### CSci 127: Introduction to Computer Science



hunter.cuny.edu/csci

イロト イポト イヨト イヨト

CSci 127 (Hunter)

Lecture 2

2 September 2022 1 / 40

3

From email

<ロト < 部 ト < 注 ト < 注 ト 三 三 の < ()</p>

From email

• I am not sure how to submit the Lab.

<ロト < 部 ト < 注 ト < 注 ト 三 三 の < ()</p>

From email

• I am not sure how to submit the Lab. You don't submit the lab, you read the lab.

イロト 不良 トイヨト イヨト ヨー のくや

From email

#### • I am not sure how to submit the Lab.

You don't submit the lab, you **read the lab**. When you are done, start working on this week's 5 programming assignments (this week we will be working on programs 6-10)

◆□▶ ◆□▶ ◆三▶ ◆三▶ ○○○

From email

#### • I am not sure how to submit the Lab.

You don't submit the lab, you **read the lab**. When you are done, start working on this week's 5 programming assignments (this week we will be working on programs 6-10)

#### • Can I work ahead?

◆□▶ ◆□▶ ◆三▶ ◆三▶ ○○○

From email

#### • I am not sure how to submit the Lab.

You don't submit the lab, you **read the lab**. When you are done, start working on this week's 5 programming assignments (this week we will be working on programs 6-10)

#### • Can I work ahead?

Absolutely! Submission is open on Gradescope, 3 weeks before the deadline.

E SQC

From email

#### • I am not sure how to submit the Lab.

You don't submit the lab, you read the lab.

When you are done, start working on this week's 5 programming assignments (this week we will be working on programs 6-10)

#### • Can I work ahead?

Absolutely! Submission is open on Gradescope, 3 weeks before the deadline. **IMPORTANT:** Students who work on the due dates in this class tend to miss deadlines and fall behind. If, instead, you work on programs the week of the associated lecture, you will have time to ask for help if you get stuck and still make the deadline.

◆□▶ ◆□▶ ◆三▶ ◆三▶ ○○○

From email

#### • I am not sure how to submit the Lab.

You don't submit the lab, you read the lab.

When you are done, start working on this week's 5 programming assignments (this week we will be working on programs 6-10)

#### • Can I work ahead?

Absolutely! Submission is open on Gradescope, 3 weeks before the deadline. **IMPORTANT:** Students who work on the due dates in this class tend to miss deadlines and fall behind. If, instead, you work on programs the week of the associated lecture, you will have time to ask for help if you get stuck and still make the deadline.

#### • When is the midterm?

▲□▶ ▲□▶ ▲□▶ ▲□▶ □ − ∽ Q (~

From email

#### • I am not sure how to submit the Lab.

You don't submit the lab, you read the lab.

When you are done, start working on this week's 5 programming assignments (this week we will be working on programs 6-10)

#### • Can I work ahead?

Absolutely! Submission is open on Gradescope, 3 weeks before the deadline. **IMPORTANT:** Students who work on the due dates in this class tend to miss deadlines and fall behind. If, instead, you work on programs the week of the associated lecture, you will have time to ask for help if you get stuck and still make the deadline.

#### • When is the midterm?

There is no midterm. Instead there's required weekly quizzes, code reviews and programming assignments.

• For contact tracing purposes, the College requests that you remain in the same seat for the entire semester.

- For contact tracing purposes, the College requests that you remain in the same seat for the entire semester.
- Please, write down the row and seat number you are seating in and continue to seat there for the rest of the semester.

▲□▶ ▲□▶ ▲ヨ▶ ▲ヨ▶ ヨ - のの⊙

- For contact tracing purposes, the College requests that you remain in the same seat for the entire semester.
- Please, write down the row and seat number you are seating in and continue to seat there for the rest of the semester.
- Submit your row and seat number using this link: https://docs.google.com/spreadsheets/d/11enjiMGPGT1uLF7AG\_ r8dzYEIqsMFSd81Y5mIdITQwg/edit?usp=sharing

◆□▶ ◆□▶ ◆三▶ ◆三▶ ○○○

- For contact tracing purposes, the College requests that you remain in the same seat for the entire semester.
- Please, write down the row and seat number you are seating in and continue to seat there for the rest of the semester.
- Submit your row and seat number using this link: https://docs.google.com/spreadsheets/d/11enjiMGPGT1uLF7AG\_ r8dzYEIqsMFSd81Y5mIdITQwg/edit?usp=sharing
- The link to the form can also be found on Blackboard under Announcements.

◆□▶ ◆□▶ ◆三▶ ◆三▶ ○○○

## Today's Topics



- For-loops
- range()
- Variables
- Characters
- Strings

Э

990

<ロト <回ト < 回ト < 回ト

## Today's Topics



#### For-loops

• range()

Variables

Characters

Strings

Э

900

<ロト <回ト < 回ト < 回ト

# Group Work

Some review and some novel challenges:

```
1 #Predict what will be printed:
2 for i in range(4):
 3
       print('The world turned upside down')
  for j in [0,1,2,3,4,5]:
4
 5
       print(i)
6 for count in range(6):
 7
       print(count)
 8
   for color in ['red', 'green', 'blue']:
9
       print(color)
   for i in range(2):
10
11
       for j in range(2):
12
            print('Look around,')
13
       print('How lucky we are to be alive!')
```

◆□▶ ◆□▶ ◆三▶ ◆三▶ ○○○

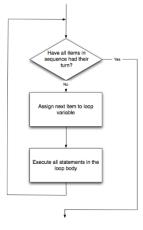
### Python Tutor

1 #Predict what will be printed: 2 for i in range(4): print('The world turned upside down') 3 4 for j in [0,1,2,3,4,5]: print(j) 6 for count in range(6): 7 print(count) 8 for color in ['red', 'green', 'blue']: 9 print(color) 10 for i in range(2): 11 for j in range(2): 12 print('Look around,') 13 print('How lucky we are to be alive!')

#### (Demo with pythonTutor)

▲□▶ ▲□▶ ▲ヨ▶ ▲ヨ▶ ヨ - のの⊙

for-loop



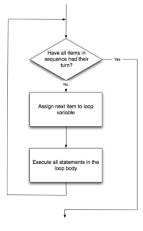
for i in list:
 statement1
 statement2
 statement3

How to Think Like CS, §4.5

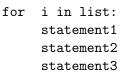
CSci 127 (Hunter)

2 September 2022 8 / 40

for-loop



How to Think Like CS, §4.5



where list is a list of items:

- stated explicitly (e.g. [1,2,3]) or
- generated by a function, e.g. range().

## Today's Topics



- For-loops
- o range()
- Variables
- Characters
- Strings

Э

990

<ロト <回ト < 回ト < 回ト

```
More on range():
```

```
1
    #Predict what will be printed:
2
3
    for num in [2,4,6,8,10]:
 4
        print(num)
 5
 6
    SUM = 0
 7
    for x in range((0, 12, 2)):
 8
        print(x)
 9
        sum = sum + x
10
11
    print(sum)
12
13 for c in "ABCD":
14
        print(c)
```

3

## Python Tutor

```
1 #Predict what will be printed:
 2
3
  for num in [2,4,6,8,10]:
        print(num)
 4
 5
 6
   sum = 0
 7
   for x in range((0, 12, 2)):
 8
        print(x)
 9
        sum = sum + x
10
11 print(sum)
12
13
   for c in "ABCD":
14
       print(c)
```

#### (Demo with pythonTutor)

= 990



Simplest version:
 range(stop)



Ξ

イロト イロト イヨト イヨト





Simplest version:

- range(stop)
- Produces a list: [0,1,2,3,...,stop-1]

3

996

<ロト <回ト < 回ト < 回ト



#### Simplest version:

- range(stop)
- Produces a list: [0,1,2,3,...,stop-1]
- For example, if you want the list [0,1,2,3,...,100], you would write:

3

Sac



#### Simplest version:

- range(stop)
- Produces a list: [0,1,2,3,...,stop-1]
- For example, if you want the list [0,1,2,3,...,100], you would write:

range(101)

3

Sac



What if you wanted to start somewhere else:



E 990

<ロト <回ト < 回ト < 回ト



#### What if you wanted to start somewhere else:

```
• range(start, stop)
```



€ 990



What if you wanted to start somewhere else:

• range(start, stop)

 Produces a list: [start,start+1,...,stop-1]

3

500



What if you wanted to start somewhere else:

- range(start, stop)
- Produces a list: [start,start+1,...,stop-1]
- For example, if you want the list [10,11,...,20] you would write:

3

Sac



What if you wanted to start somewhere else:

- range(start, stop)
- Produces a list: [start,start+1,...,stop-1]
- For example, if you want the list [10,11,...,20] you would write:

range(10,21)

3

200



What if you wanted to count by twos, or some other number:



€ 990



What if you wanted to count by twos, or some other number:

• range(start, stop, step)



3

500

What if you wanted to count by twos, or some other number:

- range(start, stop, step)
- Produces a list: [start,start+step,start+2\*step...,last] (where last is the largest start+k\*step

less than stop)

Sac

E 1 4 E 1



What if you wanted to count by twos, or some other number:

- range(start, stop, step)
- Produces a list:

[start,start+step,start+2\*step...,last] (where last is the largest start+k\*step less than stop)

• For example, if you want the list [5,10,...,50] you would write:

Sac

## range()



What if you wanted to count by twos, or some other number:

- range(start, stop, step)
- Produces a list:

[start,start+step,start+2\*step...,last] (where last is the largest start+k\*step less than stop)

• For example, if you want the list [5,10,...,50] you would write:

range(5,51,5)

200



The three versions:

E IQC



The three versions:
 range(stop)

₹ 9 Q (~

<ロト <回ト < 回ト < 回ト



The three versions:

- range(stop)
- range(start, stop)

3

200



The three versions:

- range(stop)
- o range(start, stop)
- range(start, stop, step)

3

500

### Today's Topics



- For-loops
- range()
- Variables
- Characters
- Strings

Э

900

<ロト <回ト < 回ト < 回ト

• A **variable** is a reserved memory location for storing a value.



Э

990

- A variable is a reserved memory location for storing a value.
- Different kinds, or **types**, of values need different amounts of space:
  - ▶ int: integer or whole numbers



∃ → < ∃ →</p>



- A variable is a reserved memory location for storing a value.
- Different kinds, or **types**, of values need different amounts of space:
  - ▶ int: integer or whole numbers
  - float: floating point or real numbers



- A variable is a reserved memory location for storing a value.
- Different kinds, or **types**, of values need different amounts of space:
  - ▶ int: integer or whole numbers
  - float: floating point or real numbers
  - string: sequence of characters



- A variable is a reserved memory location for storing a value.
- Different kinds, or **types**, of values need different amounts of space:
  - ▶ int: integer or whole numbers
  - float: floating point or real numbers
  - string: sequence of characters
  - list: a sequence of items



- A variable is a reserved memory location for storing a value.
- Different kinds, or **types**, of values need different amounts of space:
  - ▶ int: integer or whole numbers
  - float: floating point or real numbers
  - string: sequence of characters
  - list: a sequence of items e.g. [3, 1, 4, 5, 9] or ['violet', 'purple', 'indigo']



- A variable is a reserved memory location for storing a value.
- Different kinds, or **types**, of values need different amounts of space:
  - ▶ int: integer or whole numbers
  - float: floating point or real numbers
  - string: sequence of characters
  - b list: a sequence of items
    e.g. [3, 1, 4, 5, 9] or
    ['violet','purple','indigo']
  - class variables: for complex objects, like turtles.
- In Python (unlike other languages) you don't need to specify the type; it is deduced by its value.

• There's some rules about valid names for variables.



Э

996



There's some rules about valid names for variables.

• Can use the underscore ('\_'), upper and lower case letters.

3

200



There's some rules about valid names for variables.

- Can use the underscore ('\_'), upper and lower case letters.
- Can also use numbers, just can't start a name with a number.

3



There's some rules about valid names for variables.

- Can use the underscore ('\_'), upper and lower case letters.
- Can also use numbers, just can't start a name with a number.
- Can't use symbols (like '+' or '\*') since used for arithmetic.



There's some rules about valid names for variables.

- Can use the underscore ('\_'), upper and lower case letters.
- Can also use numbers, just can't start a name with a number.
- Can't use symbols (like '+' or '\*') since used for arithmetic.
- Can't use some words that Python has reserved for itself (e.g. for). (List of reserved words in *Think CS*, §2.5.)

### Today's Topics



- For-loops
- range()
- Variables
- Characters
- Strings

Э

999

<ロト <回ト < 回ト < 回ト

### Standardized Code for Characters

American Standard Code for Information Interchange (ASCII), 1960.

Sac

### Standardized Code for Characters

American Standard Code for Information Interchange (ASCII), 1960. (New version called: Unicode).

990

イロト 不得 トイヨト イヨト 二日

## Standardized Code for Characters

American Standard Code for Information Interchange (ASCII), 1960. (New version called: Unicode).

Decimal	Hex	Char	Decimal	Hex	Char	Decimal	Hex	Char	Decimal	Hex	Char
0	0	[NULL]	32	20	(SPACE)	64	40	0	96	60	×
1	1	[START OF HEADING]	33	21	1.1	65	41	A	97	61	а
2	2	[START OF TEXT]	34	22	1.00	66	42	в	98	62	b
3	3	[END OF TEXT]	35	23	#	67	43	с	99	63	с
4	4	[END OF TRANSMISSION]	36	24	\$	68	44	D	100	64	d
5	5	[ENQUIRY]	37	25	%	69	45	E	101	65	е
6	6	[ACKNOWLEDGE]	38	26	&	70	46	F	102	66	f
7	7	[BELL]	39	27	1.00	71	47	G	103	67	g
8	8	[BACKSPACE]	40	28	(	72	48	H	104	68	ĥ
9	9	[HORIZONTAL TAB]	41	29	)	73	49	1	105	69	1
10	Α	[LINE FEED]	42	2A	*	74	4A	J .	106	6A	j
11	в	[VERTICAL TAB]	43	2B	+	75	4B	ĸ	107	6B	k
12	С	[FORM FEED]	44	2C	,	76	4C	L.	108	6C	1.
13	D	[CARRIAGE RETURN]	45	2D		77	4D	M	109	6D	m
14	E	(SHIFT OUT)	46	2E	1.00	78	4E	N	110	6E	n
15	F	[SHIFT IN]	47	2F	1	79	4F	0	111	6F	0
16	10	[DATA LINK ESCAPE]	48	30	0	80	50	Р	112	70	р
17	11	[DEVICE CONTROL 1]	49	31	1	81	51	Q	113	71	q
18	12	[DEVICE CONTROL 2]	50	32	2	82	52	R	114	72	r i
19	13	[DEVICE CONTROL 3]	51	33	3	83	53	S	115	73	S
20	14	[DEVICE CONTROL 4]	52	34	4	84	54	т	116	74	t
21	15	[NEGATIVE ACKNOWLEDGE]	53	35	5	85	55	U	117	75	u
22	16	[SYNCHRONOUS IDLE]	54	36	6	86	56	v	118	76	v
23	17	[ENG OF TRANS. BLOCK]	55	37	7	87	57	w	119	77	w
24	18	[CANCEL]	56	38	8	88	58	Х	120	78	х
25	19	[END OF MEDIUM]	57	39	9	89	59	Y	121	79	y
26	1A	[SUBSTITUTE]	58	3A	1.00	90	5A	z	122	7A	ż
27	1B	[ESCAPE]	59	3B	1	91	5B	[	123	7B	{
28	1C	[FILE SEPARATOR]	60	3C	<	92	5C	1	124	7C	- É
29	1D	[GROUP SEPARATOR]	61	3D	=	93	5D	1	125	7D	}
30	1E	[RECORD SEPARATOR]	62	3E	>	94	5E	^	126	7E	~
31	1F	IUNIT SEPARATOR1	63	3E	?	95	5E		127	7F	[DEL]

# **ASCII TABLE**

(wiki)

CSci 127 (Hunter)

Lecture 2

2 September 2022 20 / 40

3

Sac

(There is a link to the ASCII table on the course webpage, under 'Useful Links'.)



3

ヨト - ヨト

< □ > < 同 >

(There is a link to the ASCII table on the course webpage, under 'Useful Links'.)

AS	С	CII TABLE								
		Margaret .				1				
		da rife i					÷.,		***	
				<u>Ľ</u>			*			
			-							
	2			C		2	2			
	Ξ.									

. . . . . . . . .

 ord(c): returns Unicode (ASCII) of the character.

▲□▶ ▲□▶ ▲□▶ ▲□▶ □ − ∽ Q (~

(There is a link to the ASCII table on the course webpage, under 'Useful Links'.)

	II TA						
d bee		Decimal				Decimal	
	20 menter			11			
			1				
	Completion and	3					
- 8		14		8			
					Χ.		

- ord(c): returns Unicode (ASCII) of the character.
- Example: ord('a') returns 97.

3

(There is a link to the ASCII table on the course webpage, under 'Useful Links'.)

<b>lectral</b>							Decimal		
		Servere .			1				
		distant.	-		14	÷.,	***	÷.,	
							1.01		
						2	128		
	Ξ.								

- ord(c): returns Unicode (ASCII) of the character.
- Example: ord('a') returns 97.
- chr(x): returns the character whose Unicode is x.

(There is a link to the ASCII table on the course webpage, under 'Useful Links'.)

	Margaret .			1	2	5	
	344.002				*	201	
		-					
				8			
					Ξ.		
			2				

- ord(c): returns Unicode (ASCII) of the character.
- Example: ord('a') returns 97.
- chr(x): returns the character whose Unicode is x.
- Example: chr(97) returns 'a'.

(There is a link to the ASCII table on the course webpage, under 'Useful Links'.)

	Margaret .			1	2	5	
	344.002				*	201	
		-					
				8			
					Ξ.		
			2				

- ord(c): returns Unicode (ASCII) of the character.
- Example: ord('a') returns 97.
- chr(x): returns the character whose Unicode is x.
- Example: chr(97) returns 'a'.
- What is chr(33)?

▲□▶ ▲□▶ ▲□▶ ▲□▶ □ − ∽ Q (~

## In Pairs or Triples...

Some review and some novel challenges: 1 #Predict what will be printed: 2 3 for c in range(65,90): 4 print(chr(c)) 5 6 message = "I love Python" 7 newMessage = 8 for c in message: 9 print(ord(c)) #Print the Unicode of each number 10 print(chr(ord(c)+1)) #Print the next character 11 newMessage = newMessage + chr(ord(c)+1) # add to the new message12 print("The coded message is", newMessage) 13 14 word = "zebra" 15 codedWord = "" 16 for ch in word: 17 offset = ord(ch) - ord('a') + 1 #how many letters past 'a' 18 wrap = offset % 26 #if larger than 26, wrap back to 0 19 newChar = chr(ord('a') + wrap) #compute the new letter 20 print(wrap, chr(ord('a') + wrap)) #print the wrap & new lett 21 codedWord = codedWord + newChar #add the newChar to the coded w22 23 print("The coded word (with wrap) is", codedWord) CSci 127 (Hunter) Lecture 2 2 September 2022 22 / 40

Sar

### Python Tutor

1 #Predict what will be printed: for c in range(65,90): print(chr(c)) 6 message - "I love Python" 7 newMessage -8 for c in messope: 9 print(ord(c)) #Print the Unicode of each number print(chr(ord(c)+1)) #Print the next character 10 11 newMessage - newMessage + chr(ord(c)+1) #add to the new message 12 print("The coded message is", newMessage) 13 14 word - "zebra" 15 codedWord = " 16 for ch in word: 17 offset = ord(ch) - ord('a') + 1 #how many letters past 'a' 18 wrap - offset % 26 #if larger than 26, wrap back to 0 19 newChar = chr(ord('a') + wrap) #compute the new letter 20 print(wrap, chr(ord('a') + wrap)) #print the wrap & new lett 21 codedNord - codedNord + newChar #add the newChar to the coded w 22 23 print("The coded word (with wrap) is", codedWord)

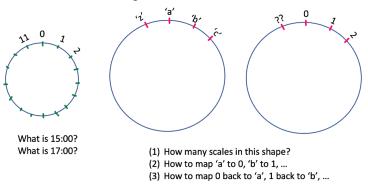
#### (Demo with pythonTutor)

▲□▶ ▲□▶ ▲ヨ▶ ▲ヨ▶ ヨ - のの⊙

### Wrap

Hints for Programming Assignment 9 in

https://huntercsci127.github.io/f22/ps.html. Given a string with only small letters, shift each letter by 2, get an encrypted message within the same alphabet. For example, original message is "abyz", the encrypted message should be "cdab".



User Input

Covered in detail in Lab 2:

```
1 mess = input('Please enter a message: ')
2 print("You entered", mess)
```

(Demo with pythonTutor)

◆□▶ ◆□▶ ◆三▶ ◆三▶ ○○○



• x = 3 + 5 stores the number 8 in memory location x.

3

200

<ロト <回ト < 回ト < 回ト



- x = 3 + 5 stores the number 8 in memory location x.
- x = x + 1 increases x by 1.

3

Sac



- x = 3 + 5 stores the number 8 in memory location x.
- x = x + 1 increases x by 1.
- s = "hi" + "Mom" stores "hiMom" in
  memory locations s.

3

200



- x = 3 + 5 stores the number 8 in memory location x.
- x = x + 1 increases x by 1.
- s = "hi" + "Mom" stores "hiMom" in memory locations s.
- s = s + "A" adds the letter "A" to the end of the strings s.

Sac

# Today's Topics



- For-loops
- range()
- Variables
- Characters
- Strings

Э

999

<ロト <回ト < 回ト < 回ト

```
s = "FridaysSaturdaysSundays"
num = s.count("s")
```

• The first line creates a variable, called s, that stores the string: "FridaysSaturdaysSundays"

```
s = "FridaysSaturdaysSundays"
num = s.count("s")
```

- The first line creates a variable, called s, that stores the string: "FridaysSaturdaysSundays"
- There are many useful functions for strings (more in Lab 2).

```
s = "FridaysSaturdaysSundays"
num = s.count("s")
```

- The first line creates a variable, called s, that stores the string: "FridaysSaturdaysSundays"
- There are many useful functions for strings (more in Lab 2).
- s.count(x) will count the number of times the pattern, x, appears in s.

```
s = "FridaysSaturdaysSundays"
num = s.count("s")
```

- The first line creates a variable, called s, that stores the string: "FridaysSaturdaysSundays"
- There are many useful functions for strings (more in Lab 2).
- s.count(x) will count the number of times the pattern, x, appears in s.
  - ▶ s.count("s") counts the number of lower case s that occurs.

```
s = "FridaysSaturdaysSundays"
num = s.count("s")
```

- The first line creates a variable, called s, that stores the string: "FridaysSaturdaysSundays"
- There are many useful functions for strings (more in Lab 2).
- s.count(x) will count the number of times the pattern, x, appears in s.
  - ▶ s.count("s") counts the number of lower case s that occurs.
  - num = s.count("s") stores the result in the variable num, for later.

CSci 127 (Hunter)

```
s = "FridaysSaturdaysSundays"
num = s.count("s")
```

- The first line creates a variable, called s, that stores the string: "FridaysSaturdaysSundays"
- There are many useful functions for strings (more in Lab 2).
- s.count(x) will count the number of times the pattern, x, appears in s.
  - s.count("s") counts the number of lower case s that occurs.
  - num = s.count("s") stores the result in the variable num, for later.
  - What would print(s.count("sS")) output?

CSci 127 (Hunter)

```
s = "FridaysSaturdaysSundays"
num = s.count("s")
```

- The first line creates a variable, called s, that stores the string: "FridaysSaturdaysSundays"
- There are many useful functions for strings (more in Lab 2).
- s.count(x) will count the number of times the pattern, x, appears in s.
  - $\blacktriangleright$  s.count("s") counts the number of lower case s that occurs.
  - num = s.count("s") stores the result in the variable num, for later.
  - What would print(s.count("sS")) output?
  - What about:

```
mess = "10 20 21 9 101 35"
mults = mess.count("0 ")
print(mults)
```

CSci 127 (Hunter)

◆□▶ ◆□▶ ◆三▶ ◆三▶ ○○○

```
s = "FridaysSaturdaysSundays"
days = s[7]
days = s[7:15]
days = s[:-1]
```

• Strings are made up of individual characters (letters, numbers, etc.)

◆□▶ ◆□▶ ◆三▶ ◆三▶ ○○○

s = "FridaysSaturdaysSundays"
days = s[7]
days = s[7:15]
days = s[:-1]

• Strings are made up of individual characters (letters, numbers, etc.)

• Useful to be able to refer to pieces of a string, either an individual location or a "substring" of the string.

s = "FridaysSaturdaysSundays"
days = s[7]
days = s[7:15]
days = s[:-1]

• Strings are made up of individual characters (letters, numbers, etc.)

• Useful to be able to refer to pieces of a string, either an individual location or a "substring" of the string.

F r i d a y s S a S u n d a y s	0	)	1	2	3	4	5	6	7	8	 16	17	18	19	20	21	22
	F	-	r	i	d		У	S	5	а	 S	u	n	d	а	у	S

s = "FridaysSaturdaysSundays"
days = s[7]
days = s[7:15]
days = s[:-1]

• Strings are made up of individual characters (letters, numbers, etc.)

• Useful to be able to refer to pieces of a string, either an individual location or a "substring" of the string.

0	1	2	3	4	5	6	7	8	 16	17	18	19	20	21	22
F	r	i	d	а	у	S	S	а	 S	u	n	d	а	у	s
												-4	-3	-2	-1

#### s = "FridaysSaturdaysSundays"

- Strings are made up of individual characters (letters, numbers, etc.)
- Useful to be able to refer to pieces of a string, either an individual location or a "substring" of the string.

0	1	2	3	4	5	6	7	8	 16	17	18	19	20	21	22
F	r	i	d	а	У	S	S	а	 S	u	n	d	а	у	s
												-4	-3	-2	-1

● s[0] is

#### s = "FridaysSaturdaysSundays"

- Strings are made up of individual characters (letters, numbers, etc.)
- Useful to be able to refer to pieces of a string, either an individual location or a "substring" of the string.

0	1	2	3	4	5	6	7	8	 16	17	18	19	20	21	22
F	r	i	d	а	У	S	S	а	 S	u	n	d	а	у	s
												-4	-3	-2	-1

• s[0] is 'F'.

Image: A math display="block">A math display="block"/A math display="block"/>A math display="block"/A math display="block"/>A math display="block"/>A math display="block"/>A math display="block"/>A math display="block"/A math display="block"/>A math display="block"/A math display="block"/>A math display="block"/A math display="block"/>A math display="block"/A math display="block"/A

### s = "FridaysSaturdaysSundays"

- Strings are made up of individual characters (letters, numbers, etc.)
- Useful to be able to refer to pieces of a string, either an individual location or a "substring" of the string.

0	1	2	3	4	5	6	7	8	 16	17	18	19	20	21	22
F	r	i	d	а	у	S	S	а	 S	u	n	d	а	у	S
												-4	-3	-2	-1

• s[1] is

### s = "FridaysSaturdaysSundays"

- Strings are made up of individual characters (letters, numbers, etc.)
- Useful to be able to refer to pieces of a string, either an individual location or a "substring" of the string.

0	1	2	3	4	5	6	7	8	 16	17	18	19	20	21	22
F	r	i	d	а	у	S	S	а	 S	u	n	d	а	у	S
												-4	-3	-2	-1

• s[1] is 'r'.

CSci 127 (Hunter)

2 September 2022 31 / 40

### s = "FridaysSaturdaysSundays"

- Strings are made up of individual characters (letters, numbers, etc.)
- Useful to be able to refer to pieces of a string, either an individual location or a "substring" of the string.

0	1	2	3	4	5	6	7	8	 16	17	18	19	20	21	22
F	r	i	d	а	У	S	S	а	 S	u	n	d	а	у	S
												-4	-3	-2	-1

• s[-1] is

### s = "FridaysSaturdaysSundays"

- Strings are made up of individual characters (letters, numbers, etc.)
- Useful to be able to refer to pieces of a string, either an individual location or a "substring" of the string.

0	1	2	3	4	5	6	7	8	 16	17	18	19	20	21	22
F	r	i	d	а	у	S	S	а	 S	u	n	d	а	у	S
												-4	-3	-2	-1

● s[-1] is 's'.

### s = "FridaysSaturdaysSundays"

- Strings are made up of individual characters (letters, numbers, etc.)
- Useful to be able to refer to pieces of a string, either an individual location or a "substring" of the string.

0	1	2	3	4	5	6	7	8	 16	17	18	19	20	21	22
F	r	i	d	а	у	s	S	а	 S	u	n	d	а	у	S
												-4	-3	-2	-1

• s[3:6] is

### s = "FridaysSaturdaysSundays"

- Strings are made up of individual characters (letters, numbers, etc.)
- Useful to be able to refer to pieces of a string, either an individual location or a "substring" of the string.

0	1	2	3	4	5	6	7	8	 16	17	18	19	20	21	22
F	r	i	d	а	У	s	S	а	 S	u	n	d	а	У	S
												-4	-3	-2	-1

• s[3:6] is 'day'.

### s = "FridaysSaturdaysSundays"

- Strings are made up of individual characters (letters, numbers, etc.)
- Useful to be able to refer to pieces of a string, either an individual location or a "substring" of the string.

0	1	2	3	4	5	6	7	8	 16	17	18	19	20	21	22
F	r	i	d	а	у	S	S	а	 S	u	n	d	а	у	S
												-4	-3	-2	-1

• s[:3] is

### s = "FridaysSaturdaysSundays"

- Strings are made up of individual characters (letters, numbers, etc.)
- Useful to be able to refer to pieces of a string, either an individual location or a "substring" of the string.

0	1	2	3	4	5	6	7	8	 16	17	18	19	20	21	22
F	r	i	d	а	у	S	S	а	 S	u	n	d	а	у	S
												-4	-3	-2	-1

• s[:3] is 'Fri'.

### s = "FridaysSaturdaysSundays"

- Strings are made up of individual characters (letters, numbers, etc.)
- Useful to be able to refer to pieces of a string, either an individual location or a "substring" of the string.

0	1	2	3	4	5	6	7	8	 16	17	18	19	20	21	22
F	r	i	d	а	У	S	S	а	 S	u	n	d	а	у	S
												-4	-3	-2	-1

• s[:-1] is

### s = "FridaysSaturdaysSundays"

- Strings are made up of individual characters (letters, numbers, etc.)
- Useful to be able to refer to pieces of a string, either an individual location or a "substring" of the string.

0	1	2	3	4	5	6	7	8	 16	17	18	19	20	21	22
F	r	i	d	а	У	S	S	а	 S	u	n	d	а	у	S
												-4	-3	-2	-1

 s[:-1] is 'FridaysSaturdaysSunday'. (no trailing 's' at the end)

CSci 127 (Hunter)

# Today's Topics



- For-loops
- range()
- Variables
- Characters
- Strings

Э

900

<ロト <回ト < 回ト < 回ト

• In Python, we introduced:

1 #Predict what will be printed: for i in range(4): print('The world turned upside down') 4 for j in [0,1,2,3,4,5]: print(j) 6 for count in range(6): print(count) 8 for color in ['red', 'green', 'blue']: 9 print(color) 10 for i in range(2): 11 for j in range(2): print('Look around,') 12 13 print('How lucky we are to be alive!')

▲□▶ ▲□▶ ▲ヨ▶ ▲ヨ▶ ヨ - のの⊙

- In Python, we introduced:
  - ► For-loops

1	#Predict what will be printed:
2	<pre>for i in range(4):</pre>
3	print('The world turned upside down')
4	for j in [0,1,2,3,4,5]:
5	print(j)
6	for count in range(6):
7	print(count)
8	for color in ['red', 'green', 'blue']:
9	print(color)
10	for i in range(2):
11	<pre>for j in range(2):</pre>
12	print('Look around,')
13	print('How lucky we are to be alive!')

≡ ∽੧.(~

1 #Predict what will be printed: for i in range(4): print('The world turned upside down') 4 for j in [0,1,2,3,4,5]: print(j) 6 for count in range(6): print(count) 8 for color in ['red', 'green', 'blue']: 9 print(color) 10 for i in range(2): 11 for j in range(2): print('Look around,') 12 13 print('How lucky we are to be alive!')

- In Python, we introduced:
  - For-loops
  - ▶ range()

3

200

1 #Predict what will be printed: for i in range(4): print('The world turned upside down') 4 for j in [0,1,2,3,4,5]: print(j) 6 for count in range(6): print(count) 8 for color in ['red', 'green', 'blue']: 9 print(color) 10 for i in range(2): 11 for j in range(2): print('Look around,') 12 13 print('How lucky we are to be alive!')

- In Python, we introduced:
  - For-loops
  - ▶ range()
  - Variables: ints and strings

3

Sac

1 #Predict what will be printed: for i in range(4): print('The world turned upside down') for j in [0,1,2,3,4,5]: print(j) 6 for count in range(6): print(count) 8 for color in ['red', 'green', 'blue']: 9 print(color) 10 for i in range(2): 11 for j in range(2): print('Look around,') 12 13 print('How lucky we are to be alive!')

- In Python, we introduced:
  - For-loops
  - ▶ range()
  - Variables: ints and strings
  - Some arithmetic

= nar

<ロト <回ト < 回ト < 回ト

1 #Predict what will be printed: for i in range(4): print('The world turned upside down') for j in [0,1,2,3,4,5]: print(j) 6 for count in range(6): print(count) 8 for color in ['red', 'green', 'blue']: 9 print(color) 10 for i in range(2): 11 for j in range(2): 12 print('Look around,') 13 print('How lucky we are to be alive!')

- In Python, we introduced:
  - For-loops
  - ▶ range()
  - Variables: ints and strings
  - Some arithmetic
  - String concatenation

3

Sac

1 #Predict what will be printed: for i in range(4): print('The world turned upside down') for j in [0,1,2,3,4,5]: print(j) for count in range(6): print(count) 8 for color in ['red', 'green', 'blue']: 9 print(color) 10 for i in range(2): 11 for j in range(2): 12 print('Look around,') 13 print('How lucky we are to be alive!')

- In Python, we introduced:
  - For-loops
  - ▶ range()
  - Variables: ints and strings
  - Some arithmetic
  - String concatenation
  - Functions: ord() and chr()

3

Sar

1 #Predict what will be printed: for i in range(4): print('The world turned upside down') for j in [0,1,2,3,4,5]: print(j) for count in range(6): print(count) 8 for color in ['red', 'green'. 'blue']: 9 print(color) 10 for i in range(2): 11 for j in range(2): 12 print('Look around,') 13 print('How lucky we are to be alive!')

- In Python, we introduced:
  - For-loops
  - ▶ range()
  - Variables: ints and strings
  - Some arithmetic
  - String concatenation
  - Functions: ord() and chr()
  - String Manipulation

3

Sac

1 #Predict what will be printed: for i in range(4): print('The world turned upside down') for j in [0,1,2,3,4,5]: print(j) for count in range(6): print(count) 8 for color in ['red', 'green'. 'blue']: 9 print(color) 10 for i in range(2): 11 for j in range(2): 12 print('Look around,') 13 print('How lucky we are to be alive!')

- In Python, we introduced:
  - For-loops
  - ▶ range()
  - Variables: ints and strings
  - Some arithmetic
  - String concatenation
  - Functions: ord() and chr()
  - String Manipulation

3

Sac

## Practice Quiz & Final Questions



• Since you must pass the final exam to pass the course, we end every lecture with final exam review.

∃ → ( ∃ )

# Practice Quiz & Final Questions



- Since you must pass the final exam to pass the course, we end every lecture with final exam review.
- Pull out something to write on (not to be turned in).
- Lightning rounds:
  - write as much you can for 60 seconds;
  - followed by answer; and
  - ► repeat.
- Past exams are on the webpage (under Final Exam Information).
- We're starting with Spring 2018, Mock Exam.

CSci 127 (Hunter)



Before next lecture, don't forget to:

Work on this week's Online Lab

CSci 127 (Hunter)

Lecture 2

2 September 2022 39 / 40

Э

Sac



Before next lecture, don't forget to:

- Work on this week's Online Lab
- Schedule an appointment to take the Quiz in lab 1001G Hunter North

∃ > < ∃</p>



Before next lecture, don't forget to:

- Work on this week's Online Lab
- Schedule an appointment to take the Quiz in lab 1001G Hunter North
- If you haven't already, schedule an appointment to take the Code Review (**one every week**) in lab 1001G Hunter North

ヨト (ヨ)



Before next lecture, don't forget to:

- Work on this week's Online Lab
- Schedule an appointment to take the Quiz in lab 1001G Hunter North
- If you haven't already, schedule an appointment to take the Code Review (one every week) in lab 1001G Hunter North
- Submit this week's 5 programming assignments (programs 6-10)

CSci 127 (Hunter)



Before next lecture, don't forget to:

- Work on this week's Online Lab
- Schedule an appointment to take the Quiz in lab 1001G Hunter North
- If you haven't already, schedule an appointment to take the Code Review (**one every week**) in lab 1001G Hunter North
- Submit this week's 5 programming assignments (programs 6-10)
- If you need help, schedule an appointment for Tutoring in lab 1001G 11:30am-5:30pm

CSci 127 (Hunter)



Before next lecture, don't forget to:

- Work on this week's Online Lab
- Schedule an appointment to take the Quiz in lab 1001G Hunter North
- If you haven't already, schedule an appointment to take the Code Review (one every week) in lab 1001G Hunter North
- Submit this week's 5 programming assignments (programs 6-10)
- If you need help, schedule an appointment for Tutoring in lab 1001G 11:30am-5:30pm
- Take the Lecture Preview on Blackboard on Monday (or no later than 10am on Tuesday)

CSci 127 (Hunter)

# Lecture Slips & Writing Boards



- Hand your lecture slip to a UTA.
- Return writing boards as you leave.

CSci 127 (Hunter)

Lecture 2

2 September 2022 40 / 40

∃ > < ∃</p>