



# CSC108: Introduction to Computer Programming

## Lecture 4

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*Acknowledgment: these slides are based on material by: Velian Pandeliev, Diane Horton, Michael Samozi, Jennifer Campbell, and Paul Gries from CS UoT*



# Announcements

- Quiz average is 88%
- Solutions will be posted.
- Re-mark requests are due a week from today.
  
- Quiz 2 next Thursday



# What have we learnt up till now?

- Variables
- Logical & Mathematical Operators
- Assignment Statement
- Types & Type conversion
- if/else Statement
- print
- input & raw\_input
- Functions
- Docstrings
- while loops



# Functions (revisited)



## print vs return

- `print` and `return` do very different things:
- `print` is used to display information to the user by outputting it to the screen
- `print` can be used anywhere, as many times as is needed
- `print` gives information only to the user, it doesn't make it available to the programmer for future use



# print vs return

- `print` and `return` do very different things:
- `return` is used to extract a value from a function for further use inside a program (in fact, it's the **only way to extract a value from a function**)
- `return` only appears at the end of a function body
- `return` passes information to other parts of the program, and does not make it available to the user



## print vs return

- Write a function that computes the sum of all integers between 1 and a given number (inclusive).

Algorithm:

- 1) make a variable to keep track of the sum
- 2) starting at 1, add the integer to the sum and increment it by 1
- 3) repeat Step 2 until you have added the given number



## print vs return

```
def sum_range(num):  
    sum = 0  
    curr_number = 1  
    while curr_number <= num:  
        sum = sum + curr_number  
        curr_number = curr_number + 1
```

- Now what? Do we print? Do we return? The instructions didn't specify.
- When in doubt, use the more general statement, the statement that lets the programmer decide what to do next: use **return**.





## print vs return

```
def sum_range(num):  
    sum = 0  
    curr_number = 1  
    while curr_number <= num:  
        sum = sum + curr_number  
        curr_number = curr_number + 1  
    return sum
```

- This makes sense also because the function itself shouldn't know or care where num came from, or what the intended use of the sum is.



# Variables (revisited)



# Variable Scope

- What does this program do?

```
def f():  
    t = 5  
    print t  
  
x = 9  
print x  
f()  
print t
```



# Variable Scope

- What about this one?

```
def f():  
    t = 5  
    print x  
  
x = 9  
print x  
f()  
print t
```



# Namespaces

- In Python, the structure that keeps track of the names Python knows is called a **namespace**.
- Namespaces contain names associated with variables, functions, imported modules, etc.
- Python programs have multiple namespaces, meaning that they store names in several different places.
- This matters because the method Python uses to look for names can affect the **scope of your variables**: which parts of your code **know** about them



# Namespaces

- At the lowest level of every Python program there's a **built-in namespace**, which **automatically** contains the names of all available built-in functions.
- When the program starts, a **global namespace** is created to keep track of global variables.
- Finally, a new **local namespace** is created **every time** a function body is executed. It contains only variables local to that function (such as parameters).



# Namespaces

- Local namespaces are destroyed when the function body exits.
- Since function bodies can contain other function definitions, namespaces can contain other nested local namespaces.



# Namespaces

```
def f():  
    t = 5  
    def g():  
        s = 3  
        t = 4  
    g()  
    m = 10  
x = 9  
f()  
y = x + 2
```





# Namespaces

```
→ def f():  
    t = 5  
    def g():  
        s = 3  
        t = 4  
    g()  
    m = 10  
x = 9  
f()  
y = x + 2
```

**Global namespace:**  
f (function)

**Built-in namespace:**  
abs (function)  
....



# Namespaces

```
def f():  
    t = 5  
    def g():  
        s = 3  
        t = 4  
    g()  
    m = 10
```

→ x = 9

f()

y = x + 2

**Global namespace:**  
f (function)  
x = 9

**Built-in namespace:**  
abs (function)  
....



# Namespaces

```
def f():
```

```
    → t = 5
```

```
    def g():
```

```
        s = 3
```

```
        t = 4
```

```
    g()
```

```
    m = 10
```

```
x = 9
```

```
f()
```

```
y = x + 2
```

**f() namespace:**

**t = 5**

**Global namespace:**

**f (function)**

**x = 9**

**Built-in namespace:**

**abs (function)**

**....**



# Namespaces

```

def f():
    t = 5
→ def g():
    s = 3
    t = 4

    g()
    m = 10

x = 9
f()

y = x + 2

```

**f() namespace:**  
**t = 5**  
**g (function)**

**Global namespace:**  
**f (function)**  
**x = 9**

**Built-in namespace:**  
**abs (function)**  
 ....



# Namespaces

```
def f():  
    t = 5  
    def g():  
        → s = 3  
        t = 4  
    g()  
    m = 10  
x = 9  
f()  
y = x + 2
```

**g() namespace:**  
s = 3

**f() namespace:**  
t = 5  
g (function)

**Global namespace:**  
x = 9  
f (function)

**Built-in namespace:**  
abs (function)  
....



# Namespaces

```
def f():
    t = 5
    def g():
        s = 3
        → t = 4
    g()
    m = 10
x = 9
f()
y = x + 2
```

**g() namespace:**  
**s = 3**  
**t = 4**

**f() namespace:**  
**t = 5**  
**g (function)**

**Global namespace:**  
**x = 9**  
**f (function)**

**Built-in namespace:**  
**abs (function)**  
 ....



# Namespaces

```

def f():
    t = 5
    def g():
        s = 3
        t = 4
    g()
    → m = 10
    x = 9
    f()
    y = x + 2
  
```

**Namespace  
erased**

**f() namespace:**  
 t = 5  
 g (function)      m = 10

**Global namespace:**  
 x = 9  
 f (function)

**Built-in namespace:**  
 abs (function)  
 ....



# Namespaces

```
def f():
    t = 5
    def g():
        s = 3
        t = 4
    g()
    m = 10
x = 9
f()
→ y = x + 2
```

Namespace  
erased

Namespace  
erased

Global namespace:

x = 9

f (function)      y = 11

Built-in namespace:

abs (function)

....





# Consequences

- 1) If you want to hold on to a local variable's value, you have to make the function return it
- 2) A local namespace cannot change the values of more global variables
- 3) A variable in a local namespace will 'hide' variables of the same name in more global namespaces
- 4) Namespaces can get a little tricky:



# Tricky namespaces

```
def tricky():  
    print x  
    x = 5  
  
x = 4  
tricky()
```

- Use different variable names.



# Strings (revisited)



# Strings

- A sequence of characters in Python is called a **string**.
- A string is how Python represents text:

'Hello World'

"Dear auntie"

"123 is 321"



# String formatting

- We can write better than

```
print "The sum of", w, ", "x," ",y,"and",z,"is",sum," . "
```

Python has a way to specify where in a string you'd like a value to appear, and in what format.

- If x is an integer, instead of using:

```
print "You have", x, "dollars"
```

We can use:

```
print "You have %d dollars " % x
```

- **%d** means "Insert the value of the variable I give you here, and format it as an integer"



# Format Placeholder

- **%d** displays the value as an integer
- **%f** displays the value as a floating-point decimal
- **%f.2** displays the value as a floating-point decimal accurate (and padded) to 2 decimal places
- **%s** displays the value as a string of characters



## Multiple Variables

- To specify multiple variables with placeholders, you have to separate them with commas and enclose them in parentheses after the %:

```
dollars = 4
```

```
cents = 35
```

```
print "You have %d dollars and %d cents" %  
      (dollars, cents)
```



## New Line

- In Python, you can insert a new line in the middle of a string by using `\n`:

```
print "Sincerely,\nB. Pitt "
```

- You can break up a line that's too long (over 80 characters) into multiple lines with `\`:

```
print "When I was a little girl,\nBarbara Stanwick and I used to dance "
```

- For expressions:

```
return (number_of_generals *  
        number_of_soldiers_per_general)
```





# String Comparison

- Comparison operators apply to strings.
- In the case of strings, a 'greater' string is one which is further down the list in **alphabetical order** than a 'lesser' string.

```
>>> 'Alice' < 'Zimbabwe'
```

```
True
```

```
>>> 'Timmy' > 'Tommy'
```

```
False
```

```
>>> 'Timmy' < 'timmy'
```

```
True
```

## String Comparison

- ASCII Table & codes

Dec	Hex	Char	Dec	Hex	Char	Dec	Hex	Char	Dec	Hex	Char
0	00	Null	32	20	Space	64	40	@	96	60	`
1	01	Start of heading	33	21	!	65	41	A	97	61	a
2	02	Start of text	34	22	"	66	42	B	98	62	b
3	03	End of text	35	23	#	67	43	C	99	63	c
4	04	End of transmit	36	24	\$	68	44	D	100	64	d
5	05	Enquiry	37	25	%	69	45	E	101	65	e
6	06	Acknowledge	38	26	&	70	46	F	102	66	f
7	07	Audible bell	39	27	'	71	47	G	103	67	g
8	08	Backspace	40	28	(	72	48	H	104	68	h
9	09	Horizontal tab	41	29	)	73	49	I	105	69	i
10	0A	Line feed	42	2A	*	74	4A	J	106	6A	j
11	0B	Vertical tab	43	2B	+	75	4B	K	107	6B	k
12	0C	Form feed	44	2C	,	76	4C	L	108	6C	l
13	0D	Carriage return	45	2D	-	77	4D	M	109	6D	m
14	0E	Shift out	46	2E	.	78	4E	N	110	6E	n
15	0F	Shift in	47	2F	/	79	4F	O	111	6F	o
16	10	Data link escape	48	30	0	80	50	P	112	70	p
17	11	Device control 1	49	31	1	81	51	Q	113	71	q
18	12	Device control 2	50	32	2	82	52	R	114	72	r
19	13	Device control 3	51	33	3	83	53	S	115	73	s
20	14	Device control 4	52	34	4	84	54	T	116	74	t
21	15	Neg. acknowledge	53	35	5	85	55	U	117	75	u
22	16	Synchronous idle	54	36	6	86	56	V	118	76	v
23	17	End trans. block	55	37	7	87	57	W	119	77	w
24	18	Cancel	56	38	8	88	58	X	120	78	x
25	19	End of medium	57	39	9	89	59	Y	121	79	y
26	1A	Substitution	58	3A	:	90	5A	Z	122	7A	z
27	1B	Escape	59	3B	;	91	5B	[	123	7B	{
28	1C	File separator	60	3C	<	92	5C	\	124	7C	
29	1D	Group separator	61	3D	=	93	5D	]	125	7D	}
30	1E	Record separator	62	3E	>	94	5E	^	126	7E	~
31	1F	Unit separator	63	3F	?	95	5F		127	7F	□



# Special Strings

- There are several special characters that can be represented inside strings:

Character	Representation
new line	<code>\n</code>
tab	<code>\t</code>
backslash	<code>\\</code>
quotation	<code>\"</code>



# Strings Can Be Sliced

- What if we wanted a string representing all the characters of 'Hello!' except the first?
- We can **slice (or ask for substrings of) a string** using the following notation:

*string[start:end]*

- start and end are both **indices within the string** (which could be negative).
- The character at position start is included, but the character at position end is not! start and end are both optional.



for loop (revisited)



## For loop

- Unlike the while loop which checks the status of a condition before it runs, the for loop will execute once for each element in the collection.

```
for elmt in list_of_items:  
    statement1  
    statement2  
    ...
```

- At the beginning of every cycle, the next element in `list_of_items` is assigned as the value of variable `elmt`. Then, statements are executed in order.



## For loop

- Let's try the for loop on a collection of characters (a string):

```
for x in 'Hello World!':  
    print x
```

- This means:  
"Take every element in collection 'Hello World!' in turn, assign it to variable x, and print it to the screen."



## range() and for loops

- Python has a built-in function called **range()** which generates lists of integers.
- If you call `range(a,b)` with two arguments `a` and `b`, it will generate a **list of integers from `a` up to `b-1`** (`b` is excluded!). `a` should be less than `b`.
- If you call `range(a)` with one argument `a`, it generates a **list of integers from `0` up to `a-1`** (`a` is excluded!).
- Note: if `a` is less than or equal to `0`, `range(a)` will return an empty list `[]`.





## range()

```
>>> range(5)
```

```
[0,1,2,3,4]
```

```
>>> range(1,5)
```

```
[1,2,3,4]
```

```
>>> range(6,3)
```

```
[]
```

```
>>> range(-5,-9)
```

```
[]
```

```
>>> range(-9,-5)
```

```
[-9,-8,-7,-6]
```



## docstrings (revisited)



# Docstrings vs Comments

- Docstrings are for external use. They are meant to synthesize **what a function does so other** programmers using it don't have to read through its code.
- Comments are for internal use. They explain **how a** function accomplishes a task. Their purpose is to make code easier to read by future programmers.



## Docstring for `sum_range`

```
def sum_range(num):  
    sum = 0  
    curr_number = 1  
    while curr_number <= num:  
        sum += curr_number  
        curr_number += 1  
    return sum
```

- Our docstring should specify that:
  - we expect a positive integer num
  - function returns the sum of all the integers between 1/num
  - 1 and num are included in the calculation.
  - num should be greater than or equal to 1



## Docstring for `sum_range`

```
def sum_range(num):  
    """Return the sum of all integers between 1 and num  
    (inclusive). Num is an integer  $\geq 1$ ."""  
    sum = 0  
    curr_number = 1  
    while curr_number  $\leq$  num:  
        sum += curr_number  
        curr_number += 1  
    return sum
```



## Comments for sum\_range

```
def sum_range(num):  
    """Return the sum of all integers between 1 and num  
    (inclusive). Num is an integer  $\geq 1$ ."""  
    sum = 0  
    curr_number = 1  
    while curr_number  $\leq$  num:  
        sum += curr_number  
        curr_number += 1  
    return sum
```

Comments should describe what each line does and how the task is accomplished.



## Comments for sum\_range

```
def sum_range(num):  
    sum = 0          # keeps running total  
    curr_number = 1 # init. count  
    # loop through numbers in  
    # range until you reach num  
    while curr_number <= num:  
        # add the number to sum  
        sum += curr_number  
        # increment the number  
        curr_number += 1  
    # when loop finishes, sum will  
    # equal desired quantity  
    return sum
```



# Testing





## Testing in `__main__`

- This will be useful to know when completing your assignment.
- You've written a function. You think it does what it's supposed to, but how can you be sure?
- You should **test your function: try to call it** with different values, and see if the result is what you expect it to be.
- The place for testing code is the `__main__` block of your program.



# Summing the numbers in a range

```
def sum_range(num):  
    sum = 0  
    for curr in range(1, num + 1):  
        sum = sum + curr  
    return sum  
  
if __name__ == "__main__":  
    print sum_range(4) # should be 10  
    print sum_range(5) # should be 15  
    print sum_range(1) # border case: num == 1
```



# Summing the numbers in a range

```
def sum_range(num):  
    sum = 0  
    for curr in range(1, num + 1):  
        sum = sum + curr  
    return sum  
  
if __name__ == "__main__":  
    if sum_range(4) == 10:    # range(4) should be 10  
        print "range(4) OK"  
    else:  
        print "range(4) FAILED"
```



## Lists



# Lists

- We've seen lists before—that's what **range()** returns.
- Lists are very powerful structures.
  - Lists can contain strings, numbers, even other lists.
  - They work very much like strings
    - You get pieces out with `[]`
    - You can add lists together
    - You can use **for** loops on them
  - We can use them to process a variety of kinds of data.



## Demonstrating lists

```
>>> mylist = ["This", "is", "a", 12]
```

```
>>> print mylist
```

```
['This', 'is', 'a', 12]
```

```
>>> print mylist[0]
```

```
This
```

```
>>> for i in mylist:
```

```
...     print i
```

```
...
```

```
This
```

```
is
```

```
a
```

```
12
```

```
>>> print mylist + ["Really!"]
```

```
['This', 'is', 'a', 12, 'Really!']
```



# Examples



# Factorial

```
def factorial(n):  
    f = 1  
    while (n > 0):  
        f = f * n  
        n = n - 1  
    return f
```





# What have we learnt today?

- Variable scope & Namespaces
- String Formatting
- Testing
- for-loops & range
- Lists



## This Week's To Do List

- Go through lecture slides – make sure you try the code snippets
- Try the lecture's programs posted on course website