CSC148 winter 2018

Introduction to computer science

week 1

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January 8, 2018
Outline

Introduction

object-oriented design
What’s CSC148 not about?

- well first, CSC108 was about if statements, loops, function definitions and calls, lists, dictionaries, searching, sorting, classes, documentation style. So you’ve got all that down...

otherwise... ramp-up The sessions will be in BA1130 (BA room 1130) Saturday (10 4) and Sunday (11 5) January 6th and 7th. There is space for about 150 per day, and you need to register
But what’s CSC148 about?

- how to understand and write a solution for a real-world problem
  
  \[ \text{English problem specification} \rightarrow \text{Python solution} \]

- abstract data types (ADTs) to represent and manipulate information

  \[ \text{hide how, show what with public interface (docstring)} \]

- recursion: clever functions that call themselves

  \[ \text{def } \text{func}(\text{...}) \text{...} \]

- exceptions: how to deal with unexpected situations

  \[ \text{you seen errors, now we can use Exceptions} \]

- design: how to structure a program

  \[ \text{80\% of time is maintaining code...} \]

- efficiency: how much resource (time/space) does a program use?

  \[ \text{How much time/space for a problem solution?} \]
How's this course run?

- 4 instructors
- ~1000 students

[Draft for 2 weeks, then can only change by majority vote]

All answers in course information sheet. Spoiler alert: meaning of life is 42... fix test conflicts now!
python infested by objects
try drawing them: id in upper left, type in upper right, value may include references to other objects. Compare notes with Python visualizer

Here are some built-in objects to fool around with:

```python
>>> w1 = "words"
>>> w2 = "swords"[1:]
>>> w1 is w2
>>> w1 == w2
>>> w1 * w2
>>> import turtle
>>> t = turtle.Turtle()
>>> t.pos()
(0.00,0.00)
>>> t.forward(100)
```
review function design recipe

Dream up a function. Now use the function design recipe to build it, step-by-step... Now with PyCharm

Example
Header
Description
Body
Test

↑ nags about code defects
vandalizing existing classes
this is deeply wrong, except for teaching purposes...

```python
>>> from turtle import Turtle
>>> t1 = Turtle()
>>> t1.pos()
(0.00,0.00)
>>> t1.forward(100)
>>> t1.pos()
(100.00,0.00)
>>> t1.neck
Traceback (most recent call last):
  File "<stdin>" , line 1, in <module>
AttributeError: 'Turtle' object has no attribute 'neck'
>>> Turtle.neck = "very reptilian"
>>> t1.neck
'very reptilian'
```

A Turtle knows where it is, a Turtle can move

we added a neck at t1 was created!
Design a new class

Somewhere in the real world there is a description of points in two-dimensional space:

*In two dimensions, a point is two numbers (coordinates) that are treated collectively as a single object. Points are often written in parentheses with a comma separating the coordinates. For example, \((0, 0)\) represents the origin, and \((x, y)\) represents the point \(x\) units to the right and \(y\) units up from the origin. Some of the typical operations that one associates with points might be calculating the distance of a point from the origin, or from another point, or finding a midpoint of two points, or asking if a point falls within a given rectangle or circle.*

Find the most important noun (good candidate for a class...), its most important attributes, and operations that sort of noun should support.
build class Point...

in that deeply wrong, but informative, way

```python
>>> class Point:
...     pass
...
>>> def initialize(point, x, y):
...     point.x = x
...     point.y = y
...
>>> def distance(point):
...     return (point.x**2 + point.y**2) ** (1 / 2)
...
>>> Point.__init__ = initialize
>>> Point.distance = distance
>>> p2 = Point(12, 5)
>>> p2.distance()  # point instance here ... not here
13.0
```
build class **Point**... properly!

Define a class API:

1. choose a class name and write a brief description in the class docstring. `Point`

2. write some examples of client code that uses your class
   \[ p = \text{Point}(3, 4) \]

3. decide what services your class should provide as public methods, for each method declare an API\(^1\) (examples, header, type contract, description) `distance`
   ```
   __init__  __eq__  __str__
   ```

4. decide which attributes you class should provide without calling a method, list them in the class docstring
   \[ x \text{ and } y \]

\(^1\)use the CSC108 function design recipe
continue building class Point... properly!

Implement the class:

1. body of special methods `__init__`, `__eq__`, and `__str__`

2. body of other methods

3. testing (more on this later)
weird things

try these out

- what happens if, after declaring Point, you try
  print(Point.x)
  OR
  Point.y = 17

- methods can be invoked in two equivalent ways:
  p = Point(3, 4)
  p.distance_to_origin()
  5.0
  Point.distance_to_origin(p)
  in each case the first parameter, conventionally self, refers
to the instance named p