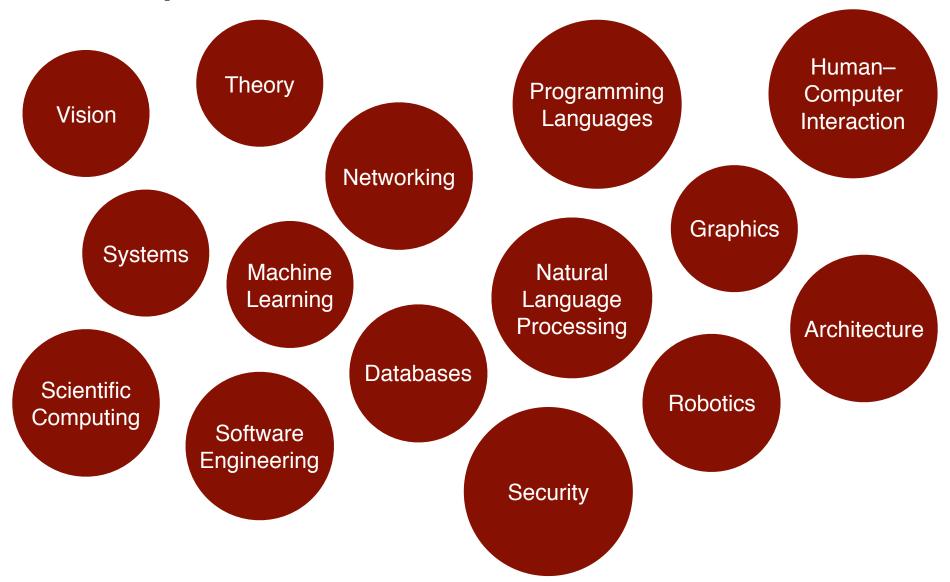
Lecture 1: Introduction to Computer Science

CS 51P

September 4, 2019

Computer Science



Computational Thinking



Programming

```
endif
if intStep = COOKING_TOAST
           intCookLevel# = intCookLevel# - .05
             'Color the Bread (not the crust)
                        intRed = ((intCookLevel#-5)/5) * (intRedLight1 - intRedMedium1)
intGreen = ((intCookLevel#-5)/5) * (intGreenLight1 - intGreenMedium1)
            if intCookLevel# >= 5
                         intBlue = ((intCookLevel#-5)/5) * (intBlueLight1 - intBlueMedium1)
                         if intRed < 0 then intRed = 0
                          if intGreen < 0 then intGreen = 0
                          if intBlue < 0 then intBlue = 0
                                      color limb intCurrentBread, 2, rgb(intRed+intRedMedium1, intGreen color limb intCurrentBread, 3, rgb(intRed+intRedMedium1, intGreen
                           if intLevel = 1
                                       color limb intCurrentBread, 1, rgb(intRed+intRedMedium1, intGreen.
                             if intLevel = 2 or intLevel = 3 or intLevel = 4
                              intRed = (intCookLevel#/5) * (intRedMedium1 - intRedDark1)
                              intGreen = (intCookLevel#/5) * (intGreenMedium1 - intGreenDark1)
intGreen = (intCookLevel#/5) * (intGreenMedium1 - intBlueBark1)
                               intBlue = (intCookLevel#/5) * (intBlueMedium1 - intBlueDark1)
if intBlue (intCookLevel#/5) * (intBlueMedium1 - intBlueDark1)
                             endif
                   else
                                         intRed < 0 then intRed = 0
                                             color limb intCurrentBread, 2, rgb(intRed+intRedDark1, intGreen+i intCurrentBread, 3, rgb(intRed+intRedDark1, intGreen+i 
                                if intGreen < 0 then intGreen = 0
                                             color limb intCurrentBread. 2. rgb(intRed+intRedDark1, intGreen+1 rgb(intRed+intRedDark1, intGreen+1 intGreen+1).
                                          intBlue < 0 then intBlue = 0
                                     andif
```

Example



If you run a 10 kilometer race in 43 minutes 30 seconds, what is your average time per mile? (Hint: there are 1.61 kilometers in a mile).

What is your average speed in miles per hour?

Machine Language

```
lcfi2:
       movl %edi, -4(%rbp)
       cmpl $0, -4(%rbp)
       jle LBB0 2
## BB#1:
       leaq L_.str(%rip), %rdi
       movb $0, %al
       callq _printf
LBB0 2:
       xorl %eax, %eax
       retq
L .str:
       .asciz "x is a positive number"
```

```
if (x>0):
    print ("x is a positive number")
```

High-level languages



Figure 1.1: An interpreter processes the program a little at a time, alternately reading lines and performing computations.

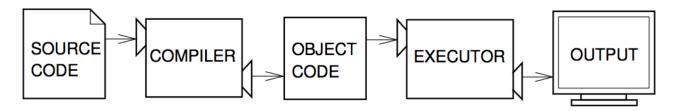


Figure 1.2: A compiler translates source code into object code, which is run by a hardware executor.

Python

- Python 3.7
- PyCharm CE
 - projects
 - editor window
 - console at bottom

If you run a 10 kilometer race in 43 minutes 30 seconds, what is your average time per mile? (Hint: there are 1.61 kilometers in a mile).

What is your average speed in miles per hour?

Terminology

- Value
- Type
- Operator
- Expression
- Error

Expressions

ex·pres·sion

/ik'spreSHən/ •)

noun

noun: expression; plural noun: expressions

1. the look on someone's face that conveys a particular emotion.

"a sad expression" synonyms: look, appearance, air, manner, countenance, mien

"an expression of harassed fatigue"

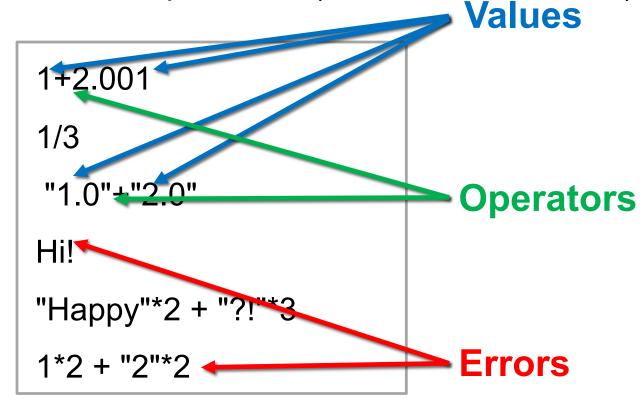
- 2. a word or phrase, especially an idiomatic one, used to convey an idea. "nowhere is the expression "garbage in, garbage out" any truer" synonyms: idiom, phrase, idiomatic expression; More
 - MATHEMATICS

a collection of symbols that jointly express a quantity. "the expression for the circumference of a circle is $2\pi r$ "

Python Expressions

Expressions represent a value

Python evaluates expressions (similar to a calculator)



Errors

- Two types of errors:
 - SyntaxError: invalid syntax
 - TypeError: unsupported operand type(s) for +: 'int' and 'str'

```
1+2.001
1*3
"1.0"+"2.0"
Hi!
"Happy"*2 + "?!"*3
1*2 + "2"*2
```

```
>>> Hi!
   File "<input>", line 1
     Hi!
     ^
SyntaxError: invalid syntax
>>> 1*2 + "2"*2
Traceback (most recent call last):
   File "<input>", line 1, in <module>
TypeError: unsupported operand type(s) for +: 'int' and 'str'
```

Types and Functions

How to find out the type?

- What if you want to change the type?
- Functions
 - type()
 - str(), int(), float()

Exercise

```
3 * 2.001
( "A"*2 + "?"*3 ) * 2
1/2
 "1.0"+2.0
 1.0*2 + 2*2
14 % 5
 1.1 ** 2
```

Python Programs

If you run a 10 kilometer race in 43 minutes 30 seconds, what is your average time per mile? (Hint: there are 1.61 kilometers in a mile).

variables!

Variables

- A variable is a name that refers to a value
 - names should be meaningful
 - by convention words separated by an underscore
 - names cannot be a keyword (e.g. print), cannot include spaces, must begin with a letter

| and | del | from | not | while |
|----------|---------|--------|--------|-------|
| as | elif | global | or | with |
| assert | else | if | pass | yield |
| break | except | import | print | |
| class | exec | in | raise | |
| continue | finally | is | return | |
| def | for | lambda | try | |

Assigning variables

- Can assign a value to a variable
- Right hand side can be any expression (anything that is, or that evaluates to, a value)

```
x = 12.001
a_string = 1*str(2) + "2"*2
x_type = type(1+2.001)
```

Example: Writing a Python Program

If you run a 10 kilometer race in 43 minutes 30 seconds, what is your average time per mile? (Hint: there are 1.61 kilometers in a mile).

If you run a 10 kilometer race in 43 minutes 30 seconds, what is your average speed in miles per hour? (Hint: there are 1.61 kilometers in a mile).

Course Logistics

All information is on the Course website:

http://www.cs.pomona.edu/~ebirrell/classes/cs51p/2019fa/