# Week 4 – Lecture Notes

## Review

1. 有沒有想到可以用程式解決的問題? 寫pseudocode
   1. 小黑 - Renderman Texture Node Manager
2. 黑箱測試
3. Python 安裝執行?
4. 5-8課文提?

## 複習 – Lesson 5 – Conditionals and Control Flow

1. Comparators
2. Boolean Operators
3. If, Else and Elif

## 複習 – Lesson 7 – Functions

1. Function Syntax
   1. Call and Response
   2. Parameters and Arguments
      1. Best practice, use dictionary
   3. Functions Calling Functions
2. Importing Modules
   1. Generic Imports
   2. Function Imports
   3. Universal Imports
3. Built In Functions
   1. Max
   2. Min
   3. Abs
   4. Type

## Unicode

1. Unicode()
2. Unicode strings

## Floating Math

如果出現” 8e-07”這樣的，最簡單的方法就是用round()

Maya precision is 16bit float，float 顯示跟事實上會有差異，所以不用管太多。

可以用int就用int，要精準就用float

## 功課 1:

1. CodeAcademy 9 - 13
2. Python Lists and Dictionaries
3. Lists and Functions

## 功課2:

1. 字串 and function練習