

## PFTW: Sequences aka Strings&Lists

- From Return values to Random-ness [aka two R's]
  - What power does random provide?
  - What is a return value, different from print
  - Examples in Cityscape.py
- Loops, Lists, Strings : FileData.py
  - Loop over sequence: string, file, list, "other"
  - Process each element, sometimes selectively
  - Toward understanding the power of lists
    - List comprehensions: oh my!
- Accumulation as a coding pattern

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5.1

## Motivation: <http://bit.ly/sportswords>

- How does Google do this? Why do they do this?
  - Search through ... and do what?
  - Already know the answer and display it?
- File is comprised of lines
  - Lines composed of "words"
  - Both are strings
- Breaking file into all the words
  - From string to list: both are sequences



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## Anatomy of a Python String

- String is a sequence of characters
  - Functions we can apply to sequences: len, slice [:], others
  - Methods applied to strings [specific to strings]
    - st.split(), st.startswith(), st.strip(), st.lower(), ...
- Strings are *immutable* sequences
  - Characters are actually length-one strings
  - Cannot change a string, can only create new one
    - What does upper do?
  - See resources for functions/methods on strings
- *Iterable*: Can loop over it, *Indexable*: can slice it



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## Anatomy of a Python list

- Create list with brackets (values optional)
  - `s1 = []`
  - `s2 = ["a", "b", "c"]`
  - `s3 = list("123")` #from an *iterable*
- Lists are *mutable* and *iterable*
  - Append to list, change value stored at index
  - `s2[1] = 5, s2.append(77)`
  - for elem in list:
    - #process elem
- Functions on lists: len, min, max, sum
  - Operator: in
  - Mutators: .append(x), .extend([..]), .pop(i), ...

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## Indexing a list

- Lists, like strings, start indexing with zero
  - Strings are immutable, lists are mutable
- For some problems, looping by index useful
  - Use range function, range creates open-ended list
  - `range(0,10)` , `range(5,20)` , `range(10,100,5)`
  - Advice/warning: in Python 3 range doesn't create list
- Especially and often useful for two lists
  - Parallel lists: names and GPA, movies and directors, ...
  - Toward tuples [sneak preview]

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## Counting words: accumulation

- Anatomy of assignment and accumulation
  - `var = "hello"`, `y = 7`
  - What do these do? Memory?
  - Reading assignment statement



- Accumulation

```
var = 0
for x in data:
    if x == "angel":
        var = var + 1
```



- RHS, assign to LHS

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## Making choices at random

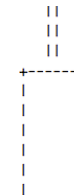
- Why is making random choices useful?
  - How does modeling work? How does simulation work?
  - Random v Pseudo-random, what's used?
  - Online gambling?
- Python random module/library: `import random`
  - Methods we'll use: `random.random()` , `random.randint(a,b)` , `random.shuffle(seq)` , `random.choice(seq)` , `random.sample(seq,k)` , `random.seed(x)`
- How do we use a module?

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## Interlude: Cityscape.py

- How do we make a tower taller?
  - What about the spire?
  - How can we do this with a loop?
  - How can we do this at random?
  - What about making a wider base?



- Lessons: why do functions return values

- Can use them in many contexts, not just printing
- Horizontal display of multiple towers?

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## Niklaus Wirth (Turing Award, 1984)

- Designed and implemented several programming languages including Pascal, Modula-2, Oberon
- Wrote the paper that popularized the idea of step-wise refinement
  - Iterative enhancement
  - Grow a working program
- Cranky or tasteful?



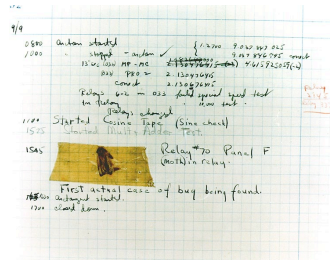
*Simple, elegant solutions are more effective, but they are harder to find than complex ones, and they require more time which we too often believe to be unaffordable*

## Compsci 6/101: Random debugging?!#

- The joys and rewards of writing code to solve a problem
  - How do we know where to begin?
  - How do we know we're making progress?
  - How do we know when we're done?
- Make it run, make it right, (make it fast, small)
  - If we don't have a program that runs, can't make it right!
  - Where to begin? Do something relevant to the problem
  - Later you'll learn more about understanding design
- Once the program is running, how to fix mistakes?

## Bug and Debug

- software 'bug'
- Start small
  - Easier to cope
- Judicious 'print'
  - Debugger too
- Verify the approach being taken, test small, test frequently
  - How do you 'prove' your code works?



## Toward a Deeper Understanding

- What is Python? What is a programming language?
  - How are programs executed? What does that mean?
  - Why do you need to have an understanding of this?
  - What are functions, modules, return values, function calls
- What's an APT and how do you solve them?
  - Why are you writing a function?
  - Who calls the function you write?
- What is a list and what is a list comprehension?
  - How to create, modify, and use lists
  - Why lists will change your life ... for the better!

## Python (C, Javascript, Java, PHP, ...)

- **High level programming languages**
  - Translate to lower-level languages: assembly, bytecode
  - Executed by a virtual machine or by a chip/real machine
  - Compile the high level language into lower level
  - Python compiler/interpreter written in C or Java (or ...)
    - Compilers for platforms: Mac, Windows, Linux, ...
- **Abstractions: foundation of languages**
  - Make it easier to think about problems and avoid details
  - Hide details, which can sometimes have issues
  - What is a loop, a list, an int, a String a function ...

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## From high- to low-level Python

```
def reverse(s):
    r = ""
    for ch in s:
        r = ch + r
    return r
```

7	0	LOAD_CONST	1	('')
	3	STORE_FAST	1	(r)
	8	6 SETUP_LOOP	24	(to 33)
	9	LOAD_FAST	0	(s)
	12	GET_ITER		
>>	13	FOR_ITER	16	(to 32)
	16	STORE_FAST	2	(ch)
	9	19 LOAD_FAST	2	(ch)
	22	LOAD_FAST	1	(r)
	25	BINARY_ADD		
	26	STORE_FAST	1	(r)
	29	JUMP_ABSOLUTE	13	
>>	32	POP_BLOCK		
10 >>	33	LOAD_FAST	1	(r)
	36	RETURN_VALUE		

● **Create version on the right using disassembler**  
dis.dis(code.py)

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## High level, low level, abstractions

- **Python byte-code is executed by...**
  - Platform specific virtual machine/environment
  - Similar to Java
- **Javascript code is executed by ...**
  - Platform specific browser (Firefox, IE, Chrome, Opera, ...)
  - Is HTML executed?
- **C++ code is executed by ...**
  - The CPU and the operating system, from compiled code
  - Compiler is platform specific
- **Microsoft word is executed by ...**
  - Platform specific OS, CPU, from compiled executable

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## Lynn Conway

See Wikipedia and [lynnconway.com](http://lynnconway.com)

- **Joined Xerox Parc in 1973**
  - Revolutionized VLSI design with Carver Mead
- **Joined U. Michigan 1985**
  - Professor and Dean, retired '98
- **NAE '89, IEEE Pioneer '09**
- **Helped invent dynamic scheduling early '60s IBM**
- **Transgender, fired in '68**



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## Debugging APTs: Going green

- TxMsg APT: from ideas to code to green

- What are the main parts of solving this problem?
- Transform words in original string
  - Abstract that away at first
- Finding words in original string
  - How do we do this?

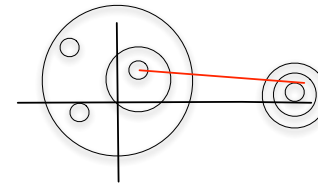
```
def getMessage(original):  
    ret = ""  
    for word in original.split():  
        ret = ret + " " + transform(word)  
    return ret #initial space?
```

## Debugging APTs: Going green

- CirclesCountry APT: from ideas to code to green

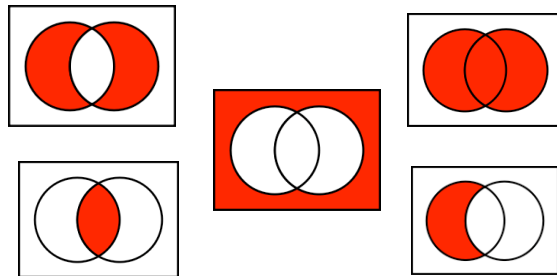
- How do we solve the problem? May not be apparent
- How do we loop over circles? What is a circle?
  - When is a point inside a circle?

```
x = leastBorder([-3,2,2,0,-4,12,12,12],  
                [-1,2,3,1,5,1,1,1],[1,3,1,7,1,1,2,3],2,3,13,2)
```



## Set, Logic Operations from pictures

- <http://en.wikipedia.org/wiki/File:Venn0111.svg>



## Understanding cgratio APT

- How do you count 'c' and 'g' content of a string?

- Toward a transformative approach v. modification/mutate

```
def cgcount(strand):  
    cg = 0  
    for nuc in strand:  
        if nuc == 'c' or nuc == 'g':  
            cg += 1  
    return cg
```