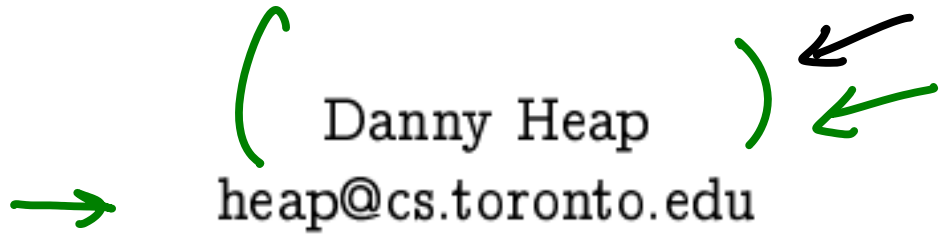
CSC148 fall 2013

Introduction to computer science

week 1



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September 8, 2013

Outline

Introduction

object-oriented design

What's CSC148 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, sign up for the CSC148 ramp-up session September 14th or 21st, 10–4

  `148rampup@cs.toronto.edu` ← write soon!

But what's CSC148 about?

- how to understand and write a solution for a real-world problem
- abstract data types (ADTs) to represent and manipulate information
- recursion: clever functions that call themselves
- exceptions: how to deal with unexpected situations
- design: how to structure a program

write specifications, translate into code

define lots of them.

focus on Object-Oriented

touch on other paradigms → functional, imperative.

How's this course run?

All answers in course information sheet. Spoiler alert: meaning of life is 42...

python infested by objects

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

```
>>> w1 = "words"
>>> w2 = "swords"[1:]
>>> w1 is w2
False
>>> import turtle
>>> t = turtle.Turtle()
>>> t.pos()
(0.00,0.00)
>>> t.forward(100)
```

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