CS 1110 Fall 2018

- **Outcomes:**
  - **Fluency** in (Python) procedural programming
    - Usage of assignments, conditionals, and loops
    - Ability to create Python modules and programs
  - **Competency** in object-oriented programming
    - Ability to recognize and use objects and classes
  - **Knowledge** of searching and sorting algorithms
    - Knowledge of basics of vector computation
- **Website:**
  - www.cs.cornell.edu/courses/cs1110/2018fa/

Class Structure

- **Lectures.** Every Tuesday/Thursday
  - Not just slides; interactive demos almost every lecture
  - Because of enrollment, please stay with your section
  - **Semi-Mandatory**. 1% Participation grade from iClickers
- **Section/labs.** ACCEL Lab, Carpenter 2nd floor
  - Guided exercises with TAs and consultants helping out
    - Tuesday: 12:20, 1:25, 2:30, 3:35
    - Wednesday: 10:10, 11:15, 12:20, 1:25, 2:30, 3:35, 7:20
  - Contact Jenna (jls478@cornell.edu) for section conflicts
  - **Mandatory**. Missing more than 2 lowers your final grade

Class Materials

- **Textbook.** *Think Python, 2nd Ed*. by Allen Downey
  - *Optional* text; only used as a reference
  - Book available for free as PDF or eBook
  - Hardbound copies only available online
- **iClicker.** Acquire one by **next Thursday**
  - Will periodically ask questions during lecture
  - Will get credit for answering – even if wrong
  - iClicker App for smartphone **is not** acceptable
- **Python.** Necessary if you want to use own computer
  - See course website for how to install the software

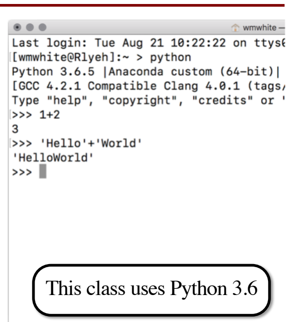
Things to Do Before Next Class

1. Register your iClicker
   - Does not count for grade if not registered
2. Enroll in Piazza
3. Sign into CMS
   - Complete the Quiz
   - Complete Survey 0
4. **Complete Lab 0**
   - Install (Anaconda) Python
   - Answer online questions

- Everything is on website!
  - Piazza instructions
  - Class announcements
  - Consultant calendar
  - Reading schedule
  - Lecture slides
  - Exam dates
- Check it regularly:
  - www.cs.cornell.edu/courses/cs1110/2017fa/

Getting Started with Python

- Designed to be used from the "command line"
  - OS X/Linux: **Terminal**
  - Windows: **PowerShell**
  - 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*



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

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 –
    - Notice that float has a different division operator
    - **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

Floats Have Finite Precision

- Python stores floats as **binary fractions**
  - Integer mantissa times a power of 2
  - Example: 1.25 is $5 * 2^{-2}$

mantissa

exponent

- Impossible to write most real numbers this way exactly
  - Similar to problem of writing 1/3 with decimals
  - Python chooses the closest binary fraction it can
- This approximation results in **representation error**
  - When combined in expressions, the error can get worse
  - **Example**: type 0.1 + 0.2 at the prompt >>>

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**

The meaning of + depends on the **type**

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** ⇒ **int** ⇒ **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