

CS50 Section Notes

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Preface

CS50

This website contains section notes for COMPSCI 50, an Introduction to Computer Science course at Harvard University taught by Professor [David Malan](#). These notes are created by [Zad Chin](#).

Logistics

- [Course Website](#)
- Sections: 7:00 - 8:20 pm EDT on Fridays at [Zoom](#)
- Office Hours: 7:00 - 8:20 pm EDT on Fridays at [Zoom](#)
- Manual Pages : [website here](#)
- EdStem Discussion: [Ed link](#)

Notes

These section notes will be presented as an online book, and the source for this book at <https://zadchin.github.io/CS50Section/>. Any typos or errors can be reported at <https://github.com/zadchin/CS50Section/issues>. Thanks for reading.

This is a Quarto book. To learn more about Quarto books visit <https://quarto.org/docs/books>.

Section 1

Last Updated: 27 OCT 2023

Date: 27 Oct 2023

This Week

In this section, we will discuss:

- Variables
- Types
- Loops
- Conditions
- Functions

Slides

Slides deck are available here: [Slide Section 1](#)

Next Week

Next week, we will discuss:

- Array
- String
- Command Line Argument

Section 2

Last Updated: 10 Nov 2023

Date: 10 Nov 2023

This Week

In this section, we will discuss:

- Array
- String
- Command Line Argument

Slides

Slides deck are available here: [Slide Section 2](#)

Section Practice Problems

Section Problem 1

Background

In a classroom, a teacher keeps track of the attendance of students. Each student is assigned a seat number, and their attendance status is recorded as present (1) or absent (0) for a particular day.

Task

Write a program in C that allows the teacher to enter the attendance status for each student and then displays the total number of students present and absent on that day.

Demo

Demo in Section

i Starter Code

Copy and following the following code to a new C file in CS50 codespace to start coding!

```
#include <cs50.h>
#include <stdio.h>

#define CLASS_SIZE 5

int main(void) {
    int attendance[CLASS_SIZE];
    int present = 0;
    int absent = 0;

    // Ask the teacher to enter attendance
    printf("Enter the attendance for each student (1 for present, 0 for absent):\n");
    for (int i = 0; i < CLASS_SIZE; i++) {
        // Use get_int() to get input from user
        attendance[i] = get_int("Student %d: ", i + 1);

        // TODO: Add code to count presents and absents
    }

    // TODO: Add code to display the total presents and absents

    return 0;
}
```

Solution

```
#include <cs50.h>
#include <stdio.h>

#define CLASS_SIZE 10

int main(void) {
    int attendance[CLASS_SIZE];
    int present = 0;
    int absent = 0;

    printf("Enter the attendance for each student (1 for present, 0 for absent):\n");
    for (int i = 0; i < CLASS_SIZE; i++) {
        // Use get_int() to get input from user
        attendance[i] = get_int("Student %d: ", i + 1);

        // Tally presents and absents
        if (attendance[i] == 1) {
            present++;
        }
        else if (attendance[i] == 0) {
            absent++;
        }
        else {
            printf("Error: Attendance needs to be 0 or 1 \n");
            return 1;
        }
    }

    // Display the total presents and absents
    printf("Total present: %d\n", present);
    printf("Total absent: %d\n", absent);

    return 0;
}
```

Section Problem 2

Background

Gen Z often use acronyms to help remember lists or sequences, for example:

- YOLO- You only live once
- FOMO – Fear of missing out
- GOAT – Greatest of all time

Let's create a program that generates an acronym from a list of words.

Task

Write a program in C that:

Asks the user to input a certain number of words, stored in an array of strings. Generates an acronym by taking the first letter of each word and concatenating them. Converts the acronym to uppercase. Prints out the final acronym.

Demo

Demo in Section

i Starter Code

Copy and following the following code to a new C file in CS50 codespace to start coding!

```
#include <cs50.h>
#include <stdio.h>
#include <string.h>
#include <ctype.h>

#define WORD_COUNT 4 // Number of words in the acronym

int main(void) {
    string words[WORD_COUNT];

    //TODO: Initialize acronym

    // Prompt user for words
    for (int i = 0; i < WORD_COUNT; i++) {
        words[i] = get_string("Enter word %d: ", i + 1);
    }

    // TODO: Generate the acronym from the first letter of each word

    // TODO: Print the acronym

    return 0;
}
```

Solution

```
#include <cs50.h>
#include <stdio.h>
#include <string.h>
#include <ctype.h>

#define WORD_COUNT 4 // Number of words in the acronym

int main(void) {
    string words[WORD_COUNT];
    char acronym[WORD_COUNT + 1]; // +1 for the null terminator

    // Prompt user for words
    for (int i = 0; i < WORD_COUNT; i++) {
        words[i] = get_string("Enter word %d: ", i + 1);
    }

    // Generate the acronym from the first letter of each word
    for (int i = 0; i < WORD_COUNT; i++) {
        // Check if the first character is a letter
        if (isalpha(words[i][0])) {
            acronym[i] = toupper(words[i][0]);
        }
        else {
            // Handle the case where the first character is not a letter
            // Placeholder character or print error
            acronym[i] = 'X';
        }
    }

    // Null-terminate the acronym string
    acronym[WORD_COUNT] = '\0';

    // Print the final acronym
    printf("The acronym is: %s\n", acronym);

    return 0;
}
```

Section Problem 3

Background and Task

For the acronym generator, the words that form the acronym can be passed as command-line arguments. Recode the origin code files to take words from command-line arguments to create the acronym.

Demo

Demo in Section

i Starter Code

Copy and following the following code to a new C file in CS50 codespace to start coding!

```
#include <cs50.h>
#include <stdio.h>
#include <string.h>
#include <ctype.h>

int main(int argc, string argv[]) {
    // TODO: Fill up ... to make sure users give at least a certain argc
    if (...) {
        printf("Usage: ./acronym word1 word2 ... wordN\n");
        return 1;
    }

    // TODO: Generate and print the acronym from command-line arguments

    return 0;
}
```

Solution

```
#include <cs50.h>
#include <stdio.h>
#include <string.h>
#include <ctype.h>

int main(int argc, string argv[]) {
    if (argc < 2) {
        printf("Usage: ./acronym word1 word2 ... wordN\n");
        return 1;
    }

    for (int i = 1; i < argc; i++) {
        if (isalpha(argv[i][0])) {
            printf("%c", toupper(argv[i][0]));
        }
    }
    printf("\n");

    return 0;
}
```

Next Week

Next week, we will discuss:

- Structures in C
- Sorting
- Searching
- Recursion

Note: I am out for the next section. Margaret Tanzosh will replace me for the section. Refer her materials.

Section 4

Last Updated: 8 Dec 2023

Date: 8 Dec 2023

This Week

In this section, we will discuss:

- Pointers
- Memory Allocation (malloc)
- File I/O

Slides

Slides deck are available here: [Slide Section 4](#)

Section Practice Problems

Section Problem 1

Background

Write a function in C that swaps the values of two integers using pointers.

Task

- Understanding pointers is crucial in C programming as they allow for efficient manipulation of variables and memory.
- The swap function demonstrates a fundamental use of pointers to directly modify the values of variables at their memory addresses.
- Instead of swapping values using a third temporary variable, this function will directly exchange the values at the memory addresses pointed to by the pointers a and b.

Demo

Demo in Section

i Starter Code

Copy and following the following code to a new C file in CS50 codespace to start coding!

```
#include <stdio.h>

void swap(int* a, int* b) {
    // TODO: Implement the logic to swap the values of a and b
}

int main() {
    int x = 10;
    int y = 20;

    printf("Before swap: x = %d, y = %d\n", x, y);
    //TODO: call on the function swap for x and y: swap(...)

    printf("After swap: x = %d, y = %d\n", x, y);

    return 0;
}
```

Solution

```
#include <stdio.h>

void swap(int* a, int* b) {
    int temp = *a;
    *a = *b;
    *b = temp;
}

int main() {
    int x = 10;
    int y = 20;

    printf("Before swap: x = %d, y = %d\n", x, y);
    swap(&x, &y);
    printf("After swap: x = %d, y = %d\n", x, y);

    return 0;
}
```

Section Problem 2

Background

Implement a “Brightness Adjustment” filter that modifies the brightness of an image. This filter will either increase or decrease the brightness of every pixel in the image based on a given factor.

- Brightness is determined by the intensity of the RGB components of a pixel.
- Increasing brightness involves adding a constant value to each color component (Red, Green, Blue) of a pixel.
- Decreasing brightness involves subtracting a constant value from each color component.
- It’s crucial to ensure that the resulting color values are capped between 0 and 255.

Task

Implement a function `adjust_brightness` in `helpers.c` to increase or decrease the brightness of the image. The function should take an additional parameter, `brightness_factor`, to control the adjustment level.

Demo

Will be shown in section

To Test

1. Run `make filter`
2. Run this `filter-practice/ $./filter -g images/yard.bmp out.bmp` to see the original file in `out.bmp`
3. Run this `filter-practice/ $./filter -b images/yard.bmp out.bmp` to see the adjusted brightness photo in `out.bmp`

Starter Code

Download the starter code file [here](#)

Pseudocode

```
function adjust_brightness(height, width, image, brightness_factor)
  for each row in image
    for each pixel in row
      for each color component (red, green, blue) in pixel
        new color value = original color value + brightness_factor
        if new color value > 255
          new color value = 255
        if new color value < 0
          new color value = 0
        update pixel's color component with new color value
```

💡 Solution

Solution 1:

```
void adjust_brightness(int height, int width, RGBTRIPLE image[height][width], int brightness_factor)
{
    for (int i = 0; i < height; i++)
    {
        for (int j = 0; j < width; j++)
        {
            image[i][j].rgbtRed = fmin(fmax(image[i][j].rgbtRed + brightness_factor, 0), 255);
            image[i][j].rgbtGreen = fmin(fmax(image[i][j].rgbtGreen + brightness_factor, 0), 255);
            image[i][j].rgbtBlue = fmin(fmax(image[i][j].rgbtBlue + brightness_factor, 0), 255);
        }
    }
}
```

Solution 2

```
void adjust_brightness(int height, int width, RGBTRIPLE image[height][width], int brightness_factor)
{
    for (int i = 0; i < height; i++)
    {
        for (int j = 0; j < width; j++)
        {
            // Adjust Red, ensuring it remains within 0-255 range
            int newRed = image[i][j].rgbtRed + brightness_factor;
            image[i][j].rgbtRed = newRed > 255 ? 255 : (newRed < 0 ? 0 : newRed);

            // Adjust Green, ensuring it remains within 0-255 range
            int newGreen = image[i][j].rgbtGreen + brightness_factor;
            image[i][j].rgbtGreen = newGreen > 255 ? 255 : (newGreen < 0 ? 0 : newGreen);

            // Adjust Blue, ensuring it remains within 0-255 range
            int newBlue = image[i][j].rgbtBlue + brightness_factor;
            image[i][j].rgbtBlue = newBlue > 255 ? 255 : (newBlue < 0 ? 0 : newBlue);
        }
    }
}
```

Homework tips

Homework tips are available in the slide: [Slide Section 4](#)

Next Week

For the following section, we will discuss:

- Algorithms!

Section 5

Last Updated: 23 Dec 2023

Date: 23 Dec 2023

This Week

In this section, we will discuss:

- Linked List
- Hash Tables
- Queue, Stack

Slides

Slides deck are available here: [Slide Section 5](#)

Section Practice Problems

Section Problem 1

Background

Linked lists are a fundamental data structure in computer science, often used to store sequences of elements. They consist of nodes, where each node contains a piece of data and a pointer to the next node in the list. This structure allows for efficient insertion and deletion of elements. Understanding pointers is crucial for managing linked lists, as they are used to navigate and modify the list structure.

Task

Create a function that reverses a singly linked list. The list is represented by a **struct** named **node**, which contains an integer **number** and a pointer to the next node. Your task is to write a function `void reverse(node **head)` that takes a pointer to the head of the list and reverses

the order of the nodes. The challenge is to manipulate the pointers in each node to reverse the order without creating any new nodes or losing any existing ones.

Demo

Demo in Section

i Starter Code

Copy the code at [here](#)

💡 Tips & Pseudocode

Example in Words

Imagine a simple linked list: 1 -> 2 -> 3 -> null

1. Start: `prev = null`, `current = 1`, `next = null`
2. First Iteration:
 - `next` points to 2 (saving link to next node)
 - Reverse link: `1 <- current`, but `next (2) -> 3`
 - Move `prev` to 1, `current` to 2 (advance pointers)
 - Now: `null <- 1 <- current (2) -> 3`
3. Second Iteration:
 - `next` points to 3
 - Reverse link: `2 <- current`, but `next (3) -> null`
 - Move `prev` to 2, `current` to 3
 - Now: `null <- 1 <- 2 <- current (3)`
4. Final Iteration:
 - `next` is null (end of list)
 - Reverse link: `3 -> null`
 - `current` becomes null, loop ends
 - Final list: `null <- 1 <- 2 <- 3`

The head of the list now points to 3, achieving the reversed list: 3 -> 2 -> 1 -> null

Pseudocode

1. Initialize three pointers: `prev (null)`, `current (head of the list)`, and `next (null)`.
2. Loop while `current` is not null:
 - Set `next` to `current->next` (save the next node).
 - Redirect `current->next` to `prev` (reverse the link).
 - Move `prev` to `current` (advance `prev` up the list).
 - Move `current` to `next` (advance `current` up the list).
3. After the loop, set the head of the list to `prev`.

Solution

```
void reverse(node **head) {
    node *prev = NULL;
    node *current = *head;
    node *next = NULL;

    while (current != NULL) {
        next = current->next;
        current->next = prev;
        prev = current;
        current = next;
    }
    *head = prev;
}
```

Section Problem 2

Background

Hash tables are powerful data structures that allow for efficient data retrieval. They map keys to values, using a hash function to compute an index into an array of buckets or slots, from which the desired value can be found. This exercise focuses on understanding how to search for items in a hash table, an essential operation known as a lookup.

Task

Write a function, `bool lookup(char* word, node* hashtable[], int size)`, that searches for a given word in a hash table. The hash table is represented as an array of linked lists (`node* hashtable[]`), and `size` is the number of buckets in the table. The function should return `true` if the word is found and `false` otherwise.

Demo

Will be shown in section

Starter Code

Copy the code at [here](#)

💡 Pseudocode

1. Hash the Word using the provided hash function: Use the hash function on the input word.
2. Traverse the Linked List: At the calculated index, traverse the linked list attached to the index.
 - If the current node's word matches the input word, return True.
 - If not, move to the next node in the list.
3. Word Not Found: If the end of the list is reached without finding the word, return False.

💡 Solution

Solution 1:

```
bool lookup(const char* word, node* hashtable[]) {
    unsigned int index = hash(word);
    node *cursor = hashtable[index];
    while (cursor != NULL) {
        if (strcmp(cursor->word, word) == 0) {
            return true;
        }
        cursor = cursor->next;
    }
    return false;
}
```

Solution 2

```
bool lookup(const char* word, node* hashtable[]) {
    unsigned int index = hash(word);

    // Use a for loop to traverse the linked list
    for (node *cursor = hashtable[index]; cursor != NULL; cursor = cursor->next) {
        if (strcmp(cursor->word, word) == 0) {
            return true; // Word found
        }
    }
    return false; // Word not found
}
```


Homework tips

Homework tips are available in the slide: [Slide Section 5](#)

Next Week

For the following section, we will discuss:

- Python!

Section 6

Last Updated: 5 Jan 2024

Date: 5 Jan 2024

This Week

Happy New Year! In this section, we will discuss:

- Python

Slides

Slides deck are available here: [Slide Section 6](#)

Walkthrough code is available at [Code walkthrough](#)

Section Practice Problems

Section Problem 1

Task

Write a Python function that takes a string as input and returns the reversed string. This problem will help students get accustomed to string manipulation in Python, which is significantly different from C due to Python's high-level string handling capabilities.

- Define a function `reverse_string` which takes a single parameter, a string.
- The function should return a new string which is the reverse of the input string.
- Do not use any built-in Python functions or slicing for reversing the string. Implement it using a loop to mimic the manual string manipulation they might be used to in C.

Sample Input and Output:

Input: "hello"

Output: "olleh"

Input: "Python"

Output: "nohtyP"

Demo

Demo in Section

**Starter Code**

Copy the code at [here](#)

**Tips**

1. You might start by initializing an empty string that will store the reversed string.
2. Iterate over the input string in reverse order (you can use a loop for this) and concatenate each character to the empty string.



Solution

Solution 1

```
def reverse_string(input_string):
    # Initialize an empty string to store the reversed string
    reversed_string = ""

    # Iterate over the input_string in reverse order
    for char in input_string[::-1]:
        # Concatenate each character to reversed_string
        reversed_string += char

    # Return the reversed string
    return reversed_string
```

Solution 2

```
def reverse_string(input_string):
    # Initialize an empty string to store the reversed string
    reversed_string = ""

    # Iterate over the input_string in reverse order
    for i in range(len(input_string) - 1, -1, -1):
        # Concatenate each character to reversed_string
        reversed_string += input_string[i]

    # Return the reversed string
    return reversed_string
```

Section Problem 2

Task

Write a Python program that can implement two functions: `match_dna` and `contains_strand`.

1. `match_dna` should take a dictionary of people with their DNA sequences and a DNA sequence to be matched. It returns the person's name if a match is found or "No match found" otherwise.
2. `contains_strand` should take an individual's DNA sequence and a DNA strand to search for. It returns True if the strand is found within the sequence and False otherwise.

Sample Input and Output:

DNA Sequence: "CTGACTGAACTGACCTGA", Strand: "ACTGA"

Output: True

DNA Sequence: "TCCAGTCCAGTCCAG", Strand: "ACGT"

Output: False

Demo

Will be shown in section



Starter Code

Copy the code at [here](#)



Solution

Solution 1:

```
def match_dna(people_dna, sample_dna):
    for name, dna_sequence in people_dna.items():
        if dna_sequence == sample_dna:
            return name
    return "No match found"
```

```
def contains_strand(dna_sequence, strand):
    return strand in dna_sequence
```

Solution 2

```
def match_dna(people_dna, sample_dna):
    matches = [name for name, dna in people_dna.items() if dna == sample_dna]
    return matches[0] if matches else "No match found"
```

```
def contains_strand(dna_sequence, strand):
    for i in range(len(dna_sequence) - len(strand) + 1):
        if dna_sequence[i:i+len(strand)] == strand:
            return True
    return False
```

Homework tips

Homework tips are available in the slide: [Slide Section 6](#)

Next Week

For the following section, we will discuss:

- SQL!

Section 8

Last Updated: 2 Feb 2024

Date: 2 Feb 2024

This Week

In this section, we will discuss:

- HTML
- CSS
- Javascript

Slides

Slides deck are available here: [Slide Section 8](#)

Section Practice Problems

Section Problem 1

Background

You are tasked with creating a web page for an upcoming educational conference. The page should allow attendees to register for the event by providing their name, email, and selecting the sessions they wish to attend. This exercise will help you practice structuring web pages with HTML, styling them with Bootstrap, and making them responsive.

Task

1. Within the `<body>` of your HTML, construct a form that includes:
 - A heading that says “Event Registration”.
 - Input fields for the attendee’s name and email.

- Checkboxes for session selection (e.g., “Session 1: Introduction to HTML”, “Session 2: Advanced CSS”, “Session 3: Javascript Fundamentals”).
 - A ‘Register’ button to submit the form.
2. Use Bootstrap to style your form, margins and make sure it is responsive to laptop and phone view!
 3. (Optional) Try to add a style (a color or a color box) to your Event Registration heading!

Demo

Demo in Section



Starter Code

Copy the following to a new html file:

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Event Registration</title>
  <link rel="stylesheet" href="https://stackpath.bootstrapcdn.com/bootstrap/4.5.2/css/
</head>
<body>
  <!-- TODO: Your code here-->

</body>

</html>
```



Hints

On styling with bootstrap, using [container](#) and [form group](#) is very helpful! Read the documentation on the link!

💡 Solution

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Event Registration</title>
  <link rel="stylesheet" href="https://stackpath.bootstrapcdn.com/bootstrap/4.5.2/css/
</head>
<body>
  <div class="container mt-5">
    <h2><span style="background: linear-gradient(to right, rgb(7, 121, 222) 0%, rgb(
    <form>
      <div class="form-group">
        <label for="name">Name</label>
        <input type="text" class="form-control" id="name" placeholder="Enter you
      </div>
      <div class="form-group">
        <label for="email">Email</label>
        <input type="email" class="form-control" id="email" placeholder="Enter y
      </div>
      <div class="form-group">
        <label>Session Selection:</label>
        <div class="form-check">
          <input class="form-check-input" type="checkbox" value="" id="session
          <label class="form-check-label" for="session1">
            Session 1: Introduction to HTML
          </label>
        </div>
        <div class="form-check">
          <input class="form-check-input" type="checkbox" value="" id="session
          <label class="form-check-label" for="session2">
            Session 2: Advanced CSS
          </label>
        </div>
        <div class="form-check">
          <input class="form-check-input" type="checkbox" value="" id="session
          <label class="form-check-label" for="session2">
            Session32.33Javascript Fundamentals
          </label>
        </div>
      </div>
      <button type="submit" class="btn btn-primary">Register</button>
    </form>
  </div>
```

Section Problem 2

Background

Having created an Event Registration Page, the next step is to add interactive features to improve user experience. Specifically, you will provide immediate feedback on the form by displaying a message when the registration form is submitted. This exercise will introduce you to querying HTML elements and responding to events with JavaScript.

Task

1. Query HTML Elements:
 - Use `document.querySelector` to query the submit button.
 - Use `document.querySelectorAll` to query all input fields.
2. Add an event listener to the form's submit button that displays a simple message like "Thank you for registering!" This could be displayed in an alert or as a text element on the page.
3. (Optional) As an extension, provide simple validation feedback. For example, check if the name and email fields are not empty before allowing the form to "submit". Display a message if the validation fails.

Demo

Will be shown in section

Starter Code

Your original code or Copy the code at link will be sent in the groupchat link in section! :)

Solution

Without Optional include

```
<script>
  document.addEventListener('DOMContentLoaded', function () {
    const submitButton = document.querySelector('button[type="submit"]');
    const inputs = document.querySelectorAll('input[type="text"], input[type="email"]');

    submitButton.addEventListener('click', function (event) {
      alert("Thank you for registering!");
    });
  });
</script>
```

Include Optional

```
<script>
  document.addEventListener('DOMContentLoaded', function () {
    const submitButton = document.querySelector('button[type="submit"]');
    const inputs = document.querySelectorAll('input[type="text"], input[type="email"]');

    submitButton.addEventListener('click', function (event) {
      let isEmptyField = Array.from(inputs).some(input => input.type !== "checkbox");

      if (isEmptyField) {
        alert("Please fill in all fields.");
      } else {
        alert("Thank you for registering!");
      }
    });
  });
</script>
```

Publishing your website

You can always publish your website ****for free*** with Github - particularly [Github Pages](#).

The steps are generally:

1. Sign up / Login your Github account

2. Create a new repository
3. Upload your files (html, css and javascript)
4. Go to Settings (top bar), under Pages (left hand bar), under Build & Deployment, under branch, choose master/(root)
5. Wait for 5-10 minutes, you can see your website publishing journey under the Action (on the top bar).

Some tutorial that might be helpful:

- [Khan Academy Tutorial](#)
- [You Tube Tutorial](#)

Some Notes

1. You can add your custom domain name. Let's say you bought a domain call "zadchin.com" and you want your website to be here instead of "zadchin.github.io/blahblah". you can read the documentation [here](#) to see how to do that.
2. The website you publsih is technically public. Anyone in this world, with the link, can access the website.
3. You cannot publish a dynamic website (ie: website with database or using Python Flask) with Github Pages. For that, you will need paid services like AWS or Heroku. Heroku does let you publish Python Flask website with Github repositories, but they charge per visit/per utilities basis.

Homework tips

Homework tips are available in the slide: [Slide Section 8](#)

Next Week

For the following section, we will discuss:

- Python Flask!