Quiz Section #1
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About me, course logistics, etc.

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…or by appointment
Homework policy:

No late homework accepted without PRIOR arrangements

Grading is equally about your effort and your execution

First homework assigned tomorrow
What is the quiz section all about?

not a “how-to” homework session

mostly we will learn Python and review in-class material

attendance is not required, but the material covered in section is required
Questions about course logistics?
What is an algorithm?

**Formally:** an exact *procedure*, or set of instructions, to achieve a predictable final result from a given input

**Colloquially:** a thorough method for solving a problem according to step-by-step instructions
Some key features of algorithms

Typically written in “pseudocode” or similar

Inputs and outputs specified at the outset

Often designed to achieve some goal in the “best” way possible

- fastest
- least memory
- most accurate
Example of an algorithm: smallest number

Find the smallest of three numbers

Algorithm FindSmallestNumber

Input: three numbers A, B, and C
Output: the largest number
Example of an algorithm: smallest number

Find the smallest of three numbers

**Algorithm FindSmallestNumber**

*Input: three numbers A, B, and C*

*Output: the largest number*

```plaintext
current_smallest ← A
if B < current_smallest:
    current_smallest ← B
else:
    [do nothing]
if C < current_smallest:
    current_smallest ← C  [… else: do nothing]
return current_smallest
```

Find the smallest of three numbers
Example of an algorithm: smallest number

**Algorithm FindSmallestNumber**

*Input*: three numbers A, B, and C  
*Output*: the largest number

```
current_smallest ← A
if B < current_smallest:
    current_smallest ← B
else:
    [do nothing]
if C < current_smallest:
    current_smallest ← C
[... else: do nothing]
return current_smallest
```
Another example: Euclid’s algorithm

Find the greatest common divisor of two numbers

If $A > B$, and $A$ & $B$ have greatest common divisor $G$, then $G$ is also the GCD of $A$ and $(A - B)$

Example: $A = 63$, $B = 18$

• What is the GCD?

• Can we generalize this process as a set of rules or steps to follow to ALWAYS find the GCD?
Another example: Euclid’s algorithm

Find the greatest common divisor of two numbers

Algorithm EuclidGCD

Input: two numbers: A and B
Output: the GCD of A and B
Another example: Euclid’s algorithm

Find the greatest common divisor of two numbers

Algorithm EuclidGCD

Input: two numbers: A and B
Output: the GCD of A and B

start:
if B = 0 then output A  (else: keep going)
if A > B then A ← A – B
else B ← B – A
go to start
Often we can draw an algorithm as a flowchart.

What’s the problem with this flowchart?

How could we improve it?

Source: http://en.wikipedia.org/wiki/Algorithm#media/File:Euclid_flowchart.svg
Common pitfalls and issues to consider

What if I enter a zero?

What if I enter a negative number?

What if I enter a fraction?

Is my algorithm guaranteed to ever finish?
In class example: algorithm for factorial

Recall: for any positive integer $k$,

$$k! = k \times (k -1) \times (k-2) \times \ldots \times 1$$

What is an algorithm for calculating the factorial?
Algorithms are not the same as computer code!

But, algorithms can be implemented in programming languages

You have already done hard work!
Why do we program?

Get Stuff Done.

– Automate repeated tasks
– Extract information from huge amounts of data
– Manipulate or convert data to get it in the right format
What tools do we need to write a program?

<table>
<thead>
<tr>
<th>Technical stuff</th>
<th>Important stuff</th>
</tr>
</thead>
<tbody>
<tr>
<td>Variables</td>
<td>Patience</td>
</tr>
<tr>
<td>Flow control</td>
<td>Practice</td>
</tr>
<tr>
<td>Syntax</td>
<td>Comments</td>
</tr>
<tr>
<td>Grammar</td>
<td>Internet</td>
</tr>
</tbody>
</table>
What tools do we need to write a program?

**Technical stuff**
- Variables
- Flow control
- Syntax
- Grammar

**Important stuff**
- Patience
- Practice
- Comments
- Internet

**Practical stuff**
- Editor
- Interpreter

Today: focus on editor & interpreter
Python Editors: too many choices!

```
import sys

# input two integers
a = int(sys.argv[1])
b = int(sys.argv[2])

# check which is bigger!
if a > b:
    print "a is bigger"
else:
    print "b is bigger"
```

SublimeText: http://www.sublimetext.com/

PyCharm: https://www.jetbrains.com/pycharm/download/
Typing your script line-by-line: not a good plan
Write your script in an editor, and then “call” it or “run” it from the command line.
In-class example: Hello, world!
And now, a few comments about comments
What is a comment in code?

A comment is a line, or part of a line, that is skipped by the interpreter.

In other words, it’s not interpreted. It’s just there.

In python, comments start with the pound sign (“#”).

```
0330 18:59 adityas:~% python
Python 2.7.6 (default, Sep  9 2014, 15:04:36)
[GCC 4.2.1 Compatible Apple LLVM 6.0 (clang-600.0.39)] on darwin
Type "help", "copyright", "credits" or "license" for more information.
>>> a = 1
>>> b = 2
>>> # I can type whatever I want if I put the pound sign at the beginning of this line
... 
>>> I cannot type whatever I want if I forget to do that!
File "<stdin>", line 1
    I cannot type whatever I want if I forget to do that!
    ^
SyntaxError: invalid syntax
>>> 
```
Why do we comment our code?

Help yourself remember what you were thinking

Help other people understand what you were thinking

Help your grader figure out what you were trying to do, and what went wrong!
Commenting for beginners

Your homework MUST HAVE COMMENTS

It’s OK to “over-comment”

Usually you put comments just above / before the part of the program you’re referring to