**Algorithms & Abstraction**

*Algorithms:* procedures that specify how to do a task or solve a problem

*Abstraction:* changing the level of detail used to represent/interact with a system

Designing algorithms:

*Little abstraction*: assume no prior knowledge, need to define everything

*Moderate abstraction:* assume user has some basic knowledge already

*Heavy abstraction*: can make a lot more assumptions about incoming knowledge

**Programming Basics**

*Integer (*int*):* whole numbers (14)

*Floating point number (*float*):* numbers with a fractional part (5.735)

*String (*str*):* text in quotes ("Sup all")

*Boolean (*bool*):* truth value (True)

*Number operations*: +, -, \*, /, \*\*

*Text operations*: +

*Comparison ops*: <, >, <=, >=, ==, !=

*Expression:* code that evaluates to a data value

*Statement:* code that can change the state of the program

*Variable assignment:* x = expr stores the value of expr in the variable x

*Variables:* x evaluates to the value stored in the variable x

*When dealing with an error:*

1. Look for the line number
2. Look at the error type
3. For SyntaxErrors, look for the inline arrow
4. For other errors, read the error message

**Data Representation**

*Number system:* a way of representing a number using symbols. Currency, decimal, etc

*Binary numbers:* numbers in the base 2 system, composed of 0s and 1s.

*Bit:* a single digit in binary

*Byte:* eight bits interpreted together

*Translate binary to decimal:* add together the powers of 2 represented by the 1s. The first eight powers of 2 are 1, 2, 4, 8, 16, 32, 64, and 128.

*Translate decimal to binary:* repeatedly look for the largest power of 2 that fits in the decimal and remove it

*Interpret binary as color:* represent a single color with RGB (Red-Green-Blue). Each color component is represented by three bytes- intensity of red, then green, then blue.

*Interpret binary as text:* make a lookup table (like ASCII) that maps characters to numbers. Convert each byte to a number and look it up in the table.

**Function Calls**

*Function:* an algorithm implemented abstractly in Python that can be called on specific inputs

*Arguments:* input values to function call

*Returned value:* evaluated result, the output. If no output, defaults to None

*Side effect:* visible things that happen as the function runs (printing, graphics, etc)

print(expr) - show expr in interpreter

abs(num) - absolute value of num

pow(x, y) - raises x to power of y

round(x, y) - round x to y sig. digits

type(expr) - type of evaluated expr

*Library:* a collection of functions that need to be imported to be used

import libraryName

math.ceil(x) - ceiling of x

math.log(x, y) - log of x with base y

math.radians(x) - degrees to radians

math.pi - pi (to some number of digits)

random.randint(x, y) - random int in range [x, y]

random.random() - random float in range [0, 1)

canvas.create\_rectangle(a,b,c,d) - draw a rectangle from point (a, b) to point (c, d)

canvas.create\_rectangle(a,b,c,d,

fill="blue")

- fill in the rectangle with the color blue

**Function Definitions**

*Function definition:* abstract implementation of an algorithm. Provides input with *parameters* (abstract variables), produces a result with a *return statement*.

**def** funName**(**args**):**

# body

**return** result

*Local scope:* variables in function definitions (including parameters) are only accessible within that function.

*Global scope:* variables at the global (top) level are accessible at the top-level, and by any function.

*Function Call Tracing:* Python keeps track of the functions it is currently calling in nested function calls. When Python reaches a return statement, it returns the value to the most recent function that called the current function.