

ECOR 1041

Computation and Programming

Review: Representation of Numbers

Introduction to Python:

Variables, Visualizing Code Execution, Coding Conventions

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References

- *Practical Programming*, 3rd ed., Chapter 2, pp. 15 – 27
 - This is the last six sections of Chapter 2:
 - Variables and Computer Memory: Remembering Values
 - How Python Tells You Something Went Wrong
 - A Single Statement That Spans Multiple Lines
 - Describing Code
 - Making Code Readable
 - The Object of This Chapter

General Notes

- Textbook information is in the course outline (page 3)
 - The course outline is in General Course Information in Brightspace
- No, you do **not** need to memorize the conversion chart provided for Lab 1
- Calculators will **not** be permitted on the exams
 - This is a good thing! Calculations will be easier.

Modulus (remainder, %) again **** new**

- How to calculate % (in Python):
 1. By inspection (i.e. you just look at it and you know)
 2. Using a number line (as in lecture 2)
 3. If you find calculating // easier then from the formula:

$a = a // b * b + a \% b$, we get:

$$a \% b = a - a // b * b$$

e.g. Calculate: $7 \% -5$. $7 / -5$ is -1.4 , so $7 // -5$ is -2 (next smallest integer).

$$\text{Thus } 7 \% -5 = 7 - (-2 * -5) = 7 - 10 = -3$$

Lecture Objectives

- Review representing numbers and discuss fractions
- Use the Python shell to learn about computation with variables
- Start to develop a “mental model” of computation
 - Learn how to reason about and visualize the execution of Python code
- Understand why we have coding conventions and learn some of the basic coding conventions

Review Representing Numbers and Discuss How to Deal with Fractions

Learning Outcomes

- Practice binary addition
- Practice binary to decimal and decimal to binary conversion with integers
- Learn how to convert fractions

Number Conversion: Review

- Either way of converting decimal to binary is fine
 - You only need to know one way
- If you are undecided which you prefer, go with the division by 2 method
- What about fractions?
 - We will do an example
 - Instead of division by 2, we multiply by 2

Review: Binary Addition

- Counting in decimal: 0 1 2 3 4 5 6 7
- Counting in binary: 0 1 10 11 100 101 110 111
 - i.e. $2_{10} = 10_2$, $3_{10} = 11_2$, $4_{10} = 100_2$, etc.
- So, in binary: $1 + 1 = 10$, or 0, carry 1
 - And $1 + 1 + 1 = 11$, or 1, carry 1, etc.
- Let us add two binary numbers: $01010 + 11111$:

01010

11111

Review: Binary Addition

Step by step, from left to right (top line is the carries):

	1	11	111	111
01010	01010	01010	01010	01010
<u>11111</u>	<u>11111</u>	<u>11111</u>	<u>11111</u>	<u>11111</u>
1	01	001	1001	101001

Double check:

$$01010 = 8 + 2 = 10_{10}$$

$$11111 = 16 + 8 + 4 + 2 + 1 = 31_{10},$$

$$101001 = 32 + 8 + 1 = 41_{10}$$

Decimal to Binary Conversion Example

Convert 23_{10} to binary using division by 2, using // and %:

$23 / 2 = 11$ with a remainder of **1**, i.e.

$$23 = 11 * 2 + 1 = 23 // 2 * 2 + 23 \% 2$$

$11 / 2 = 5$ with a remainder of **1**, i.e.

$$11 = 5 * 2 + 1 = 11 // 2 * 2 + 11 \% 2$$

$5 / 2 = 2$ with a remainder of **1**, i.e.

$$5 = 2 * 2 + 1 = 5 // 2 * 2 + 5 \% 2$$

$2 / 2 = 1$ with a remainder of **0**, i.e.

$$2 = 1 * 2 + 0 = 2 // 2 * 2 + 2 \% 2$$

$1 / 2 = 0$ with a remainder of **1**, i.e.

$$1 = 0 * 2 + 1 = 1 // 2 * 2 + 1 \% 2$$

Thus 23 decimal is binary:
(write from bottom to top)

10111

Double check:

$$10111 = 16 + 4 + 2 + 1 = 23$$

Another Decimal to Binary Conversion Example ¹²

Convert 37_{10} to binary using division by 2:

$37 / 2 = 18$ with remainder 1

$18 / 2 = 9$ with remainder 0

$9 / 2 = 4$ with remainder 1

$4 / 2 = 2$ with remainder 0

$2 / 2 = 1$ with remainder 0

$1 / 2 = 0$ with remainder 1

Thus 37 decimal is binary:
(write from bottom to top)

100101

Double check:

$100101 = 32 + 4 + 1 = 37$

Decimal to Binary Conversion

Example for a Fraction

Convert 0.375_{10} to binary using **multiplication** by 2:

$0.375 * 2 = \underline{0}.75$: number before the “.” is the first binary digit, i.e. 0

$0.75 * 2 = \underline{1}.5$: so 1 is the next binary digit, and use 0.5 in next step

$0.5 * 2 = \underline{1}.0$: so 1 is the next binary digit, and we are done (as 0 is left)

Thus 0.375_{10} is 0.011_2 (write digits from top to bottom)

Double check:

$$0.011 = 0 \times 2^{-1} + 1 \times 2^{-2} + 1 \times 2^{-3} = 0.25 + 0.125 = 0.375_{10}$$

Decimal to Binary Conversion

Example for Number with Fraction

How would we convert 37.375_{10} to binary?

1. Convert 37_{10} to binary.
2. Convert 0.375_{10} to binary.
3. Add the two answers together (i.e. 100101.011).
4. Double check your answer (convert back to decimal).

Variables

Section Objective

- Use the Python shell to learn about computation with variables

Learning Outcomes (Vocabulary)

- Know the meaning of these words, in the context of computation
 - Variable
 - Assignment (binding)
 - Dynamic typing

Learning Outcomes

- Evaluate arithmetic expressions consisting of literal values, **variables**, and operators, using the same evaluation rules as Python; in other words, predict the values Python will calculate when it evaluates these expressions
 - You will be asked to do this on exams
- Use the Python interpreter to verify your predictions





What is a Variable (Mathematics)?

- In mathematics, a variable is a symbol that represents a mathematical object (e.g., a number, vector, matrix, etc.)
- Example: $y = f(x) = 3x^2 + 42$
 - Variable x is the *argument* of function f
 - Variable y is the *value* of function f

What is a Variable (Programming)?

- In a programming language, a variable is a storage location in a computer's memory that contains a value, and a symbolic name that is used to refer to the location
- We will now use the shell to help us learn about computation with variables in Python
 - An annotated transcript is posted on Brightspace

Variable Names: Syntax Rules

- Are made up of letters, numbers and underscores
- Must begin with a letter or an underscore
-  `x, colour, total_score, UPPER_LIMIT, __version__`
-  `67s` (begins with a number)
-  `cost$` (\$ is not a letter, number or underscore)
-  `total-score` (hyphen interpreted as “minus”)

Variable Names: Syntax Rules

- Case is important!
- `degrees_C`, `Degrees_C` and `DEGREES_C` are different names

Summary: Assignment Statements

- General form:
$$\textit{variable} = \textit{expression}$$
- *expression* is evaluated, then the resulting value is assigned (bound) to *variable*
 - *variable* is created if it does not exist
 - If *variable* exists, a new variable is not created

Summary: Assignment Statements

- When variables are used in an expression and the expression is evaluated, Python substitutes the values to which the variables are bound, then applies the operators

Summary: Dynamic Typing

- Python uses *dynamic typing*
 - a variable can refer to values of different types at different points in a program's execution

Visualizing Code Execution

Section Objectives

- Start to develop a “mental model” of computation
 - Learn how to reason about and visualize the execution of Python code

Learning Outcomes (Vocabulary)

- Know the meaning of these words, in the context of computation
 - Global frame
 - Program state

Learning Outcomes

- Know how to use a web-based tool that visualizes code execution
- Trace short Python programs “by hand” and:
 - explain what happens, step-by-step, as the computer executes each statement
 - draw diagrams that depict the variables in the program’s *global frame* and the objects that are bound to the variables

Python Tutor

- A visualization tool that depicts a Python program's *state* as its code is executed, step-by-step
- Python Tutor runs in a Web browser:
<http://pythontutor.com/visualize.html>
- We will now use Python Tutor to visualize the execution of code that uses variables
- Ensure that you select "render all objects on the heap (Python/Java)" in the middle drop-down menu

Summary: Python Tutor

- Variables are drawn in the *Global frame* in the Frames column as they are created
 - We will learn about *function activation frames* later...

Python 3.6
([known limitations](#))

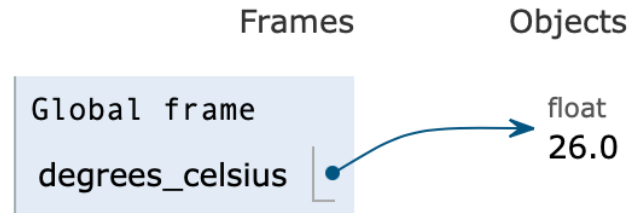
```
→ 1 degrees_celsius = 26.0
```

[Edit this code](#)

→ line that just executed
→ next line to execute

Progress bar: []

<< First < Prev Next > Last >>



Summary: Python Tutor

- In Python, every value is stored in an *object*
- Objects (type and value) are drawn in the Objects column

Python 3.6
([known limitations](#))

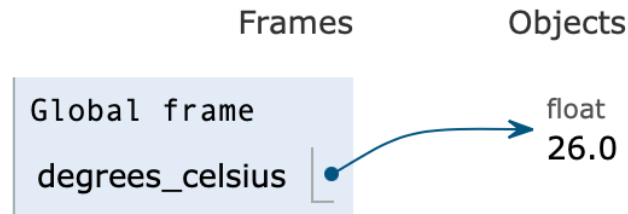
→ 1 degrees_celsius = 26.0

[Edit this code](#)

→ line that just executed
→ next line to execute

Progress bar: []

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Summary: Python Tutor

- When a value is assigned to a variable, the memory address of the object containing the value is stored in the variable
 - We say that the variable *refers* to the object or is *bound* to the object
- PyTutor provides different ways to display this information

Summary: Python Tutor

- In "draw pointers as arrows" configuration, the memory address of an object is depicted as an arrow pointing from the variable to the object

Python 3.6
([known limitations](#))

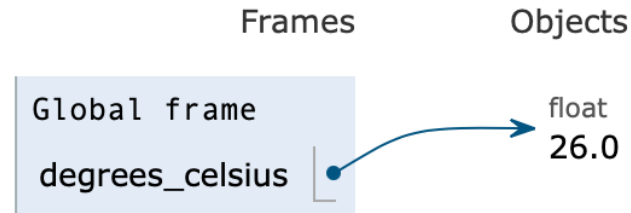
→ 1 degrees_celsius = 26.0

[Edit this code](#)

→ line that just executed
→ next line to execute

Progress bar

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Summary: Python Tutor

- In "use text labels for pointers" configuration, the memory address of an object is rendered as a symbol (e.g., `id1`) in the variable and the object

Python 3.6
([known limitations](#))

```
→ 1 degrees_celsius = 26.0
```

[Edit this code](#)

→ line that just executed
→ next line to execute

Frames

```
Global frame  
degrees_celsius | id1
```

Objects

```
id1:float  
26.0
```

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Coding Conventions

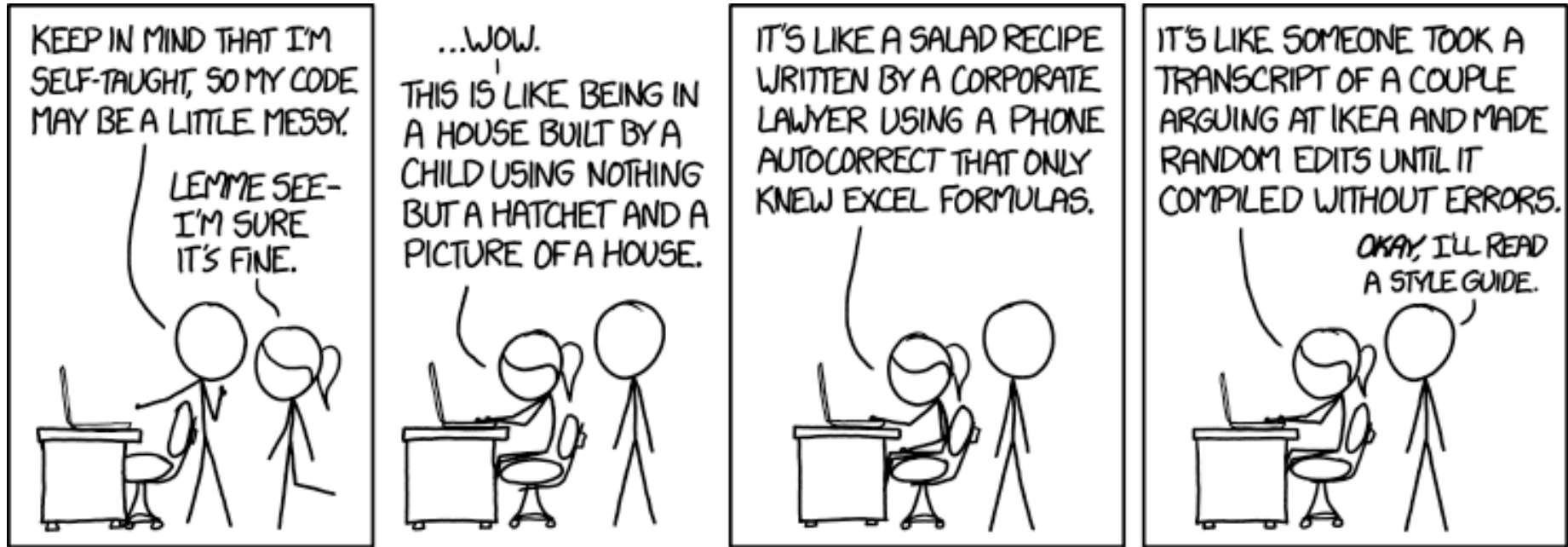
Section Objective

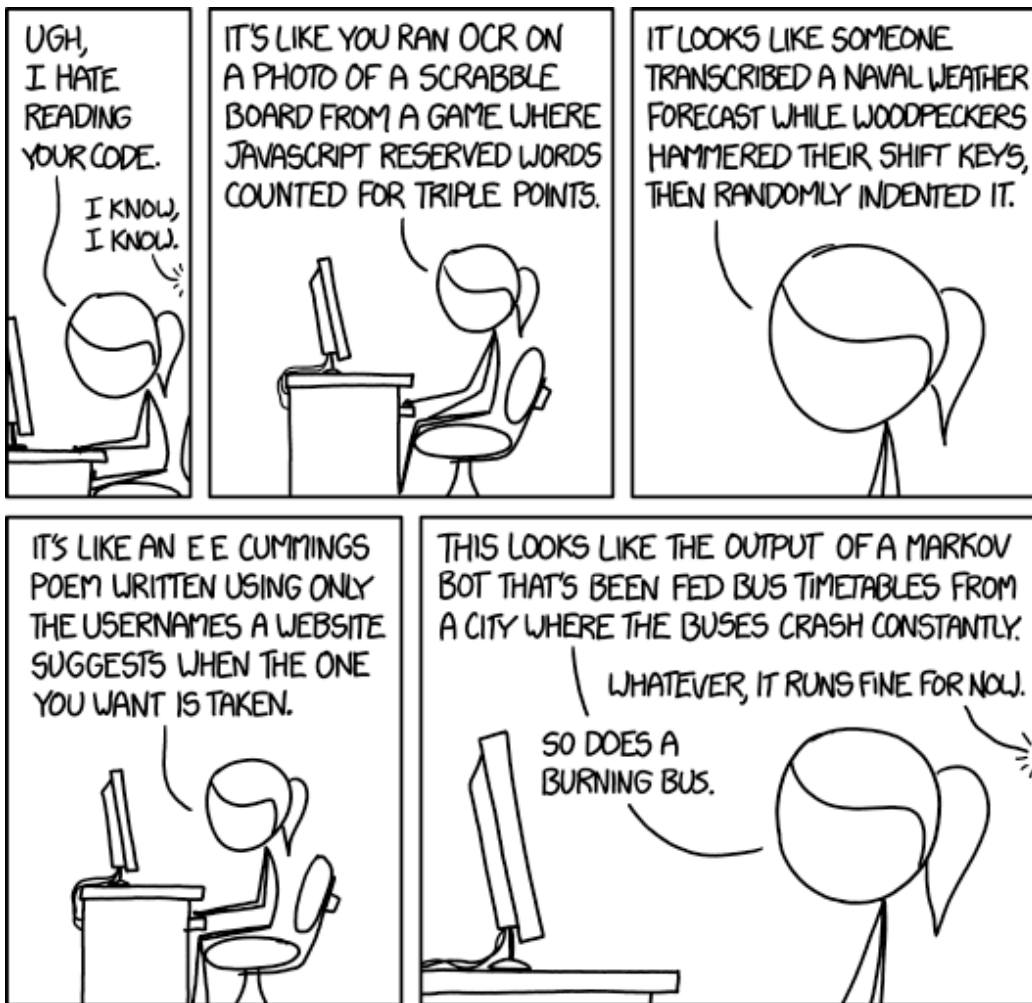
- Understand why we have coding conventions and learn some of the basic coding conventions

What are Coding Conventions?

- “Code is read much more than it is written” (PEP 8 - *Style Guide for Python Code*)
 - <https://peps.python.org/pep-0008>
- Coding conventions are guidelines/recommendations that help us write programs that are easier to read, understand and maintain

Code Quality @ xkcd.com






Conventions for Names

- thEre iS a GoOD rEasON wHy WorDs haVE A StaNDaRd caPITaLizAtIon sCHemE

Conventions: Variable Names

- Variable names are (usually) written in lowercase
- If a name consists of multiple words, the words are separated by single underscores
 - This style is often called `pothole_case` or `snake_case`

Conventions: Constants

- Variables whose values should not be changed are known as *constants*
- Names of constants are written in upper case (so that we can distinguish them from variables)
 - If the name has multiple words, the words are separated by underscores (often called SCREAMING_SNAKE_CASE)
-  `LBS_PER_KG = 2.20462`

Conventions: Use Descriptive Names

- Descriptive names help us understand the code

```
>>> degrees_F = 80
```

```
>>> degrees_C = 5 / 9 * (degrees_F - 32)
```

```
>>> fahrenheit = 80
```



```
>>> celsius = 5 / 9 * (fahrenheit - 32)
```

Conventions: Use Descriptive Names


- Descriptive names reduce the need to write comments that explain your code
- Do not do this:

```
# a is the temperature in degrees F  
# b is the temperature in degrees C  
>>> a = 80  
>>> b = 5 / 9 * (a - 32)
```



Conventions: Whitespace

- Put one space on either side of the binary operators (+, -, *, /, %, //, etc.) and =
-  `degrees_C=5/9*(degrees_F-32)`
-  `degrees_C = 5 / 9 * (degrees_F - 32)`



Conventions: Whitespace

- Do not put spaces immediately inside parentheses; that is, after " (" and before ") "
-  `degrees_C = 5 / 9 * (degrees_F - 32)`

Conventions: Whitespace

- Do not use unnecessary parentheses
-  `degrees_C = ((5 / 9) * (degrees_F - 32))`
- Learn the precedence of Python's operators
- The only parentheses that are required here are the ones enclosing the subtraction
-  `degrees_C = 5 / 9 * (degrees_F - 32)`

Conventions: Comments

- Assume the person reading your code knows Python
- Do not write comments that just restate what the code does in English
-  `x = x + 1 # Increment x`
-  `x = x + 1 # Compensate for border`

Recap of Learning Outcomes

Learning Outcomes

- Practice binary addition
- Practice binary to decimal and decimal to binary conversion with integers
- Learn how to convert fractions

Learning Outcomes (Vocabulary)

- Know the meaning of these words, in the context of computation
 - Variable
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 - Dynamic typing

Learning Outcomes

- Evaluate arithmetic expressions consisting of literal values, **variables**, and operators, using the same evaluation rules as Python; in other words, predict the values Python will calculate when it evaluates these expressions
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Learning Outcomes (Vocabulary)

- Know the meaning of these words, in the context of computation
 - Global frame
 - Rectangle labeled with “global frame” in the Frames column that contains the names of all the variables
 - Program state
 - Entire memory diagram: both the Frames and Objects columns

Learning Outcomes

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