Welcome to CS 100A!

CA: Andrea Collins

Quick icebreakers 🏂

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Introduce yourself!

- Name
- Pronouns, if comfortable
- Class year
- Where is do you call home?
- Rose, bud, thorn: something good that's happened recently, something bad that's happened recently, and something you're excited for

About me

- Bachelors in CS, currently doing a coterm masters degree in management science and engineering
- Home is Chicagoland area
- Took CS 106A my frosh fall and SLed CS 106A for three quarters
- I took ACE for CME 100 as a frosh and it saved my life

About this class 🤵

Our main goals

- Learn fundamental CS skills: debugging, coding, pseudocoding, decomposition
- Learn how to navigate and use CS department resources to succeed
- Form a community within CS 106A
- Have fun!

Course logistics

- Section: Thursdays 6:00-7:50 pm in McMurtry Art 360
 - Section attendance is required!
 - we'll end exactly at 7:50, if you have extra questions please come before not after class
- 1:1 office hours: Tuesdays 3-4pm, Wednesdays 4-5pm in Huang basement
 - Room will hopefully change next week
 - Sign up <u>here</u>
 - Conceptual questions only; I can't look at your homework code :(
- Group office hours: Tuesdays 4-5pm in Huang basement
 - o Conceptual questions only; I can't look at your homework code :(
- Midterm/final review parties: dates TBD, hopefully we'll have food!



- o email me if you didn't receive an invitation to join :)
- Course enrollment: codes sent out this week, enroll on Axess

Support systems for CS 106A

Where can I find support in CS 106A?

LalR

- homework, conceptual, and debugging questions
- o logistics: 3-4th floors of Durand, 7-11pm PST Sunday-Thursday, sign up online
- o more details on exactly how to get there <u>here</u>
- o you don't need a specific question to sign up for LaIR! Even if you're just stuck, the SLs would love to help you

Nick Parlante's office hours

- Nick is a pretty friendly guy! I challenge everyone to go to his OH once this quarter.
- CS career and academic advice, conceptual questions, questions from lecture

Elyse's office hours

o conceptual questions, homework questions, CS career and academic advice, questions from lecture

Andrea's office hours

o conceptual questions, CS career and academic advice, need help prepping to go to other OH, questions from ACE section

CS 106A Ed forum

o anonymous questions on homework, CS 106A section, lecture, course logistics

You don't need to have a specific question in mind to go to office hours!

Tips for success in CS 106A

- Seek help sooner rather than later
 - I went to LaIR for every single assignment in CS 106A. No shame.
 - If you don't know where to seek help, ask me!
- Start the assignments early
 - You will almost never write perfect code on the first try. Debugging takes time, so leave yourself lots of time to debug before the due date.
- Emergencies will come up, and that's okay
 - Let me and Elyse know how we can support you when unforeseen circumstances come up.
- Ask questions!
 - Especially here in ACE, we're all in this together.
 - Basically the whole goal of section is to get students to ask questions, so please help me out
 :)

Now, onto a conceptual review...

Turn to a partner.



What's a variable? Give an example.



What are some differences between for- and while- loops?



What's a function? How do you define a function in Python?

Variables

```
is_ACE_cool = True
  time = 6 + 1
```

my_name = 'Andrea'

time is now a variable that refers to the value 7.

All these are variables!

time = time + 1

Now time is a variable that refers to the value 8.

Which of these examples are **not** good variable names? Why?

```
x = 1
book_title = "Green Eggs and Ham"
number = 90
is_true = True
number_of_students = 24
```

Which of these examples are **not** good variable names? Why?

```
x = 1
book_title = "Green Eggs and Ham"
number = 90
is_true = True
number of students = 24
```

Variable names should be descriptive and not too long!

Loops

```
number = 0
while number < 7:
    number = number + 1</pre>
```

What will the variable number equal after the while loop is done running?

```
number = 0
while number < 7:
    number = number + 1</pre>
```

What will the variable number equal after the while loop is done running?

```
number = 0
while number < 7:
   number = number + 1</pre>
```

How many times will this loop run?
6 times

```
number = 0
while number < 7:
   number = number + 1</pre>
```

Loop runs 6 times -> loop runs for 6 iterations

```
number = 0
while(number < 7:)

number = number + 1</pre>
```

loop condition: any code inside the while loop will execute WHILE this statement is true.

```
number = 0
while number < 7:
    loop code: this code will execute every time the
    number = number + 1
    loop runs (once every iteration)</pre>
```

```
image = SimpleImage(filename)
image_width = image.width
for pixel in image:
   pixel.green = 0
   pixel.blue = 0
   pixel.red = 255
```

What will the image look like after the for loop is done running?

```
image = SimpleImage(filename)
image_width = image.width
for pixel in image:
    pixel.green = 0
    pixel.blue = 0
    pixel.red = 255
```

How many times will this loop run?

```
image = SimpleImage(filename)
image_width = image.width
for pixel in image:
    pixel.green = 0
    pixel.blue = 0
    pixel.red = 255
```

the variable: inside the collection, we want to iterate over each variable

the collection: contains the individual variables we want to iterate over

```
image = SimpleImage(filename)
image_width = image.width
for pixel in image:
    pixel.green = 0
    pixel.blue = 0
    pixel.red = 255
```

all the code inside the loop will execute once for each variable in the collection (for each iteration)

```
image = SimpleImage(filename)
image_width = image.width
for pixel in image:
    pixel.green = 0
    pixel.blue = 0
    pixel.red = 255
```

number of iterations of a for loop = number of variables in collection

Range-based for loops

- uses range () function to loop over a collection of numbers
- use range-based for loop when
 - you need to know what iteration number you're on
 - o example: you only want to iterate over a few variables in a collection
- use regular for loop when
 - you don't need to know what iteration number you're on
 - o example: you want to iterate over every single variable in a collection

Anatomy of a range-based for loop

```
image = SimpleImage(filename)
image_width = image.width
for i in range(image_width):
    print(i)
```

Anatomy of a range-based for loop

Anatomy of a range-based for loop

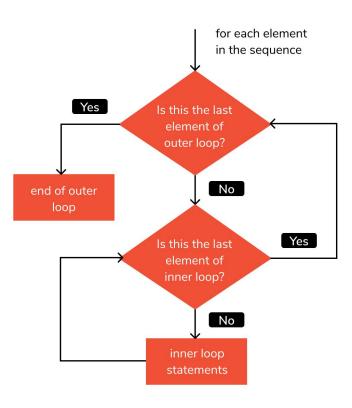
```
image = SimpleImage(filename)
image_width = image.width
for i in range(image_width):
    print(i)
```

How many iterations will this loop run for?

Nested for loops

- for loop within a for loop...inception!
- note: you can also nest while loops and for loops in a very similar manner, but the nested for loop structure is super common so we'll dive deeper into it today

How do I read nested for loops?



For how many iterations will this nested for loop run?

```
width = 3
length = 2
for i in range(width):
    for j in range(length):
        print(i, j)
```

For how many iterations will this nested for loop run?

```
width = 3
length = 2

length = 2

for i in range(width):
    for j in range(length):
        print(i, j)
width = 3
```

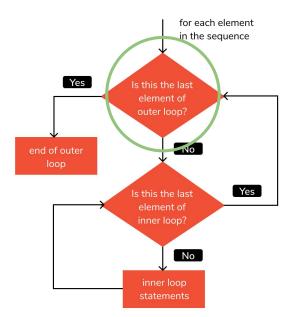
Kind of like the area of a box!

3 outer loop iterations x 2 inner loop iterations = 6 total iterations

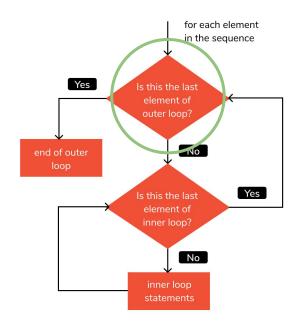
```
width = 3
length = 2
for i in range(width):
   for j in range(length):
     print(i, j)
```

Tip: computer science folks really like to use i and j as variable names for loop counters...I do not know why

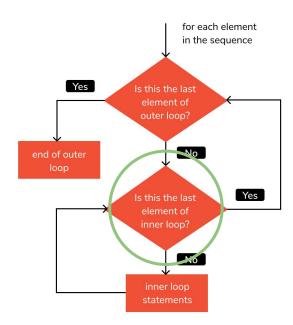
```
width = 3
length = 2
for i in range(width):
   for j in range(length):
     print(i, j, '|')
```



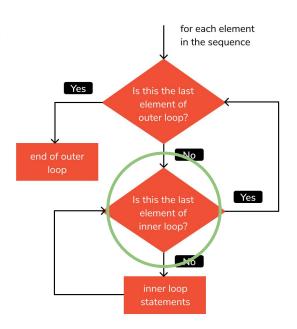
```
width = 3
                               i will range from 0 to 3,
                               exclusive
length = 2
for i in range(width):
    for j in range (length):
        print(i, j, '|')
We will print:
```



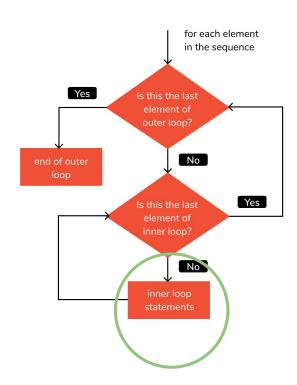
```
width = 3
length = 2
for i in range(width):
    for j in range(length):
        print(i, j, '|')
```



```
width = 3
                              j will range from 0 to 2,
                              exclusive
length = 2
for i in range (width):
    for j in range(length):
       print(i, j, '|')
```

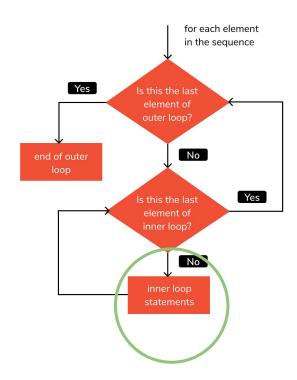


```
width = 3
length = 2
for i in range(width):
   for j in range(length):
     print(i, j, '|')
```



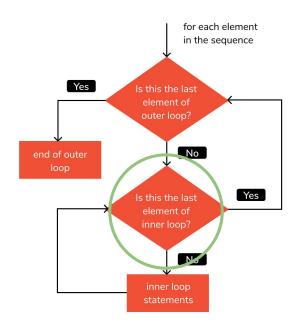
```
width = 3
length = 2
for i in range(width):
   for j in range(length):
     print(i, j, '|')
```

We will print: 0 0 |

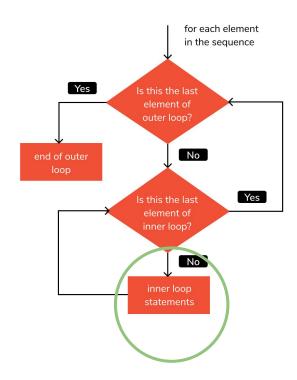


```
width = 3
length = 2
for i in range(width):
   for j in range(length):
     print(i, j, '|')
```

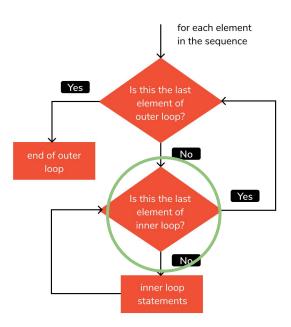
We will print: 0 0 |



```
width = 3
length = 2
for i in range(width):
   for j in range(length):
     print(i, j, '|')
```



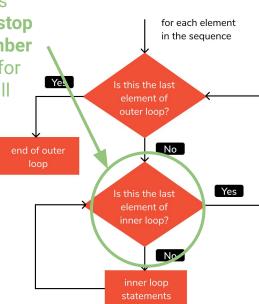
```
width = 3
length = 2
for i in range(width):
   for j in range(length):
     print(i, j, '|')
```



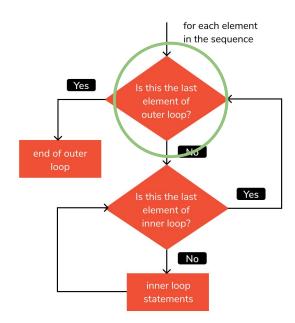
```
width = 3
length = 2
for i in range(width):
```

YES! The inner loop ranges from 0 to 2, exclusive. That means that 2 is the first number to stop at, meaning 1 is the last number that j is equal to in the inner for loop. So the inner for loop will evaluate exactly 2 times.

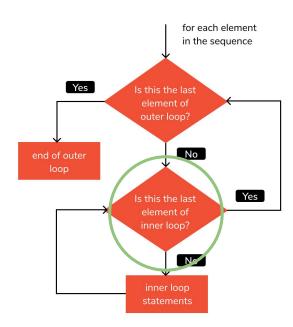
for j in range(length):
 print(i, j, '|')



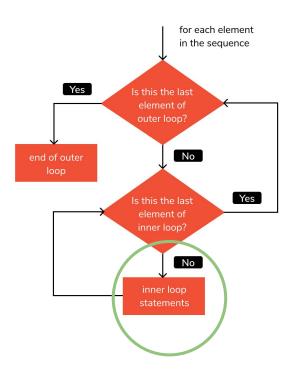
```
width = 3
length = 2
for i in range(width):
   for j in range(length):
      print(i, j, '|')
```



```
width = 3
length = 2
for i in range(width):
    for j in range(length):
        print(i, j, '|')
```

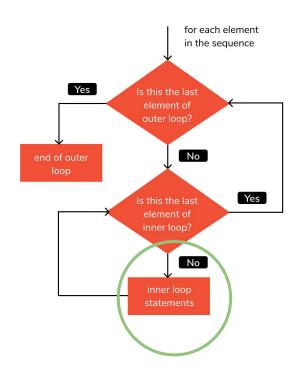


```
width = 3
length = 2
for i in range(width):
   for j in range(length):
     print(i, j, '|')
```



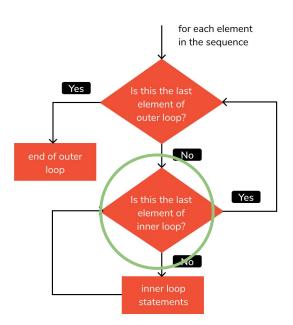
```
width = 3
length = 2
for i in range(width):
   for j in range(length):
     print(i, j, '|')
```

We will print: 0 0 | 0 1 | 1 0 |



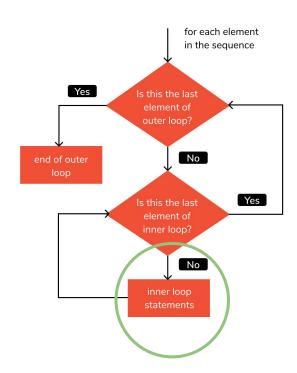
```
width = 3
length = 2
for i in range(width):
    for j in range(length):
        print(i, j, '|')
```

We will print: 0 0 | 0 1 | 1 0 |



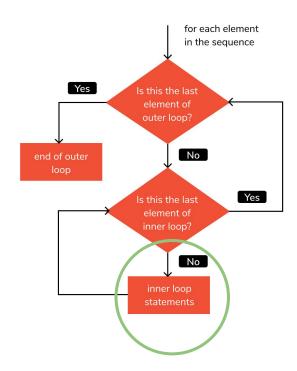
```
width = 3
length = 2
for i in range(width):
   for j in range(length):
     print(i, j, '|')
```

We will print: 0 0 | 0 1 | 1 0 |



```
width = 3
length = 2
for i in range(width):
   for j in range(length):
     print(i, j, '|')
```

We will print: 0 0 | 0 1 | 1 0 | 1 1 |



and so on and so forth...

```
width = 3
length = 2
for i in range(width):
   for j in range(length):
      print(i, j, '|')
```

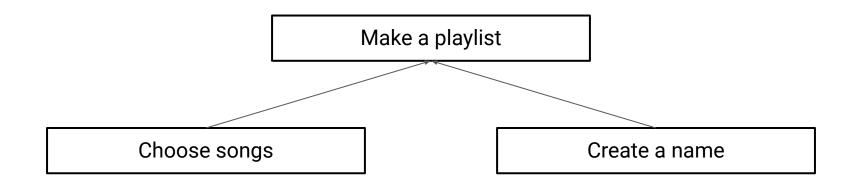
```
We will print: 0 0 | 0 1 | 1 0 | 1 1 | 2 0 | 2 1 |
```

Decomposition 🎶

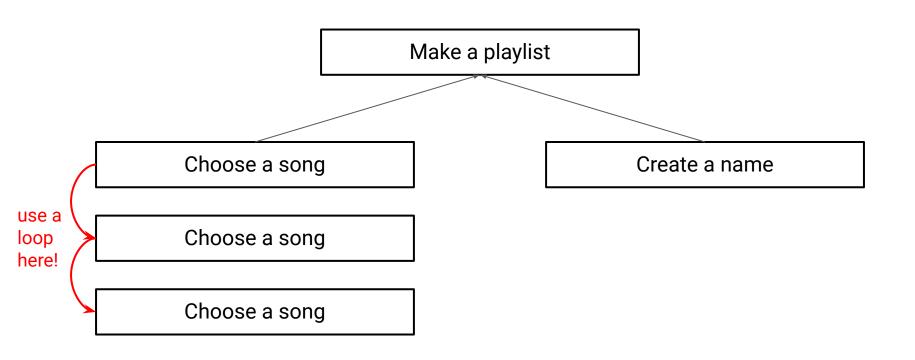
How can we break up a function into smaller parts?

Make a playlist

How can we break up a function into smaller parts?



How can we break up a function into smaller parts?



How can we decompose this function?

```
def makeImageRed(filename):
   image = SimpleImage(filename)
   image width = image.width
   for pixel in image:
       pixel.green = 0
       pixel.blue = 0
       pixel.red = 255
```

How can we decompose this function?

```
def makeImageRed(filename):
   image = SimpleImage(filename)
   image width = image.width
   for pixel in image:
        pixel.green =
                                               Hint: what exactly is this part of the
        pixel.blue = 0
                                               function doing?
       pixel.red = 255
```

How can we decompose this function?

```
def makeImageRed(filename):
    image = SimpleImage(filename)
    image_width = image.width
    for pixel in image:
        makePixelRed(pixel)
def makePixelRed(pixel):

pixel.green = 0

pixel.blue = 0

pixel.red = 255
```

Let's try some image problems! 🤳 🌃

1. You're implementing a cool new Instagram filter to turn half of an image "greyscale".





1. You're implementing a cool new Instagram filter to turn half of an image "greyscale".

"greyscale": all the colors are black/white/grey



1. You're implementing a cool new Instagram filter to turn half of an image "greyscale".

Turns out we can turn a single pixel greyscale by setting each RGB value to the average of all the RGB pixel values!

greyscale value = average(pixel red, pixel green, pixel blue)



Half greyscale solution

```
def greyscale half image(filename):
      image = SimpleImage(filename)
      for x in range(image.width):
            for y in range(image.height):
                  pixel = image.get pixel(x, y)
                  greyscale pixel(pixel)
def greyscale pixel(pixel):
      avg = (pixel.red + pixel.green + pixel.blue) / 3
      pixel.red = avg
      pixel.green = avg
      pixel.blue = avg
```

2. You want to reflect an image over its y-axis and make the reflection greyscale.





Form a group of 2-3 and discuss for 10 min!

Solution

```
def reflect_and_greyscale(filename):
                                                                                         def copy pixel (old pixel, new pixel):
       image = SimpleImage(filename)
                                                                                                new pixel.red = old pixel.red
       new image = SimpleImage.blank(image.width * 2, image.height)
                                                                                                new pixel.green = old pixel.green
       for x in range(image.width):
                                                                                                new pixel.blue = old pixel.blue
              for y in range(image.height):
                                                                                         def greyscale pixel(pixel):
                    pixel = image.get pixel(x, y)
                                                                                                avg = (pixel.red + pixel.green +
                                                                                                pixel.blue) / 3
                    pixel left regular = new image.get pixel(x, y)
                                                                                                pixel.red = avg
                    pixel right reflected = new image.get pixel(out.width - 1 - x, y)
                                                                                                pixel.green = avg
                     copy pixel (pixel, pixel left regular)
                                                                                                pixel.blue = avg
                     copy pixel (pixel, pixel right reflected)
```

greyscale pixel(pixel right reflected)

See you next week! 🥰