

Wally Wart, a protrusive advocate of concrete

computing

Welcome to CS 5!

Read sections 1.1, 2.1-2.6

Introduction to CS

We don't have words strong enough to describe this class.

- US News and Course Report

Everyone will get out of this course – a lot!

- NYTimes Review of Courses

We give this course two thumbs...

- Metametacritic

Introductions...



Not entirely sensible!

Geoff Kuenning

geoff@cs.hmc.edu
Put "CS 5" in your subject line!

I think hard drives are cool...



Chat grutors: Natalie Couch, Ammar Fakih, Amy Tam







Speaking of introductions



Summer research



Zoominess

Keep cameras on (if possible)

Lectures recorded and posted here

Slides pre-posted on class Web site

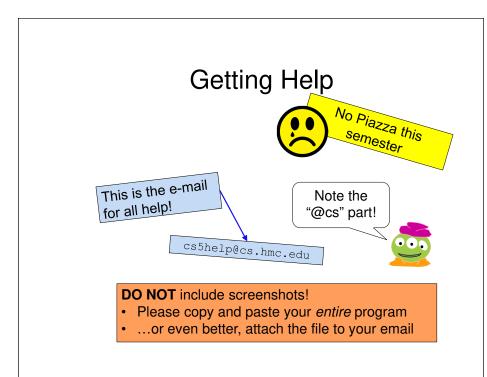
Search for "HMC CS5"!

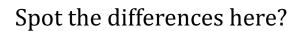


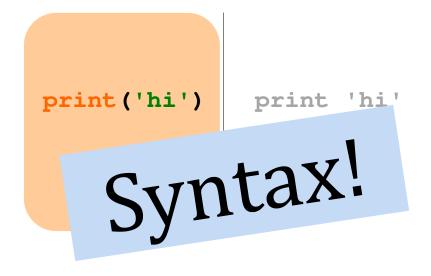
https://www.cs.hmc.edu/~geoff/cs5videos (login and PW in email you got)

Zoom chat is for questions, not conversation

Posting in chat is like raising your voice in class







Today in CS5...

- 2) How CS 5 runs...
- 3) Python?!



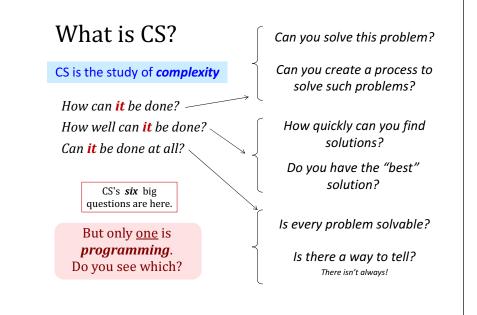
1) What *is* CS?



it's definitely alien!

I'm not so sure..







Syllabus, briefly

Lectures

Tu and Th: 12:45-2:00pm

Key skills, topics, and their motivation Insight into the HW problems (what, why, how) We'd like to see you! Let us know if you'll be sick...

Lab

recommended by 4 out of 5 CS5 alums!

Tu: 2:30-4:30pm and 6:00-8:00pm

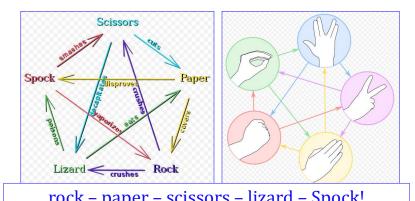
Guided progress on the week's homework Not required, but encouraged: full credit for lab Will **SAVE** you time and effort in CS 5

Office hrs

See https://www.cs.hmc.edu/~geoff/geoff-schedule.html or, come to any of the many tutoring hrs!

HW

Monday nights: *due by 11:59 pm*



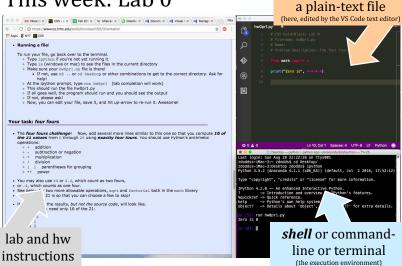
rock - paper - scissors - lizard - Spock!



http://www.youtube.com/watch?v=fqlDc2VICZ0 start at about :22

Python source code,





get everything running on your own machine

Homework

Assignments

~ 5 problems/week

Due **Monday** evenings by 11:59 pm.

Extra credit is usually available...

You have 3 *CS 5 Euros* to use...
"Late Days"



Collaborate!

Some problems are specified "individual-only." Others offer the option of working as pairs/partners:

- You don't have to work in pairs/partners (that said, it's fun!)
- If you do, you must share the work equally—typing and coaching
- Be sure to indicate who your partner was at the submission site!
- Put your name(s) in the code, as well!

Honor Code

- You're *encouraged* to **discuss** problems with other students—or tutors—or any instructors.

Please *do* use the Internet for Python language references.

Pleas **do** use other's eyes for finding syntax erorrs.

Do ${\it not}$ use the Internet (or intranet) to (try to) find solutions...

If you work as a pair/partners, the rules apply for the duo.

ors nere!

need to borrow others' to find

the syntax

Sign & submit CS's honesty policy *online* in this week's lab.

Pairs



one computer

tradeoff typing/debugging ~ about every 20 minutes

Partners





two computers

both partners type/debug ~ provide help as needed

Standard is the same either way:

After finishing the homework, (a) each person has contributed equally and (b) both could complete the problems on their own

Submit with a partner as *full co-owners* of the work.

Grading

- $\sim 65\% \ Assignments$
- ~ 30% Exams
- ~ 5% Participation/"quizzes"

Exams

Midterm Final Thu, Mar. 25, in-class Wed, May 12 (2pm) Midterm? This feels more like a 3/4-term!



using a page of notes is OK on exams

the exams are written, not coded the problems are modeled on the in-class "quizzes"

Choices, choices!

```
Let's set the value of pct to 0.91...
pct = 0.91
                                       What will this program print,
                                            if pct is 0.91?
if pct > 0.95:
     print('A')
elif pct > 0.90:
     print('A-')
elif pct > 0.70:
     print('Pass')
else:
     print('Aargh!')
                                                    What's here?
                                     # of BLOCKS here:
                                       # of TESTS here:
                                      # of CONTROL here:
```

Exclusive Choices

if ... elif ... else

```
pct = 0
if pct > 0.95:
     print('A')
elif pct > 0.90:
     print('A-')
                                       4 mutually exclusive blocks
elif pct > 0.70:
                                           in a single control structure
     print('Pass')
else:
                                                    When using
     print('Aargh!')
                                              if . elif ... . else
                                              at most one block will run:
                                              the first whose test is True.
 elif and else are optional
                                              If <u>all</u> fail, the else will run
```

Choices, choices!

```
pct = 0.80
                            pct = 0.80
if pct > 0.95:
                            if pct > 0.00:
    print('A')
                                print('Aargh!')
elif pct > 0.90:
                            elif pct > 0.70:
    print('A-')
                                print('Pass')
elif pct > 0.70:
                            elif pct > 0.90:
    print('Pass')
                                print('A-')
else:
                            else:
    print('Aargh!')
                                print('A')
```

What does each of these programs print out, if **pct** is 0.80?

What value of **pct** gives an 'A-' on the right?

How can you get a **better** grade on the right than the left?

What's the difference?

```
nonexclusive blocks
 mutually exclusive blocks
pct
                                    pct
if pct > .95:
                                    if pct > .95:
     print('A')
                                         print('A')
elif pct > .90:
                                    if pct > .90:
     print('A-')
                                         print('A-')
elif pct > .70:
                                    if pct > .70:
     print('Pass')
                                        print('Pass')
              What if pct == .99? (How would we set it?)
```

How many separate control structures does each side have?

Nesting

Does this program print the correct RPS result <u>this time</u>?

Does it <u>always</u>?

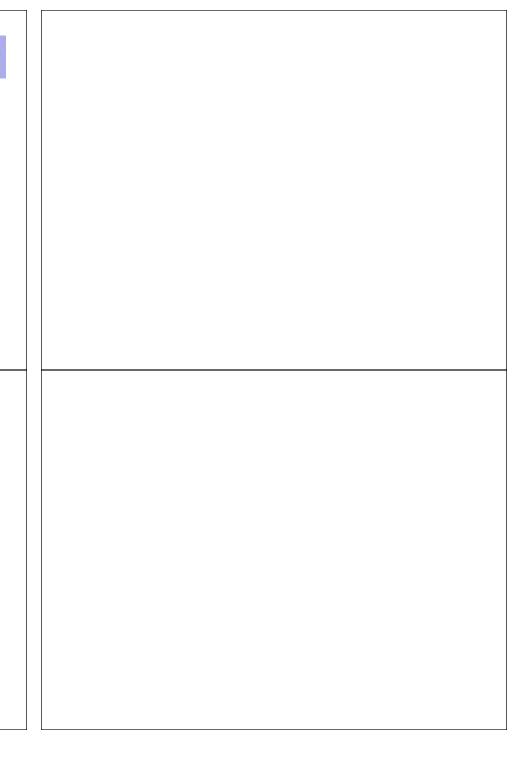
```
comp = 'rock'
user = 'paper'

if comp == 'paper' and user == 'paper':
    print('We tie. Try again?')

elif comp == 'rock':

    if user == 'scissors':
        print('I win! *_*')
    else:
        print('You win. Aargh!')

BLOCKS?
TESTS?
Control
Structures?
```



Pair up with someone nearby - answer these questions together...



Name	



Your favorite is .

Your favorite ______ is _____.

Your least favorite ______ is _____.

Your least favorite is .

What is something non-Claremont-collegey you have in common?

Then, try these Python q's:

- (1) Find the 3 tests and 4 blocks here.
- (2) What does this code print?

```
comp = 'rock'
user = 'rock':
if comp == 'rock':
   if user == 'paper':
       print('I win *_*!')
   elif user == 'scissors':
       print('You win.')
else:
   print('Tie.')
```

(3) As written, what output does this print?

```
if comp == 'rock':
    print('I win *_*!')
if user == 'paper':
    print('You win.')
else:
    print('Tie.')
```

(6) What is the *smallest* number of **blocks** and **tests** you'd need for a full game of RPS?

(Extra) What if it were RPS-5, which includes Lizard and Spock? How about RPS-101?

- (4) *Change* these inputs to produce a completely correct RPS output here.
- (5) How many of the 9 RPS **input cases** are *fully correctly* handled here?

