Introduction to: Computers & Programming:
Review for Midterm 2

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Summary

• Some Procedural Matters
• Summary of what you need to Know
  – For the Test and To Go Further in the Class
• The Practice Midterm
Procedural Matters Regarding the Midterm

• The test is on Wednesday, November 11, 2015
• If there is room, leave empty seats between students
• I will take attendance – please bring your School ID
• The test will be graded on a curve
• The midterm counts for 20% of the final grade
Type of Questions that Could Be on the Test

• Section I: Answer questions about Code
  – What is printed out?
    • Look for “print” commands (sometimes include several rounds of interaction for a complex program)
  – What value is returned by a function?
    • Look for “return” commands
  – What is the value of a certain variable
    • Look at assignment statements (with =)
  – Open ended questions:
    • what does a function called by the main program do, e.g., checks if input is incorrect form
    • What are the conditions that will cause the program to end? (look at if and while statements to figure out answer)

• Section II: Write functions that solve stated problems
  – Read questions carefully
  – Common errors involve misreading questions and writing functions that solve problems other than those stated in the question
What you should know

- Old Topics: algorithm, function, program, operator, input, output, side effect, variable, data types, if statements, else, decision trees, loops
- New Topics: Turtles, Strings, Lists and sequence operations
- Know old stuff from last midterm: define functions, assign values to variables; return values from functions and operators; use print statements, including the sep and end keywords; import modules; use data types and coerce one data type to another; write simple functions that work and are easy to understand, due to comments and variable/function names; if/elif/else statements and basic decision trees; use for loops and while loops; random numbers (just random.randint)
- New Stuff: turtle graphics (drawing lines, circles, turning left and right, putting the pen up and down, etc.); problems involving manipulating strings (slices, identifying characters by indices, building new strings using loops, etc.); lists (slices, identifying items by indices, changing parts of lists, using list.append, list.pop, list.reverse and various other list methods); using max, min and sort with lists, strings, characters, etc.
Functions

• Programming language Functions have 3 optional features:
  – Input
  – Output
  – Side effects
• Input to a function via its parameters
• Using the “input” function to solicit interactive input from a user
• print versus return
  – print is significant for its side effect—printing to the computer screen
  – return
    • Exits block (function)
    • Provides a value to a function call – Example:
      – If: function1(a) returns 5 and function2(b) returns 10
      – Then: function(a) + function(b) = 15
Turtle Graphics

• `my_screen = turtle.Screen()`
• `my_turtle = turtle.Turtle()`
• `my_turtle.pu()`
• `my_turtle.pd()`
• `my_turtle.fd()`
• `my_turtle.left()`
• `my_turtle.circle()`
• `my_turtle.setposition(X,Y)`
Strings and Characters

- Characters: `chr(number)`, `ord(char)`, `
`, `	`, etc.
  - Comparison with `>`, `>=`, `<=`, `>=`, e.g., 'Z'<'a'

- Indices and Slicing
  - `my_string = 'big bad wolf'
    `my_string[::]`, `my_string[-4:]`, `my_string[-4:-1]`

- String operators, functions, methods
  - `len(string)`, `string.reverse()`, 'abc'.upper(), 'AbC'.lower(), `string1+string2`
  - Comparison with `>`, `>=`, `<`, `<=`, e.g., 'Abc'>'ABc'

- Loops (for or while) with accumulator variables, e.g.,
  ```python
def some_function(input_string):
    output = ''
    for char in input_string:
      output = output+change_char_in_some_way(char)
    return(output)
  ```
Lists 1

• Indices and Slicing
  – List1 = [1,2,3,4,5]
  – list1[1:3] → [2,3]
  – list1[:3] → [1,2]
  – list1[1:] → [2,3,4,5]
  – list1[:] → [1,2,3,4,5] (a copy of the original list)

• Functions/methods/operations that change list (mutability)
  – list1.append(6)
  – list1.extend([7,8,10])
  – list1.reverse()
  – List1[0] = 9  ## list1 → [9, 8, 7, 6, 5, 4, 3, 2, 1]
  – list1.sort()  ## list1 → [1, 2, 3, 4, 5, 6, 7, 8, 9]
  – list2 = [[5,'sandwich'],[2,'egg'],[10,'enchilada']]  
  – list2.sort()  ## list2 → [[2, 'egg'], [5, 'sandwich'], [10, 'enchilada']]
Lists 2

- Comparisons with $>$, $>=$, $<$, $<=$, Max, Min, sort
  - list2 = [[5,'sandwich'],[2,'egg'],[10,'enchilada']]  
  - list2.sort()  ##  list2 → [[2, 'egg'], [5, 'sandwich'], [10, 'enchilada']]  
  - max(list2) → [10,'enchilada']  
  - [5,'sandwich']>[2,'egg']

- loops with accumulator variables
  
  def make_derived_list(inlist):
      output = []
      for item in in_list:
          output.append(derive_something_from(item))
      return(output)
Practice Midterm

- I will go over this in detail today
  - http://cs.nyu.edu/courses/fall15/CSCI-UA.0002-007/midterm2-practice.py

- I tried to make the practice midterm a little bit harder than the real midterm
  - Especially, Part 2
  - So if you can do well on the practice, you should do better on the midterm

- Structure is the same as the midterm:
  - 4 Part 1 questions
  - 2 out of 3 Part 2 questions
Timing

• Time was an issue in Midterm 1, I am attempting to give you more time for this one.
  – There are 4 rather than 5 questions in part
  – There are tips included in Part 2
  – The practice test is designed to be a little harder than the real test, so if you can do that one on time, the real test should be OK

• There are 6 questions do be completed in 1:15
  – I suggest budgeting your time, e.g.,
    • 7 min X 4 part 1 questions = 28 min
      – Skip part 1 questions that are too hard and go back to them later
    • 15 min X 2 part 2 question = 30 min
    • Extra time for going over budget: 17 minutes
Reminder: A Test is a Game

• Unfortunately, tests are imperfect for measuring a person's expertise because (independent of such expertise) some people know how to play the test game better than others

• How to win the test game
  – Study sample test instructions
  – Time is a crucial factor (you have 1 hour and fifteen minutes)
  – Do easy problems before hard ones
  – Do not spend a lot of time on low-point problems
  – Do not get stuck on details that you don't need
    • Solving all problems is more important than doing 1 problem elegantly
  – Go for partial credit on program questions (most points)
    • If you cannot program some detail – write pseudo code
    • Basic solution strategy is more important than perfect syntax
The Midterm is Next Class

- Please feel free to ask me any questions
- We will go over the practice midterm in class: ask questions
- Suggested Studying Methods
  - Obvious
    - look over previous class lectures, notes, homeworks, etc
    - Practice problems of your choosing
  - Look at previous tests from V22.0002 classes I taught
    - My website: http://nlp.cs.nyu.edu/people/meyers.html
    - V22.0002 was the old course number for this class
    - Tests from V22.0002 websites should be helpful, although sometimes different material was covered.
  - Looking at Midterm1 could be helpful both from this class and the other section, but keep in mind that this midterm will deal with additional material:
    - 007 midterm 1: http://cs.nyu.edu/courses/fall15/CSCI-UA.0002-007/midterm1_version2.pdf
      - Part1 answers: http://cs.nyu.edu/courses/fall15/CSCI-UA.0002-007/midterm1_version2.py
    - 011 midterm 1: http://cs.nyu.edu/courses/fall15/CSCI-UA.0002-007/midterm1_version1.pdf
      - Part1 answers: http://cs.nyu.edu/courses/fall15/CSCI-UA.0002-007/midterm1_version1.py
  
- Good luck!