

CMPT 120

Intro to CS & Programming I

WEEK 2 (Jan. 13-17)

Lecture 3: Pseudocode continued

<http://www.sfu.ca/~jlumbros/Courses/CMPT120/>

Pacing and Understanding

How do you feel about pseudocode?



- A** Too easy, the previous lecture was going too slow
- B** The concept and examples were introduced at a good pace
- C** Too fast, but I was able to go back over it myself
- D** Too fast, and I need you to slow down
- E** Pseudocode is desperately confusing, I feel so dumb 😞

Storing information during an algorithm

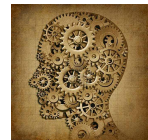
WHAT IS A VARIABLE? (PART I)

Wikipedia Definition

Definition:

- A **variable** is a **storage location** and an associated symbolic name (an **identifier**) which contains some known or unknown quantity or information, a value.
- The **variable name is the usual way to reference the stored value**; this separation of name and content allows the name to be used independently of the exact information it represents [and for **the content to change during the execution of the algorithm**].

What notion do you find the most challenging?



- A** Storage location **B** Symbolic name Identifier **C** Reference **D** Execution

Redefinition

- A variable is two things
 - a **box** in which a value can be stored
 - a **name** for this box, allows to read/write to it
- To write to this box:
 - **set** <name> to <value expression>
 - **read** number to <name>
 - **read** text to <name>
 - etc...
- To read from this box simply use <name>

Example

- This example uses two variables

```
print "Enter a temperature in Fahrenheit:"  
read number in tempInF  
  
# Make the conversion and store it in "tempInC"  
set tempInC to (tempInF - 32)/1.8  
  
# Print it out  
print "Your temperature in Celsius is:"  
print tempInC
```

tempInF

46

tempInC

7.777

Enter a temperature in Fahrenheit: 46

Your temperature in Celsius is: 7.777

Pop Quiz!

```
1 print "Enter a temperature in Fahrenheit:"
2 read number in tempInF
3
4 # Make the conversion and store it in "tempInC"
5 set tempInC to (tempInF - 32)/1.8
6
7 # Print it out
8 print "Your temperature in Celsius is:"
9 print tempInC
```

In which lines is `tempInF` modified? (A value is **written** to the box.)

A 2

B 5

C 2 and 5

D None

In which lines is `tempInF` referenced? (A value is **read** from the box.)

A 2

B 5

C 2 and 5

D None

In which lines is `tempInC` referenced? (A value is **read** from the box.)

A 5

B 9

C 5 and 9

D None

When Can a Variable Be Read?

- A variable cannot be read before it has been written to at least once (initialization)

```
1 print "Enter a temperature in Fahrenheit:"
2 read number in tempInF
3
4
5
6
7 # Print it out
8 print "Your temperature in Celsius is:"
9 print tempInC
```

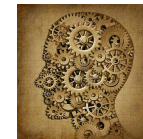
In this example, `tempInC` has not been written to, so it cannot be used in line 9.

More to Come

We have seen:

- Variable are boxes to store information
- How to use variables with pseudocode
- Later on we will see other conditions in which variables cannot be read

Is this notion well understood?



A

Already knew

B

Had understood
last lecture

C

Understood now

D

Confused

Let's try to look at a few algorithms

SOME ALGORITHMS

Algorithm: ???

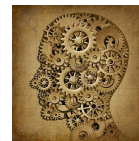
Input: S is a non-empty set of positive integer numbers

```
set current to -1

for each element x in S
  if x > current then
    set current to x

if current == -1 then
  print "SET IS EMPTY"
else
  return current
```

what does this algorithm do?



- A** Figured it out!! **B** I am giving up, I don't understand at all

Hints to Figure it Out

Input: S is a non-empty set of positive integer numbers

```
1  set current to -1
2
3  for each element x in S
4    if x > current then
5      set current to x
6
7  if current == -1 then
8    print "ERROR"
9  else
10   return current
```

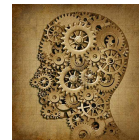
Testing the algorithm

- go through the algorithm and try to think like a computer would; keep track of the values of the variables (`current` and `x`)
- try the executing the algorithm for specific values of S and see what happens
- for instance $S = \{ 4, 10, 7, 12 \}$
- for instance $S = \{ 24, 7, 19, 11 \}$

Test limits

- what happens when $S = \{ \}$ (set is empty)
- what happens when $S = \{ -4, -3, -10 \}$ (set contains only negative integers)
- are these values allowed? does the algorithm work anyway?

what does this algorithm do?



A

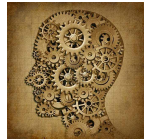
Figured it out!!

B

I am giving up, I don't understand at all

Mystery Algorithm

The previous algorithms does the following:



- A** It calculates the rotation axis of the Earth
- B** It predicts my grade (= I don't know!!!)
- C** It computes the average of integers in the set S
- D** It computes the largest of integers in the set S
- E** It calculates the smallest of integers in the set S

Other Mystery Algorithm

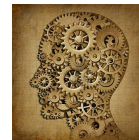
Input: S is a set of positive integer numbers

```
set addi to 0
set mult to 1

for each element x in S
    set addi to (addi + x)
    set mult to (mult * x)

if addi > mult then
    print "Hello!"
else
    print "Goodbye!"
```

what does this algorithm do?



A Figured it out!!

B I am giving up, I don't understand at all

Figuring It Out

Input: S is a set of positive integer numbers

```
set addi to 0
set mult to 1

for each element x in S
  set addi to (addi + x)
  set mult to (mult * x)

if addi > mult then
  print "Hello!"
else
  print "Goodbye!"
```

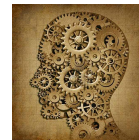
Testing the algorithm

- go through the algorithm and try to think like a computer would; keep track of the values of the variables (addi, mult and x)
- try the executing the algorithm for specific values of S and see what happens
- for instance $S = \{ 1, 1, 1, 1, 1 \}$
- for instance $S = \{ 2, 5, 10, 3 \}$

Test limits

- what happens when $S = \{ \}$ (set is empty)
- what happens when $S = \{ -4, -3, -10 \}$ (set contains only negative integers)
- are these values allowed? does the algorithm work anyway?

what does this algorithm do?



A Figured it out!! **B** I am giving up, I don't understand at all

Pacing and Understanding

How well did you understand today?



- A** Too easy, this lecture is way below my abilities
- B** Everything went at a good pace, and I am fine
- C** Too fast, but I will catch up on my own
- D** Too fast, and I need you to slow down
- E** I really do not think I can handle this

When would you be free?

(for are an hour of voluntary tutorial)



Monday	Tuesday	Wednes.	Thursday	Friday
	A		C	
	B		D	E