This is CS50.

Lab 2

Hey hey!

Name: Zad

Class: 2024 (Junior) @ Adams

Concentration: CS + Math

Passionate about: Teaching &

Research & Startup!

Free time: Work on Startup, Watch

Documentary / Anime



Any questions for me?

Let me get to know you too

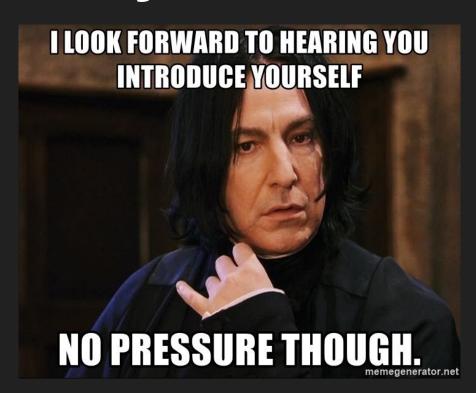


Name

Pronoun

Concentration

Toilet Roll time! :P



You need to know that:

IT IS **OKAY** to feel **INSECURE**.

IT IS **OKAY** to feel **INFERIOR**.

IT IS **OKAY** to feel **VULNERABLE**.

Reach out!



- Me @ +18579288166/ zadchin@college
- Heads of CS50 @ heads@cs50
- Ed, Office Hours, Tutorial
- Your friends and peers in this group and class

Customizing our lab:

- Review <u>confusing concepts</u>
- Review <u>previous related</u>
 <u>exam questions</u> to prepare
 you for the test
- Talk about <u>psets</u>, where we will walkthrough it together
- Laugh, talk, have fun together!
- ... and much more



I want to hear from you...



Any questions for me?

Pset 1 Quick Review

It is <u>okay</u> not to get 5/5 from design score! 4/5 is amazing!

Design thinking:

- Could you eliminate:
 - o Repetition?
 - o Loops?
 - Magic Numbers?
- Is the code consistent?
- Is the code organized logically and well-documented?
- Is there a shorter way to accomplish the same thing?
- Is there a more efficient way to accomplish the same thing?
- Should the code be in its own function?
- Are variables given descriptive names?

Example: Calculating Quarters (Cash)

```
int calculate quarters(int cents)
   int quarters = 0;
  while (cents \geq 25)
       cents = cents - 25;
       quarters++;
   return quarters;
```

```
int calculate_quarters(int cents)
{
   int quarters = cents / 25;
   return quarters;
}
```

Is there a one line solution?

Yes!

```
int calculate_quarters(int cents)
{
    return cents / 25;
}
```



Any questions for me?

Concept Deep Dive

Week 2 Concepts:

Array

String

Command-Line Argument

ARRAYS

What is an array?

A data type that allows us to store multiple values of the same type in memory

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A data type that allows us to store multiple values of the same type in memory

Why must arrays contain values of the same type?

C has only partitioned enough memory for that particular type and size of array!

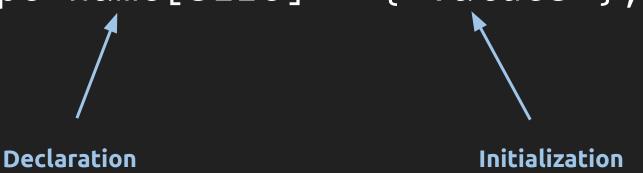
ARRAYS - HOW DO WE DECLARE THEM?

```
type name[size];
```

```
Ex: int nums [5];
```

ARRAYS - HOW DO WE INITIALIZE THEM?

• You can either initialize with declaration (instantiation):
type name[size] = {<values>};



Ex: int nums[3] = $\{50, 55, 120\}$

ARRAYS - HOW DO WE INITIALIZE THEM?

• Or you can initialize separately:

```
Ex: int nums[3];

nums[0] = 50;

nums[1] = 55;

nums[2] = 120;

Note that it starts with index 0! Arrays are always zero-indexed!
```

Any questions for me?

SO... WHAT IS A STRING?

Strings as we've dealt with so far were implemented by the CS50 library. But in reality, they are actually an array of characters.

н	е	ι	ι	o	\0
0	1	2	3	4	5

INDEXING INTO ARRAYS

н	e	ι	ι	O	\0
0	1	2	3	4	5

s[0]

Remember that arrays are indexed at 0!

COMBINING STRINGS AND ARRAYS!

Consider the following code:

```
string words[2];
words[0] = "HI!";
words[1] = "BYE!";
     What do I have if I print words [0] [0]? Or
                 words[1][4]?
```

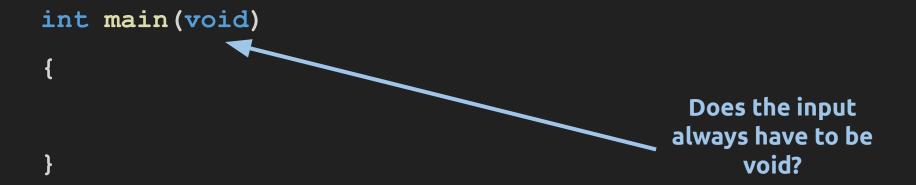
COMBINING STRINGS AND ARRAYS!

Representations:

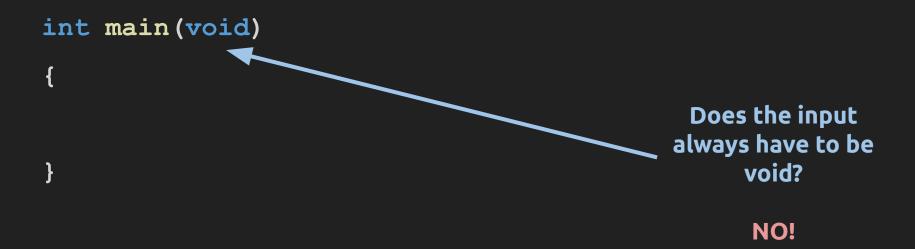
н	ı	!	\0	В	Y	E	!	/0
words[0][0]	words[0][1]	words[0][2]	words[0][3]	words[1][0]	words[1][1]	words[1][2]	words[1][3]	words[1][4]

Any questions for me?

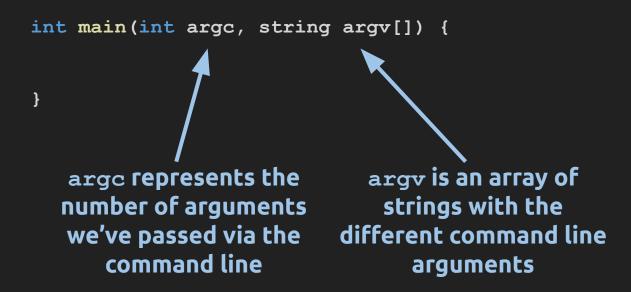
REVISITING THE MAIN FUNCTION



REVISITING THE MAIN FUNCTION



We can use command line arguments to pass arguments into our program:



```
$ ./main "x" "y" "z"
```

argc would be 4



argv[0]	argv[1]	argv[2]	argv[3]
"main" "x"		"y"	"z"

arge would be 4



argv[0] is always the name of the program

argv[0]	argv[1]	argv[2]	argv[3]
"main"	"x"	"y"	"z"

Any questions for me?

Lab Time!

Task:

- 1) Print winner based on score computed
- 2) Compute score based on the POINTS[] defined

2) Compute score based on the POINTS[] defined

Imagine you have the following word "Hello":

Н	e	ι	ι	o	/0
0	1	2	3	4	5

How would you count the score of this word?

2) Tips:

- Use for loop over length of the word
- Beware of uppercase and lowercase! Use isupper and islower to check!
- Try to explore how to get the index of an alphabet
 by + / from 'A' or 'a'!

Any questions for me?

Let's do lab!

Discussion (1): Print winner based on score computed

```
// Print the winner
if (score1 > score2)
     printf("Player 1 wins!\n");
else if (score1 < score2)</pre>
    printf("Player 2 wins!\n");
    printf("Tie!\n");
```

Discussion (2): Compute score based on the POINTS[] defined

```
int score = 0;
// Compute score for each character
for (int i = 0, len = strlen(word); i < len; i++)
        if (isupper(word[i]))
            score += POINTS[word[i] - 'A'];
        else if (islower(word[i]))
            score += POINTS[word[i] - 'a'];
```

return score;

Previous related Test Questions

https://tinyurl.com/CS50-Lab2-Q1

Let's consider an array "balanced" if the sum of the elements on the **left half of the array is equal to the sum of the elements on the right half of the array.** In an array with an odd number of elements, we ignore the element in the middle when making that determination.

Example: int $a[] = \{17, 40, 28, 29\};$

17 40 28 29

is **balanced**, because the sum of its left half is 17 + 40 = 57, just as the sum of its right half is 28 + 29 = 57.

Example: int $b[] = \{30, 22, 11, -14, 66\};$



is **balanced**, because the sum of its left half is 30 + 22 = 52, just as the sum of its right half is -14 + 66 = 52; we ignore its middle element (11) altogether.

Q1: Is the array below balanced?

|--|

Yes!

Q2: Is the array below balanced?

0 0 0 0

Yes!

Any questions for me?

Q3: Implement a <u>function</u> called balanced that accepts two parameters:

- an array of integers, array,
- an integer, n, that represents the length of array.

The function should return true if array is balanced and false otherwise. Assume that n is positive.

Starter code:

```
int main(void)
{
    int array[5] = {16, 26, 39, 3, 39};
    int n = 5;
    /* code goes here */
}
```

Answer:

<Refer Github!>

Any questions for me?

Problem Set Tips

Problem Set: Readability

Prompt walkthrough, watch Bryan's Video



Useful tips (1):

- In count_words, you need to need to check whether the words are "alphabets", ie, you don't want to count 3 or 4 as words.
- You can use ASCIII, but it will be chunky;
- Hence, consider using isalpha from CS50 manual;

How to use isalpha?

```
the library that contains
# include <ctype.h>
                                                       isalpha!
int main(void)
    char c = get char("Input: ");
                                                             Notice that isalpha
    if (isalpha(c))
                                                             takes in characters!
                                                             You will need to index
                                                             into the string!
         printf("Your input is alphabetical.\n");
    else
         printf("Your input is not alphabetical.\n");
```

Remember to include

More documentation at https://manual.cs50.io/3/isalpha

```
# include <ctype.h>
// count words
Float count_words(string words){
    // index into every character in words and count character if
isalpha return True
    for i=0; i <strlen(word); i++{
        If (isalpha(word[i]){
            count+=1</pre>
```

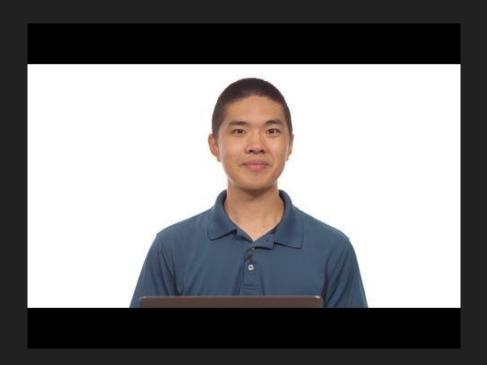
Useful tips (2 & 3):

- Please consider what are the ways to count words that does not assume one space per word and does not initialize counting at one!
- Break into lines for long code (calculating Coleman index)

```
int a = a + b + c + d / e + f... int a = a + b + c + d / e + f + g..
```

Problem Set: Caesar

Prompt walkthrough, watch Bryan's Video



Pseudocode

```
// initialize magic number ALPHABET SIZE = 26 (to be use later!)
// check if sufficient argument (argc = 2)
// check if every char in argv[1] is a digit
// change argv[1] from string to digit <atoi> (this is the key)
// check whether key is negative
// ask user for string with get string
// change each character in with magic formula that involve above
ALPHABET SIZE and ASCII value of 'A' and 'a'! Remember to check
it is uppercase or lowercase before that!
```

Useful tips (1):

- In validating keys, you need to check whether the argument is a digit
- You can use ASCII, but it is not that clean
- Hence, consider using isdigit from CS50 manual;

How to use isdigit?

```
the library that contains
# include <ctype.h>
                                                        isdigit!
int main(void)
    char c = get char("Input: ");
                                                              Notice that isalpha
    if (isdigit(c))
                                                              takes in characters!
                                                              You will need to index
                                                              into the strings!
         printf("Your input is a digit.\n");
    else
         printf("Your input is not a digit.\n");
```

Remember to include

More documentation at https://manual.cs50.io/3/isdigit

Useful tips (2 & 3):

- In checking whether a char is uppercase or lowercase, consider using isupper and islower from the library <ctype.h>
- Instead of comparing the character to ASCII number, you can directly compare it:

```
if c < 65:
    printf("Yayy")

ans = c - 65

if c < 'A':
    printf("Yayy")

ans = c - 'A'</pre>
```

Thank you!

Feedback form:



tinyurl.com/zad-feedback

See you next week!