-CAB TAXI

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# Avoid Magic Numbers

It is a terrible idea to **hardcode** numbers (**magic numbers**):

- Hard to make changes in future

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Define abstractions to hide them!

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# Solution v2

```
def taxi_fare(distance): # distance in metres
    if distance <= stage1:
        return start_fare
    elif distance <= stage2:
        return start_fare + (increment * ceil((distance - stage1) / block1))
    else:
        return taxi_fare(stage2) + (increment * ceil((distance - stage2) / block2))

stage1 = 1000
stage2 = 10000
start_fare = 2.4
increment = 0.1
block1 = 200
block2 = 150
```

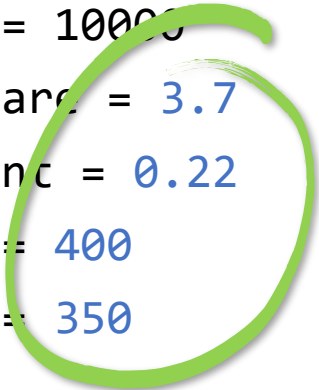
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recursive call

# in 2018

```
def taxi_fare(distance): # distance in metres
    if distance <= stage1:
        return start_fare
    elif distance <= stage2:
        return start_fare + (increment * ceil((distance - stage1) / block1))
    else:
        return taxi_fare(stage2) + (increment * ceil((distance - stage2) / block2))

stage1 = 1000
stage2 = 10000
start_fare = 3.7
increment = 0.22
block1 = 400
block2 = 350
```



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# Summary

- Functional Abstraction
- Good Abstractions
- Variable Scoping
- Wishful Thinking

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Recitation  
Thursday/Friday

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Feeling  
Overwhelmed?