

CS 1110 Fall 2017

Reading for today and next week: Ch. 1-2

- **Outcomes:**
 - **Fluency** in (Python) procedural programming
 - Usage of assignments, conditionals, and loops
 - Ability to design Python modules and programs
 - **Competency** in object-oriented programming
 - Ability to write programs using objects and classes.
 - **Knowledge** of searching and sorting algorithms
 - Knowledge of basics of vector computation
- **Website:** www.cs.cornell.edu/courses/cs1110/2017sp/

Communication

- cs-1110profs-L@cornell.edu
 - Includes: two profs, admin assistant
 - **Main correspondence.** Don't email only one prof, or both separately
- cs-1110mgmt-L@cornell.edu
 - Includes: both profs, admin assistant, graduate TAs, head consultants
 - **"Emergency contact number."** nobody at office hours; lab has no printouts
- Email from us: please check your spam filters for mail from ELA63@cornell.edu, L.JL2@cornell.edu, or with [CS1110] in the subject line.

Class Structure

- **Lectures.** Every Tuesday/Thursday
 - Not just slides; interactive demos almost every lecture
- **Discussion Sections = "Labs".**
 - Guided exercises with TAs and consultants helping out
 - Handouts posted to the website the Monday before
 - **Don't panic if you are not registered yet.**
 - **Go to the lab section you are registered for.**
 - **If not enrolled in a lab section: do the lab on your own. If a lab section opens up, check it in then.**
 - **Mandatory.** Missing more than 2 can lower your final grade.

Class Materials

- **Textbook.** *Think Python* by Allen Downey
 - *Supplemental* text; does not replace lecture
 - Book available for free as PDF or eBook
 - (no hard copy anymore; out of print)
- **iClicker.** Optional but useful.
 - Will periodically ask questions during lecture
 - Not part of the grade at all
- **Python.** Necessary if you want to use own computer
 - See course website for how to install the software



Things to Do Before Next Class

1. Read the textbook
 - Chapter 1 (browse)
 - Chapter 2 (in detail)
 2. Install Python **following our instructions:**
<http://www.cs.cornell.edu/courses/cs1110/2017sp/materials/python.php>
 3. Look at first lab handout
 4. (optional) Piazza: a question-answering forum
- Everything is on website!
 - Piazza instructions
 - Class announcements
 - Consultant calendar
 - Reading schedule
 - Lecture slides
 - Exam dates
 - Check it regularly:
 - www.cs.cornell.edu/courses/cs1110/2017sp/

Getting Started with Python

- Designed to be used from the "command line"
 - OS X/Linux: **Terminal**
 - Windows: **Command Prompt**
 - Purpose of the first lab
- Once installed type "python"
 - Starts an *interactive shell*
 - Type commands at >>>
 - Shell responds to commands
- Can use it like a calculator
 - Use to evaluate *expressions*

```
08 03 13 10:36 AM 10.0.2.15
Last login: Tue Aug 19 14:36:29 on ttys001
[wmwhite@Ryleh]~$ python
Python 2.7.5 (default, Mar 9 2014,
[GCC 4.2.1 Compatible Apple LLVM 5.0
Type "help", "copyright", "credits"
>>> 1+2
3
>>> 'Hello'+'World'
'HelloWorld'
>>>
```

This class uses Python 2.7.x

Python and Expressions

- An **expression represents** something
 - Python *evaluates it* (turns it into a value)
 - Similar to what a calculator does
- Examples:
 - 2.3 Literal
(evaluates to self)
 - $(3 * 7 + 2) * 0.1$ An expression with four
literals and some operators

Type: Set of values and the operations on them

- Type **int** represents **integers**
 - **values:** ..., -3, -2, -1, 0, 1, 2, 3, 4, 5, ...
 - Integer literals look like this: 1, 45, 43028030 (no commas or periods)
 - **operations:** +, -, *, /, **, unary -
multiply to power of
- **Principle:** operations on **int** values must yield an **int**
 - **Example:** 1 / 2 rounds result down to 0
 - **Companion operation:** % (remainder)
 - 7 % 3 evaluates to 1, remainder when dividing 7 by 3
 - Operator / is not an **int** operation in Python 3 (use // instead)

Type: Set of values and the operations on them

- Type **float** (floating point) represents **real numbers**
 - **values:** distinguished from integers by decimal points
 - In Python a number with a "." is a **float literal** (e.g. 2.0)
 - Without a decimal a number is an **int literal** (e.g. 2)
 - **operations:** +, -, *, /, **, unary -
 - The meaning for floats differs from that for ints
 - **Example:** 1.0/2.0 evaluates to 0.5
- **Exponent notation** is useful for large (or small) values
 - -22.51e6 is $-22.51 * 10^6$ or -22510000
 - 22.51e-6 is $22.51 * 10^{-6}$ or 0.00002251

A second kind
of float literal

Type: Set of values and the operations on them

- Type **boolean** or **bool** represents **logical statements**
 - **values:** **True, False**
 - Boolean literals are just True and False (have to be capitalized)
 - **operations:** not, and, or
 - not b: **True** if b is false and **False** if b is true
 - b and c: **True** if both b and c are true; **False** otherwise
 - b or c: **True** if b is true or c is true; **False** otherwise
- Often come from comparing **int** or **float** values
 - Order comparison: $i < j$ $i <= j$ $i >= j$ $i > j$
 - Equality, inequality: $i == j$ $i != j$
"=" means something else!

Type: Set of values and the operations on them

- Type **String** or **str** represents **text**
 - **values:** any sequence of characters
 - **operation(s):** + (catenation, or concatenation)
- **String literal:** sequence of characters in quotes
 - Double quotes: "abcex3\$g-&" or "Hello World!"
 - Single quotes: 'Hello World!'
- Concatenation can only apply to strings.
 - 'ab' + 'cd' evaluates to 'abcd'
 - 'ab' + 2 produces an **error**

Converting Values Between Types

- Basic form: `type(value)`
 - `float(2)` converts value 2 to type **float** (value now 2.0)
 - `int(2.6)` converts value 2.6 to type **int** (value now 2)
 - Explicit conversion is also called "casting"
- Narrow to wide: **bool** \Rightarrow **int** \Rightarrow **float**
 - **Widening.** Python does automatically if needed
 - **Example:** 1/2.0 evaluates to 0.5 (casts 1 to **float**)
 - **Narrowing.** Python *never* does this automatically
 - Narrowing conversions cause information to be lost
 - **Example:** `float(int(2.6))` evaluates to 2.0