

# CIS 122

Recap

# Midterm Details

- Monday July, 18
- 1 Hour
- Study guide on course website
  - Resources page
- You are allowed to bring a note sheet
  - 1 sheet of paper
  - Double sided

# Midterm Details

- What should you study?
- Homework assignments
  - Know how they work
  - Know why they work
- Study guide
  - Make sure you're familiar with the terms
  - Know how to use them
- In class quizzes
  - Look them over
  - Slides are all online

# Types

- What types have we seen so far?
  - Ints
  - Floats
  - Strings
  - Booleans
  - (don't worry about tuples)

# Types - Ints

- Whole numeric values
- Can perform arithmetic operations
  - Addition
  - Subtraction
  - Multiplication
  - Division
- Any integer operation always returns an integer
  - Careful when dividing
  - Always truncates down

# Types - Floats

- Fractional numeric values
  - Any number with a decimal point
- Can do anything ints can do
- Any operation involving a float returns a float
  - $5 / 2 = 2$
  - $5.0 / 2 = 2.5$
- Need a float fast?
  - Multiply by 1.0
  - $42 * 1.0 = 42.0$

# Types - Strings

- Sequences of characters
  - Surrounded by quotes
  - "HAPPY BIRTHDAY"
- Not just letters
  - Numbers
  - Punctuation
  - White space
- How long are these strings?
  - "Count me!"
  - " "
  - ""

# Types - Strings

- What can we do with strings?
  - Basic operations
- String addition (concatenation)
  - "abc"+"def"
- String multiplication
  - "hip " \* 3



# Types - Strings

- What can we do with strings?
  - String indexing
- `s[ i ]` = ith character of s (starting from 0)
  - `"abcdef"[ 3 ]`
- `s[ -i ]` = ith character from the right (starting from 1)
  - `"abcdef"[-3 ]`

# Types - Strings

- What can we do with strings?
  - String slicing
- `s[ i : j ]` = substring of `s`
  - Starting from `s[ i ]`
  - Up to but not including `s[ j ]`
  - `"abcdef"[ 2 : 4 ] = "cd"`
- If we leave out a number, it defaults to the end
  - `"abcdef"[ 2 : ] = "cdef"`
  - `"abcdef"[ : 4 ] = "abcd"`

# Types - Booleans

- Only two values
  - True
  - False
- Comparisons
  - $3 \leq 4$
  - $'a' \neq 'b'$
- Boolean logic
  - and
  - or
  - not

# Types

- What questions should you expect?
  - Evaluate this expression (as python would)
- Some sample expressions
  - $1 + 2 * 3$
  - "sequence" [ 3 ]
  - $3 < 4$  and True

# Variable Assignment

- We can assign values to variables
  - Assignment operator (=)
  - Variable on the left
  - Value on the right
- `x = 5`
- `myString = "puppy"`
- `isItRainingToday = False`

# Variable Assignment

- Variables can be reassigned
  - New value replaces old value
  - Variables on LHS = names
  - Variables on RHS = values
  
- $x = 5$
- $x = 6$
- $x = x + 1$

# Conditional Logic

- Conditional code execution
  - `if`, `elif`, `else`

```
if x == 0:  
    print "x is zero"  
elif x==1:  
    print "x is one"  
else:  
    print "I don't know what x is"
```

# Conditional Logic

- What questions should you expect?
  - What happens when we run this code?
  - What is the value of x afterwards?

```
x = 0
```

```
if x < 0:
```

```
    x = x + 1
```

```
elif x != 2:
```

```
    x = x * 2
```

```
else:
```

```
    x = 5
```



# Functions

- Function Components
  - Definition
    - Name
    - Arguments
  - Body
    - Docstring
    - Return Value

```
def plusOne(myNum):  
    """Adds one to myNum"""  
  
    myLargerNum = myNum + 1  
    return myLargerNum
```

# Functions

- Function Components

- Definition

- Name

- Arguments

- Body

- Docstring

- Return Value

```
def plusOne(myNum):  
    """Adds one to myNum"""
```

```
    myLargerNum = myNum + 1  
    return myLargerNum
```

- What questions should you expect?

- Tell me what this function does (high level description)

- Write a function to perform a simple task

- Stack diagrams

# Functions - Stack Diagrams

```
def plusOne(myNum):  
    newNum = myNum + 1  
    return newNum
```

```
def myFunc(x,y):  
    z = plusOne(x)  
    ans = y*z  
    return ans
```

```
a = myFunc(2,3)
```

```
__main__  
plusOne → <func>  
myFunc → <func>  
a → 9
```

```
myFunc  
x → 2  
y → 3  
z → 3  
ans → 9
```

```
plusOne  
myNum → 2  
newNum → 3
```

# Recursion

- Recursive Functions
  - Just like normal functions
  - Except they call themselves
- Structure
  - Base Case
  - Recursive Step
- What questions should you expect?
  - Implement this recursive problem
  - I'll give you a base case and recursive step

# Turtle

- Importing Modules
  - `import turtle`
- Basic turtle functions
  - `turtle.forward(dist)`
  - `turtle.backward(dist)`
  - `turtle.left(angle)`
  - `turtle.right(angle)`
- What sort of question should you expect?
  - Something tied into a previous topic
  - I won't ask you to draw a fractal

# Tomorrow

- General review session tomorrow
- Bring your own questions
- I'll go over whatever you want to go over