

CSci 127: Introduction to Computer Science



hunter.cuny.edu/csci

Announcements



- Welcome back!

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- Classes on Wednesday, 11 April 2018 follows Friday schedule.

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- Welcome back!
- Classes on Wednesday, 11 April 2018 follows Friday schedule.
- End of lecture: quiz/final exam review.

Today's Topics



- Recap: Parameters & Functions
- Top-down Design
- Mapping GIS Data
- Code Reuse
- Final Exam Overview

Recap: Input Parameters & Return Values

- When called, the actual parameter values are copied to the formal parameters.

```
def totalWithTax(food,tip):  
    total = 0  
    tax = 0.0875  
    total = food + food * tax  
    total = total + tip  
    return(total)  
  
lunch = float(input('Enter lunch total: '))  
lTip = float(input('Enter lunch tip: '))  
lTotal = totalWithTax(lunch, lTip)  
print('Lunch total is', lTotal)  
  
dinner= float(input('Enter dinner total: '))  
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dTotal = totalWithTax(dinner, dTip)  
print('Dinner total is', dTotal)
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Formal Parameters

Actual Parameters

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Formal Parameters

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- When called, the actual parameter values are copied to the formal parameters.
- All the commands inside the function are performed on the copies.
- The actual parameters do not change.
- The copies are discarded when the function is done.
- The time a variable exists is called its **scope**.

In Pairs or Triples:

- What are the formal parameters? What is returned?

```
def enigma1(x,y,z):  
    if x == len(y):  
        return(z)  
    elif x < len(y):  
        return(y[0:x])  
    else:  
        s = cont1(z)  
        return(s+y)
```

(a) enigma1(7,"caramel","dulce de leche")

(b) enigma1(3,"cupcake","vanilla")

(c) enigma1(10,"pie","nomel")

```
def cont1(st):  
    r = ""  
    for i in range(len(st)-1,-1,-1):  
        r = r + st[i]  
    return(r)
```

Return:

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Python Tutor

```
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    if x == len(y):
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```

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    return(r)
```

Return:

Return:

Return:

(Demo with pythonTutor)

In Pairs or Triples:

- Write the missing functions for the program:

```
def main():  
    tess = setUp()      #Returns a purple turtle with pen up.  
    for i in range(5):  
        x,y = getInput()    #Asks user for two numbers.  
        markLocation(tess,x,y) #Move tess to (x,y) and stamp.
```

Group Work: Fill in Missing Pieces

```
def main():  
    tess = setUp()      #Returns a purple turtle with pen up.  
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Group Work: Fill in Missing Pieces

- 1 Write import statements.

```
import turtle
```

```
def main():  
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```

Third Part: Fill in Missing Pieces

- 1 Write import statements.
- 2 Write down new function names and inputs.

```
import turtle
def setUp():
    #FILL IN
def getInput():
    #FILL IN
def markLocation(t,x,y):
    #FILL IN

def main():
    tess = setUp()      #Returns a purple turtle with pen up.
    for i in range(5):
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```


Third Part: Fill in Missing Pieces

- 1 Write import statements.
- 2 Write down new function names and inputs.
- 3 Fill in return values.

```
import turtle

def setUp():
    #FILL IN
    return(newTurtle)

def getInput():
    #FILL IN
    return(x,y)

def markLocation(t,x,y):
    #FILL IN


def main():
    tess = setUp()      #Returns a purple turtle with pen up.
    for i in range(5):
        x,y = getInput()      #Asks user for two numbers.
        markLocation(tess,x,y) #Move tess to (x,y) and stamp.
```

Third Part: Fill in Missing Pieces

- 1 Write import statements.
- 2 Write down new function names and inputs.
- 3 Fill in return values.
- 4 Fill in body of functions.

```
import turtle

def setUp():
    newTurtle = turtle.Turtle()
    newTurtle.penup()
    return(newTurtle)

def getInput():
    x = int(input('Enter x: '))
    y = int(input('Enter y: '))
    return(x,y)

def markLocation(t,x,y):
    t.goto(x,y)
    t.stamp()

def main():
    tess = setUp()      #Returns a purple turtle with pen up.
    for i in range(5):
        x,y = getInput()      #Asks user for two numbers.
```

Top-Down Design

- The last example demonstrates **top-down design**: breaking into subproblems, and implementing each part separately.



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 - ▶ Translate list into function names & inputs/returns.



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 - ▶ Break the problem into tasks for a “To Do” list.
 - ▶ Translate list into function names & inputs/returns.
 - ▶ Implement the functions, one-by-one.

Top-Down Design



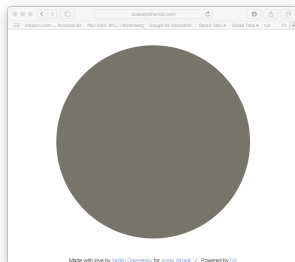
- The last example demonstrates **top-down design**: breaking into subproblems, and implementing each part separately.
 - ▶ Break the problem into tasks for a “To Do” list.
 - ▶ Translate list into function names & inputs/returns.
 - ▶ Implement the functions, one-by-one.
- Excellent approach since you can then test each part separately before adding it to a large program.

Top-Down Design



- The last example demonstrates **top-down design**: breaking into subproblems, and implementing each part separately.
 - ▶ Break the problem into tasks for a “To Do” list.
 - ▶ Translate list into function names & inputs/returns.
 - ▶ Implement the functions, one-by-one.
- Excellent approach since you can then test each part separately before adding it to a large program.
- Very common when working with a team: each has their own functions to implement and maintain.

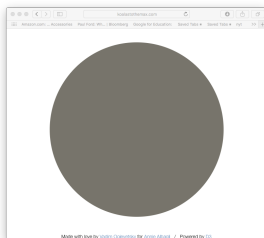
In Pairs or Triples:



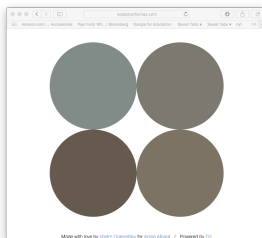
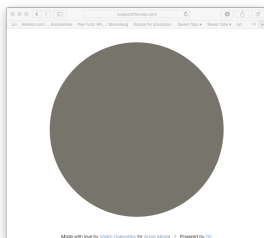
`http://koalastothemax.com`

- Top-down design puzzle:
 - ▶ What does `koalastomax` do?
 - ▶ What does each circle represent?
- Write a high-level design for it.
- Translate into a `main()` with function calls.

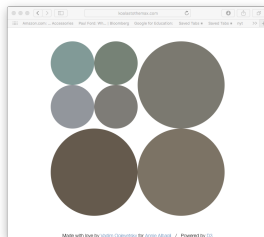
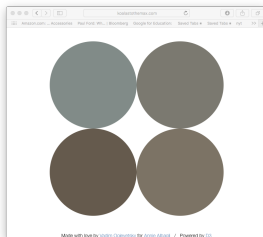
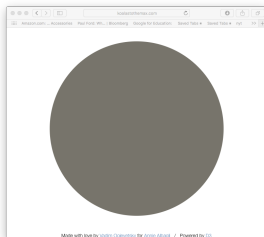
Demo



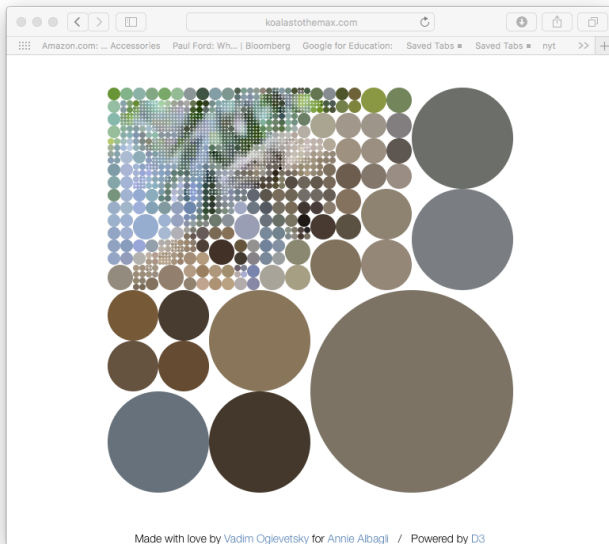
Demo



Demo

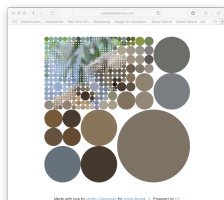


Demo



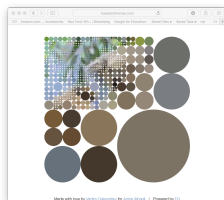
Design: Koalas to the Max

- **Input:** Image & mouse movements

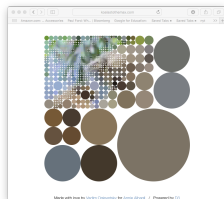


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- **Input:** Image & mouse movements
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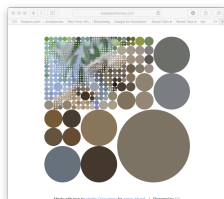


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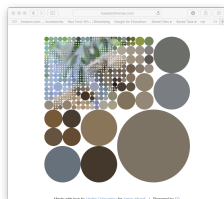
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Design: Koalas to the Max



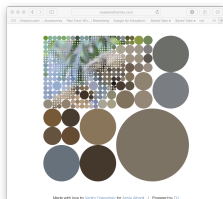
- **Input:** Image & mouse movements
- **Output:** Completed image
- **Design:**
 - ▶ Every mouse movement,

Design: Koalas to the Max



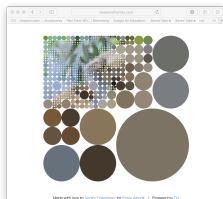
- **Input:** Image & mouse movements
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- **Design:**
 - ▶ Every mouse movement,
 - ▶ Divide the region into 4 quarters.

Design: Koalas to the Max



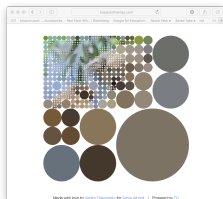
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 - ▶ Every mouse movement,
 - ▶ Divide the region into 4 quarters.
 - ▶ Average the color of each region.

Design: Koalas to the Max



- **Input:** Image & mouse movements
- **Output:** Completed image
- **Design:**
 - ▶ Every mouse movement,
 - ▶ Divide the region into 4 quarters.
 - ▶ Average the color of each region.
 - ▶ Set each region to its average.

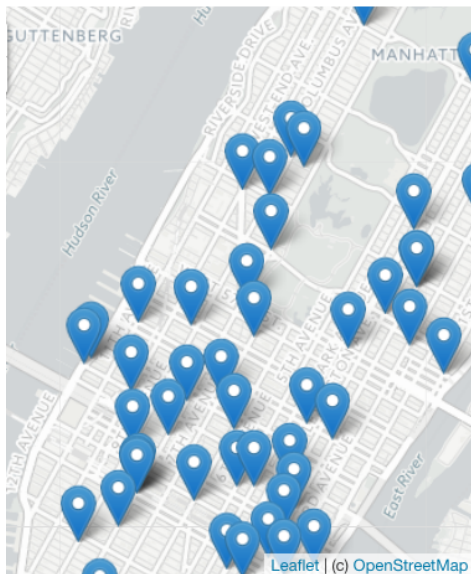
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(Demo program from github.)

Folium



Folium

- A module for making HTML maps.

Folium



Folium

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- It's a Python interface to the popular `leaflet.js`.

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Folium

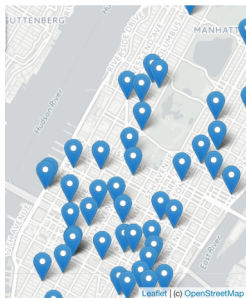
Folium



- A module for making HTML maps.
- It's a Python interface to the popular `leaflet.js`.
- Outputs `.html` files which you can open in a browser.
- An extra step:

Write code. \rightarrow *Run program.* \rightarrow *Open .html in browser.*

Demo



(Map created by Folium.)

Folium

- To use:
`import folium`

Folium



Folium

Folium



- To use:
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- Create a map:
`myMap = folium.Map()`

Folium

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Folium

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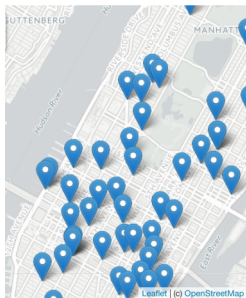
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`myMap = folium.Map()`
- Make markers:
`newMark = folium.Marker([lat,lon],popup=name)`
- Add to the map:
`newMark.add_to(myMap)`
- Many options to customize background map ("tiles") and markers.

Demo



(Python program using Folium.)

In Pairs of Triples

- Predict which each line of code does:

```
m = folium.Map(  
    location=[45.372, -121.6972],  
    zoom_start=12,  
    tiles='Stamen Terrain'  
)  
  
folium.Marker(  
    location=[45.3288, -121.6625],  
    popup='Mt. Hood Meadows',  
    icon=folium.Icon(icon='cloud')  
) .add_to(m)  
  
folium.Marker(  
    location=[45.3311, -121.7113],  
    popup='Timberline Lodge',  
    icon=folium.Icon(color='green')  
) .add_to(m)  
  
folium.Marker(  
    location=[45.3300, -121.6823],  
    popup='Some Other Location',  
    icon=folium.Icon(color='red', icon='info-sign')  
) .add_to(m)
```



(example from Folium documentation)

In Pairs or Triples:

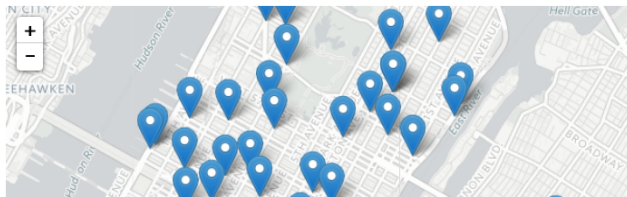
5. (a) Write a function that takes number between 1 and 7 as a parameter and returns the corresponding ordinal number as a string. For example, if the parameter is 1, your function should return **"first"**. If the parameter is 2, your function should **"second"**, etc. If the parameter is not between 1 and 7, your function should return the empty string.

In Pairs or Triples:

5. (a) Write a function that takes number between 1 and 7 as a parameter and returns the corresponding ordinal number as a string. For example, if the parameter is 1, your function should return **"first"**. If the parameter is 2, your function should **"second"**, etc. If the parameter is not between 1 and 7, your function should return the empty string.

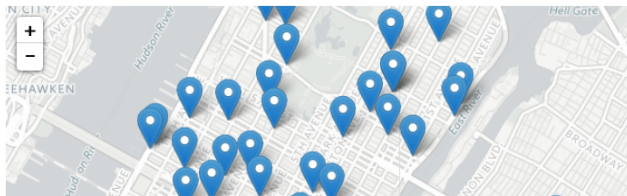
(Python Tutor)

Code Reuse



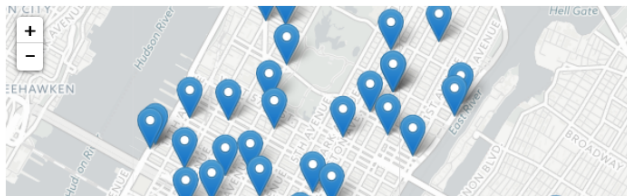
- Goal: design your code to be reused.

Code Reuse



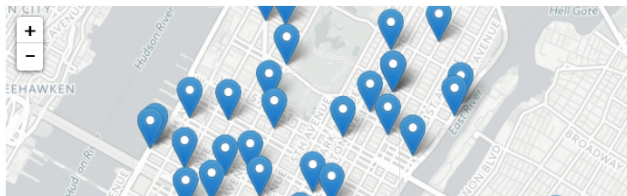
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- Example: code to make maps of CUNY locations from CSV files.

Code Reuse



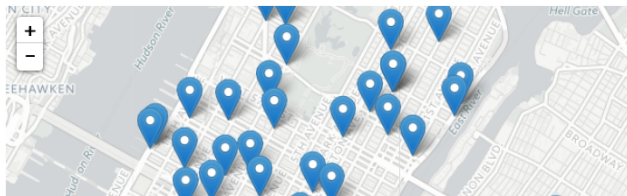
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 - ▶ Same idea can be used for mapping traffic collisions data.

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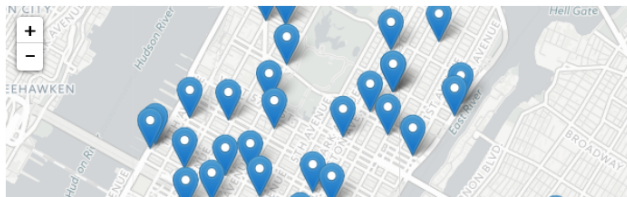
- Goal: design your code to be reused.
- Example: code to make maps of CUNY locations from CSV files.
 - ▶ Same idea can be used for mapping traffic collisions data.
 - ▶ Or recycling bins, or wifi locations, or 311 calls,...

Code Reuse



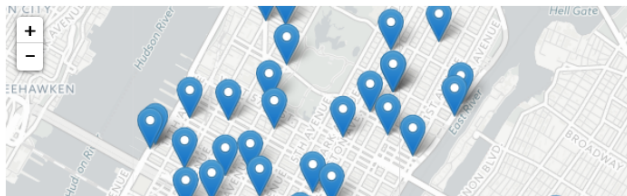
- Goal: design your code to be reused.
- Example: code to make maps of CUNY locations from CSV files.
 - ▶ Same idea can be used for mapping traffic collisions data.
 - ▶ Or recycling bins, or wifi locations, or 311 calls,...
 - ▶ Small wrinkle: some call the columns “Latitude”, while others use “LATITUDE”, “latitude”, or “lat”.

Code Reuse



- Goal: design your code to be reused.
- Example: code to make maps of CUNY locations from CSV files.
 - ▶ Same idea can be used for mapping traffic collisions data.
 - ▶ Or recycling bins, or wifi locations, or 311 calls,...
 - ▶ Small wrinkle: some call the columns “Latitude”, while others use “LATITUDE”, “latitude”, or “lat”.
 - ▶ Solution: ask user for column names and pass as parameters.

Code Reuse



```
def main():  
    dataF = getData()  
    latColName, lonColName = getColumnNames()  
    lat, lon = getLocale()  
    cityMap = folium.Map(location = [lat,lon], tiles = 'cartodbpositron', zoom_start=11)  
    dotAllPoints(cityMap,dataF,latColName,lonColName)  
    markAndFindClosest(cityMap,dataF,latColName,lonColName,lat,lon)  
    writeMap(cityMap)
```

In Pairs or Triples:

What does this code do?

```
import folium
import pandas as pd

cuny = pd.read_csv('cunyLocations.csv')
mapCUNY = folium.Map(location=[40.75, -74.125])

for index, row in cuny.iterrows():
    lat = row["Latitude"]
    lon = row["Longitude"]
    name = row["Campus"]
    if row["College or Institution Type"] == "Senior Colleges":
        collegeIcon = folium.Icon(color="purple")
    else:
        collegeIcon = folium.Icon(color="blue")
    newMarker = folium.Marker([lat, lon], popup=name, icon=collegeIcon)
    newMarker.add_to(mapCUNY)

mapCUNY.save(outfile='cunyLocationsSenior.html')
```

Recap: Top-down Design & Folium

- On lecture slip, write down a topic you wish we had spent more time (and why).



Recap: Top-down Design & Folium



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- Top-down design: breaking into subproblems, and implementing each part separately.

Recap: Top-down Design & Folium



- On lecture slip, write down a topic you wish we had spent more time (and why).
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- Excellent approach: can then test each part separately before adding it to a large program.

Recap: Top-down Design & Folium



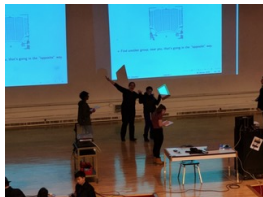
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- Top-down design: breaking into subproblems, and implementing each part separately.
- Excellent approach: can then test each part separately before adding it to a large program.
- When possible, design so that your code is flexible to be reused (“code reuse”).

Recap: Top-down Design & Folium



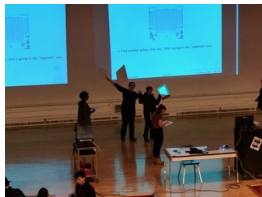
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- Top-down design: breaking into subproblems, and implementing each part separately.
- Excellent approach: can then test each part separately before adding it to a large program.
- When possible, design so that your code is flexible to be reused (“code reuse”).
- Introduced a Python library, Folium for creating interactive HTML maps.

Practice Quiz & Final Questions



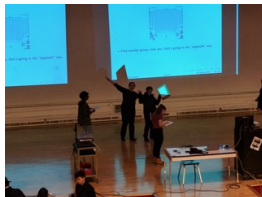
- Lightning rounds:

Practice Quiz & Final Questions



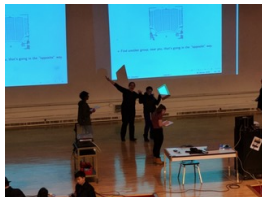
- Lightning rounds:
 - ▶ write as much you can for 60 seconds;

Practice Quiz & Final Questions



- Lightning rounds:
 - ▶ write as much you can for 60 seconds;
 - ▶ followed by answer; and

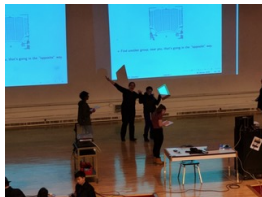
Practice Quiz & Final Questions



- Lightning rounds:

- ▶ write as much you can for 60 seconds;
- ▶ followed by answer; and
- ▶ repeat.

Practice Quiz & Final Questions



- Lightning rounds:
 - ▶ write as much you can for 60 seconds;
 - ▶ followed by answer; and
 - ▶ repeat.
- Continue from last time on the mock exam (on web page).