

ACT LIKE A CODE MONKEY

CODING BASICS

ANNOUNCEMENT

- Homework 1 grade is posted
- If you believe there is an error in grading (assignments or quizzes), you may request a regrading within one week of receiving your grade. Requests must be made in writing, explaining clearly to the TA why you think your solution is correct

BASE-3 SYSTEM

Base-3

0, 1, 2

Decimal

$$100 = 10^2$$

$$10 = 10^1$$

$$1 = 10^0$$

1

2

5

$$1 \times (10^2) + 2 \times (10^1) + 5 \times (10^0) = 125$$

Decimal

10^2

10^1

10^0

9

7

6

$$9 \times (10^2) + 7 \times (10^1) + 6 \times (10^0) = 976$$

Decimal

10^2

10^1

10^0

3

4

5

$$3 \times (10^2) + 4 \times (10^1) + 5 \times (10^0) = 345$$

Decimal

10^2

10^1

10^0

2

1

1

$$2 \times (10^2) + 1 \times (10^1) + 1 \times (10^0) = 211$$

base-3

$$9 = 3^2$$

$$3 = 3^1$$

$$1 = 3^0$$

2 1 1

$$2 \times (3^2) + 1 \times (3^1) + 1 \times (3^0) = 22 \text{ (decimal)}$$

base-3

$$9 = 3^2$$

$$3 = 3^1$$

$$1 = 3^0$$

2

2

0

$$2 \times (3^2) + 2 \times (3^1) + 0 \times (3^0) = 24 \text{ (decimal)}$$

base-3

 3^2 3^1 3^0

1

0

2

$$1 \times (3^2) + 0 \times (3^1) + 2 \times (3^0) = 11 \text{ (decimal)}$$

BASE-4 SYSTEM

Base-4

0, 1, 2, 3

base-4

 4^2 4^1 4^0

1

0

2

$$1 \times (4^2) + 0 \times (4^1) + 2 \times (4^0) = 18 \text{ (decimal)}$$

THINK BEYOND BINARY

QUANTUM COMPUTING

- **Quantum computers:** use **quantum-mechanical phenomena** to perform operations on data
- **Different** from digital electronic computers based on transistors.
- Uses quantum bits (**qubits**), which can be in **superpositions** of states: e.g. linear combination of basic states of particles
- **Quantum superposition:** any 2+ quantum states can be added together and the result will be another valid quantum state
- Quantum Turing machine
- **Non-deterministic** and **probabilistic**
- Paul Benioff, Yuri Manin 1980; Richard Feynman 1982; David Deutsch 1985.
- Further reading: https://en.wikipedia.org/wiki/Quantum_computing

QUANTUM COMPUTING

- A quantum bit corresponds to a **single electron in a particular state**. Using the trajectories of an electron through two closely spaced channels for encoding.
- In principle, 2 different states are possible: the electron either moves in the upper channel or in the lower channel – a binary system.
- However, a particle can be **in several states simultaneously**, that is, it can quasi fly through both channels at the same time.
- These overlapping states can form an extensive alphabet of data processing.
- **Quantum computer science**
- Further reading: http://qist.lanl.gov/qcomp_map.shtml
- <http://www.webpronews.com/quantum-computing-beyond-binary-2012-03/>

PROBLEM SOLVING

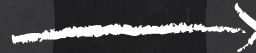


PROBLEM SOLVING

formulate
problem



think
creatively
about
solutions



express a
solution
clearly &
accurately

Learn to program

= Learn to solve problems

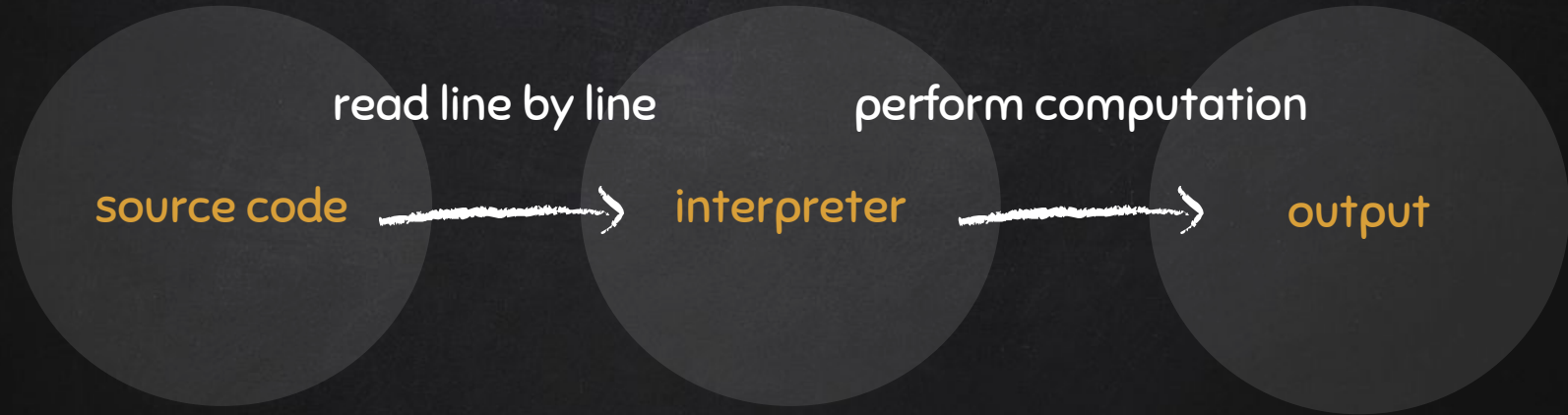
PYTHON PROGRAMMING LANGUAGE

Credit: lecture notes modeled after <http://www.openbookproject.net/thinkcs/python/english2e/index.html>

PYTHON

- high-level language, like C++, JAVA
- Different from low-level language like assembly language that has strong relation to machine code
- Easier, more efficient to write
- More likely to be correct, portable

TYPICALLY CONSIDERED AS AN INTERPRETED LANGUAGE



SHELL MODE IN PYTHON SHELL

```
$ python
```

```
Python 2.7.1 (r271:86832, Jun 16 2011, 16:59:05)
```

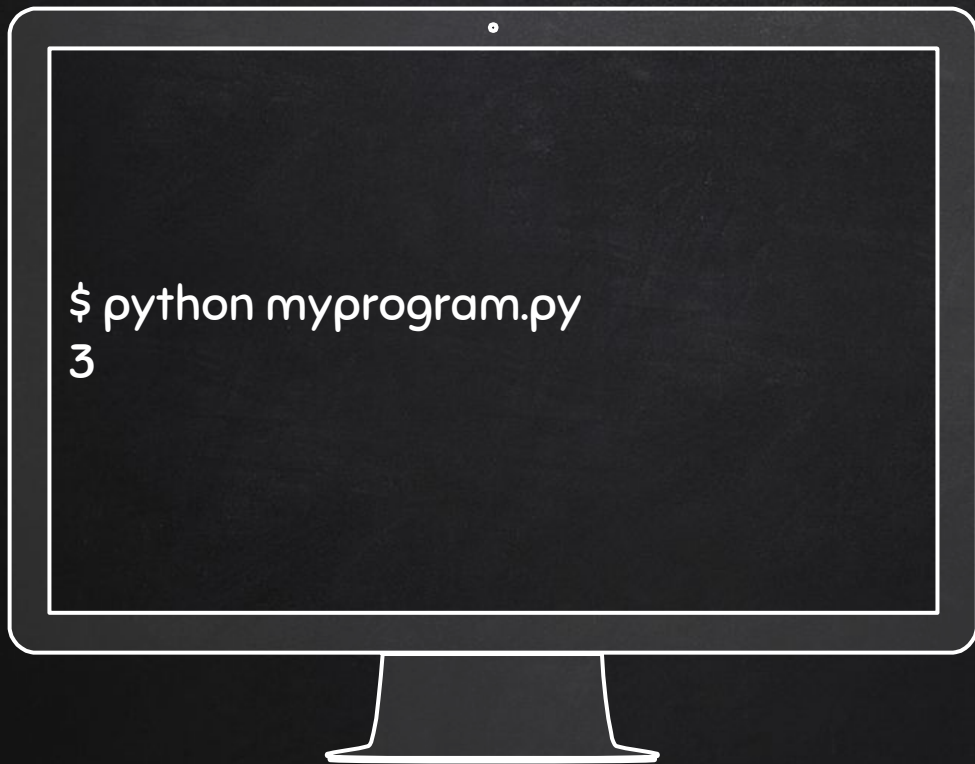
```
[GCC 4.2.1 (Based on Apple Inc. build 5658) (LLVM build  
2335.15.00)] on darwin
```

```
Type "help", "copyright", "credits" or "license" for more  
information.
```

```
>>> print 1+2
```

```
3
```

SCRIPT MODE



Used primarily for this class
for programs more than a
few lines

`myprogram.py`

```
print 1+2
```

WE USE ONLINE PYTHON INTERPRETERS

Making life easier

http://www.tutorialspoint.com/execute_python_online.php

<http://www.skulpt.org/>

<http://www.pythontutor.com/index.html>

<https://repl.it/languages/python3> (note, this is Python 3, some syntax rule is more strict)

CODING BASICS

What is a program?

A sequence of **instructions** that
specifies how to perform a
computation

Basic Instructions of a program

Input: get data from the keyboard, a file, or some other device

Output: display data on the screen or
send data to a file or other device

Math: perform basic math operations
like additions and multiplication

Conditional execution: check for certain conditions and execute the appropriate sequence of statements

Repetition: perform some action repeatedly, usually with some variation

That's all need to know about
a program!

programming
= problem solving

Breaking a **large, complex task** to smaller and **smaller subtasks**, until the subtasks are simple enough to be performed by some **basic instructions...**

What is debugging?

92

9/9

0800
1000

Machine started

stopped - action ✓

13' w/ 1034 MP - MC

033 PRO 2

count

Relays 6-2 on 033 failed speed speed test
in relay - now test.

Relays changed

1100
1525

Started Cosine Tape (Sine check)
Started Multi-Adder Test.

1545



Relay #70 Panel F
(Moth) in relay.

First actual case of bug being found.

~~1630~~ 1630 Machine started.
1700 closed down.

{ 1.12700 9.020 247 025
9.017 846 995 count
2.130476415
2.130676415



Grace Hopper
First actual case of bug
(moth)
"Amazing Grace"



Credit: Clip art image by Cliparts.co

bug = programming error

debugging = track down the bugs and
fix them

Type of bugs

- **Syntax error**: violation of rules and structures. For example, a sentence has to start with a capital letter...
- **Runtime error**: error does not appear until program is executed (rare for now)
- **Semantic error**: the program is not doing what you tell it to do. Tricky to track down.

programming = experimental debugging,
detective work, hypothesis testing, etc.



When you have eliminated the impossible, whatever remains, however improbable, must be the truth.

-- Sherlock Holmes



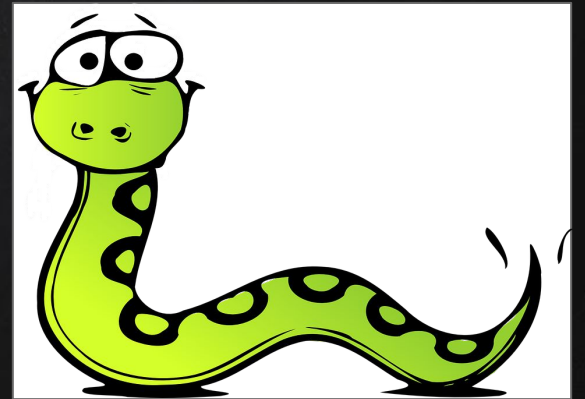
Debugging can be intellectually
challenging and rewarding

Python is a formal language used to
express computations

Tokens: words, numbers, etc.

Statements: arrangements or structures
of tokens

1st Python Lab



Credit: https://pixabay.com/static/uploads/photo/2014/04/02/14/05/snake-306109_960_720.png

```
print "Hello World!!!"
```


A minimalist line-art illustration of a computer monitor. The monitor has a dark grey frame and a white border around the screen. The screen itself is black and contains the text "Hello World!!!". The monitor is supported by a simple, wide, trapezoidal stand. The entire image is set against a solid black background.

Hello World!!!

```
print "What happened to Han Solo?!"
```

A white line-art illustration of a computer monitor is centered on a black background. The monitor's screen displays the text "What happened to Han Solo?!" in a white, rounded, sans-serif font. The text is arranged in two lines: "What happened to Han" on the top line and "Solo?!" on the bottom line. The monitor has a small circle at the top center of its bezel and a simple stand at the bottom.

What happened to Han
Solo?!

```
print "My name is Harrison Ford."
```



your name
goes here!

A minimalist line-art illustration of a computer monitor. The monitor has a dark grey frame and a white border around the screen. The screen itself is black and contains the text "My name is Harrison Ford." in a white, sans-serif font. The monitor is supported by a simple, dark grey stand.

My name is Harrison Ford.

```
print Star Wars
```




File "<stdin>", line 1

```
print Star Wars
```

^

SyntaxError: invalid syntax

- ❑ Runtime Error
- ❑ Need quotation marks `"` or `'`

Values and Data Types

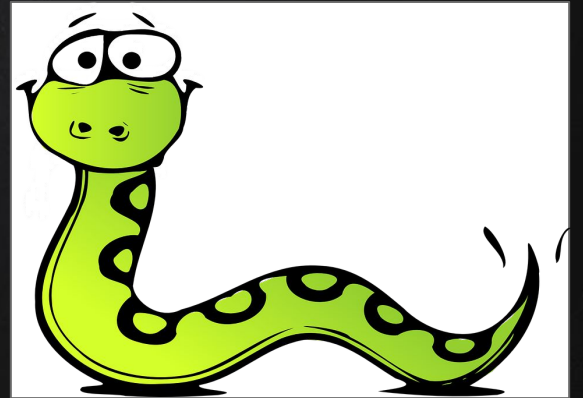
A **value** is something a program manipulates

- a **letter** “a”
- a **number** 2
- a **sentence** “hello world!”

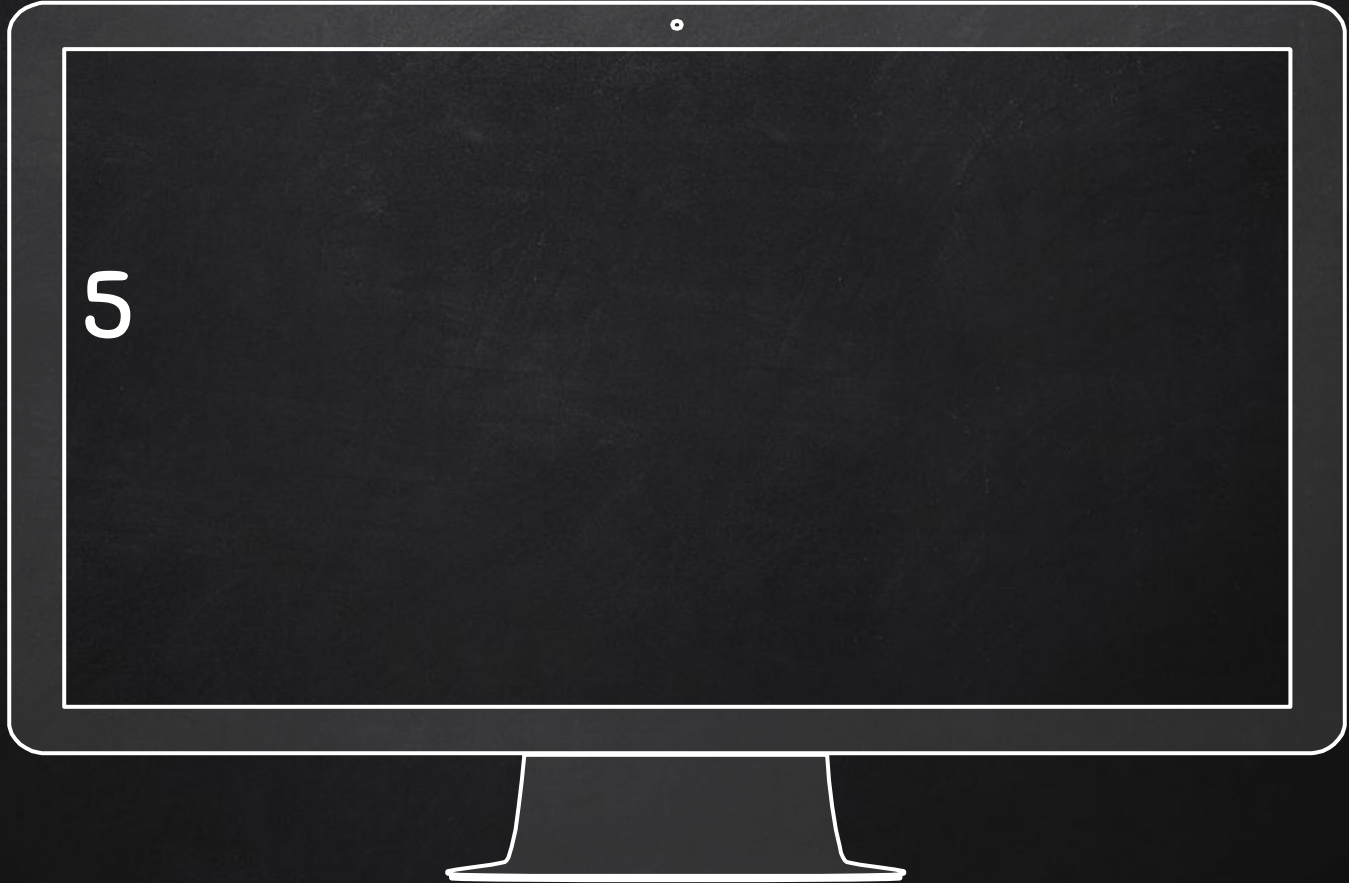
There are different **types** of values

- 2 is an **integer**
- “Hello World” is a **string**
- 3.1416926 is a **floating point** (real # or approximation of real #)

2nd Python Lab



print 5



5

```
print 100000
```

A minimalist line-art illustration of a computer monitor. The monitor has a dark grey frame and a white border around the screen. The screen itself is black and displays the number '1000000' in a white, sans-serif font. The monitor is supported by a simple, dark grey stand. The entire image is set against a solid black background.

1000000

print 100,000

Treating 100,000 as a list of 2 items



```
type("hello world!")
```


A white line-art illustration of a computer monitor on a dark background. The monitor has a small circle at the top center representing a webcam. The screen area is a large rectangle with a white border. Inside the screen, the text '<type 'str'>' is written in a white, monospace-style font. The text is positioned on the left side of the screen, with the opening angle bracket '<' followed by the word 'type', a space, a single quote character ''', the letters 'str', another single quote character ''', and a closing angle bracket '>'.

<type 'str'>

type(2)

A white line-art illustration of a computer monitor on a dark background. The monitor's screen displays the C++ type declaration `<type 'int'>` in a white, monospaced font. The monitor has a small circle at the top center, representing a webcam or sensor.

`<type 'int'>`

```
type("2")
```

A white line-art illustration of a computer monitor on a dark background. The monitor has a small circle at the top center representing a webcam. The screen area is a large rectangle with a white border. Inside the screen, the text '<type 'str''>' is written in a white, monospace-style font. The text is positioned on the left side of the screen, with the opening angle bracket '<' at the start and the closing angle bracket '>' at the end. The string 'type 'str'' is in between, with single quotes around 'str'.

`<type 'str'>`

```
type(3.1415926)
```


A white line-art illustration of a computer monitor on a dark background. The monitor has a small circle at the top center representing a webcam. The screen area is a large rectangle with a white border. Inside the screen, the text '<type 'float'>' is written in a white, monospace-style font.

`<type 'float'>`

What is a **variable**?

A name that refers to a value

Assignment statement: creates new variables and gives them values

```
message = "Orange is the new black."
```

$n = 28$

$$\rho i = 3.1416926$$

print message

print n

print pi

A white line-art illustration of a computer monitor with a stand. The monitor's screen is black and contains white text. At the top center of the screen is a small white dot. The text is arranged vertically: a sentence, a number, and a decimal number.

Orange is the new black.

28

3.1415926

type(message)

type(n)

type(pi)

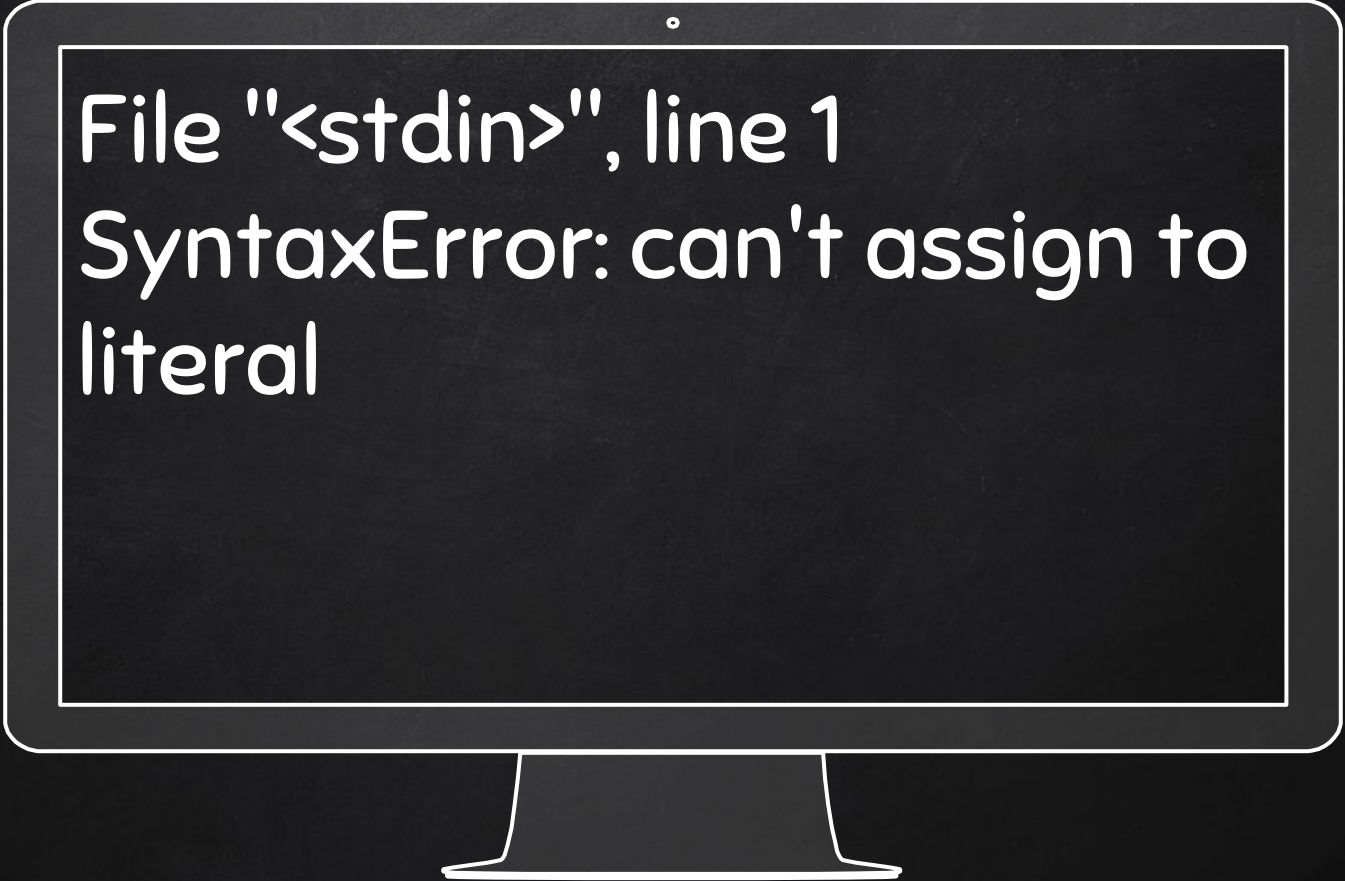


```
<type 'str'>
```

```
<type 'int'>
```

```
<type 'float'>
```

$$28 = n$$

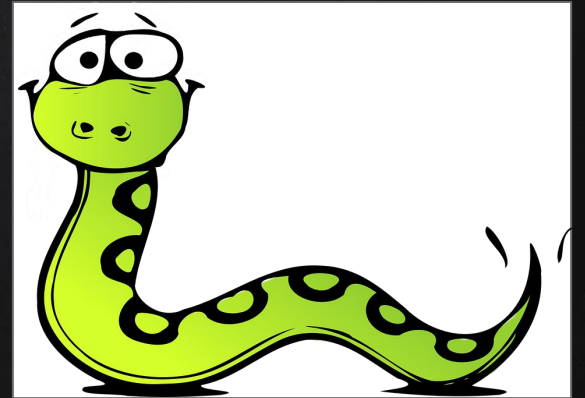


File "<stdin>", line 1
SyntaxError: can't assign to
literal

Choose meaningful variable names

- ❑ What = “hello” (not so good)
- ❑ Begin with letters, contain letters and numbers and “_”
- ❑ Typically use lowercase letters
- ❑ Python keywords (describe rules and structures) can't be variables

3rd Python Lab



```
321name = "Tom"
```

File "<stdin>", line 1

```
321name = "Tom"
```

^

SyntaxError: invalid syntax

inneedmoney\$ = 100

File "<stdin>", line 1
inneedmoney\$ = 100

^

SyntaxError: invalid syntax

class = 1999



File "<stdin>", line 1

```
class = 1999
```

^

SyntaxError: invalid syntax

What is a **statement**?

An **instruction** that the Python
interpreter can execute

Examples:
print statement
assignment statement

Python executes a statement and
display the results (if any)

Result of a print statement is a value
Assignment statement produces no
output

A script/program contains a set of statements, results appear one at a time

```
print "a"
```

```
x = 28
```

```
print x
```



a

28

What is an **expression**?

A combination of values, variables and
operators

Evaluating an expression by an
interpreter produces a value

SHELL MODE (COMMAND LINE)

```
>>>1+1
```

```
2
```

```
>>>28
```

```
28
```

SHELL MODE (COMMAND LINE)

```
>>>message='what is up?'  
>>>message  
'what is up?'  
>>>print message  
what is up?
```

#print statement
print values

What is an operator?

Operators are special symbols representing computations, such as addition and multiplication

Operators use operands

`+`, `-`, `*`, `/` (integer division)
`**` exponentiation

$$11+22$$

$$\text{hour} * 60 + \text{minute}$$

$$\text{minute} / 60$$

$$3^{**}2 + 3^{**}1$$

$$(3^{**}2) + (3^{**}1)$$

Order of operations

()

**

*, /

$2^{**}2+1$ $\#(2^{**}2)+1$

$3*1^{**}3$ $\#3*(1^{**}3)$

$\#comments$

SHELL MODE (COMMAND LINE)

```
>>> 2**2+1
```

```
5
```

```
>>> 3*1**3
```

```
3
```


Operations on Strings

SHELL MODE (COMMAND LINE)

```
>>> fruit = "apple"  
>>> bakedgood = "pie"  
>>> print fruit+" "+bakedgood  
apple pie
```

Input

SHELL MODE (COMMAND LINE)

```
>>>n = input("Enter a numerical  
expression ")  
Enter a numerical expression 1+3  
>>> print n  
4
```

SHELL MODE (COMMAND LINE)

```
>>> n = raw_input("Enter a  
numerical expression ")  
Enter a numerical expression 1+3  
>>> print n  
1+3
```

`raw_input()` is replaced
by `input()` for Python 3.*

Combination of statements

SHELL MODE (COMMAND LINE)

```
>>> print "3+2+1", "is equal to ", 6
3+2+1 is equal to 6
>>>
```

`raw_input()` is replaced
by `input()` for Python 3.*

PLAY WITH PYTHON
LABS ON YOUR OWN!



THANKS!

Any questions?

You can find me at
beiwang@sci.utah.edu

<http://www.sci.utah.edu/~beiwang/teaching/cs1060.html>

CREDITS

Special thanks to all the people who made and released these awesome resources for free:

- Presentation template by [SlidesCarnival](#)
- Photographs by [Unsplash](#)