CS106A: Programming Methodology

Mehran Sahami

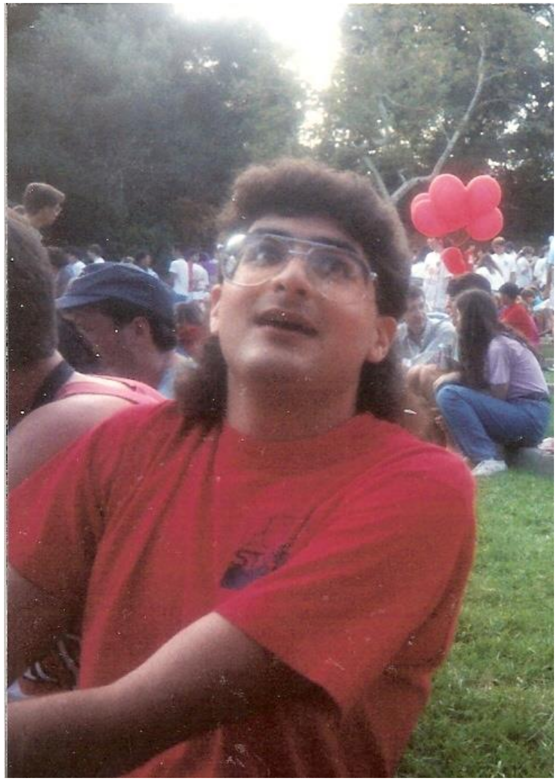
- Childhood: Iran
- High School: San Diego
- Stanford Ph.D. in Machine Learning

  (Before Machine Learning was cool)
- Spent a decade in tech industry before coming back as professor
  - Love of teaching is why I came back

Mehran Sahami

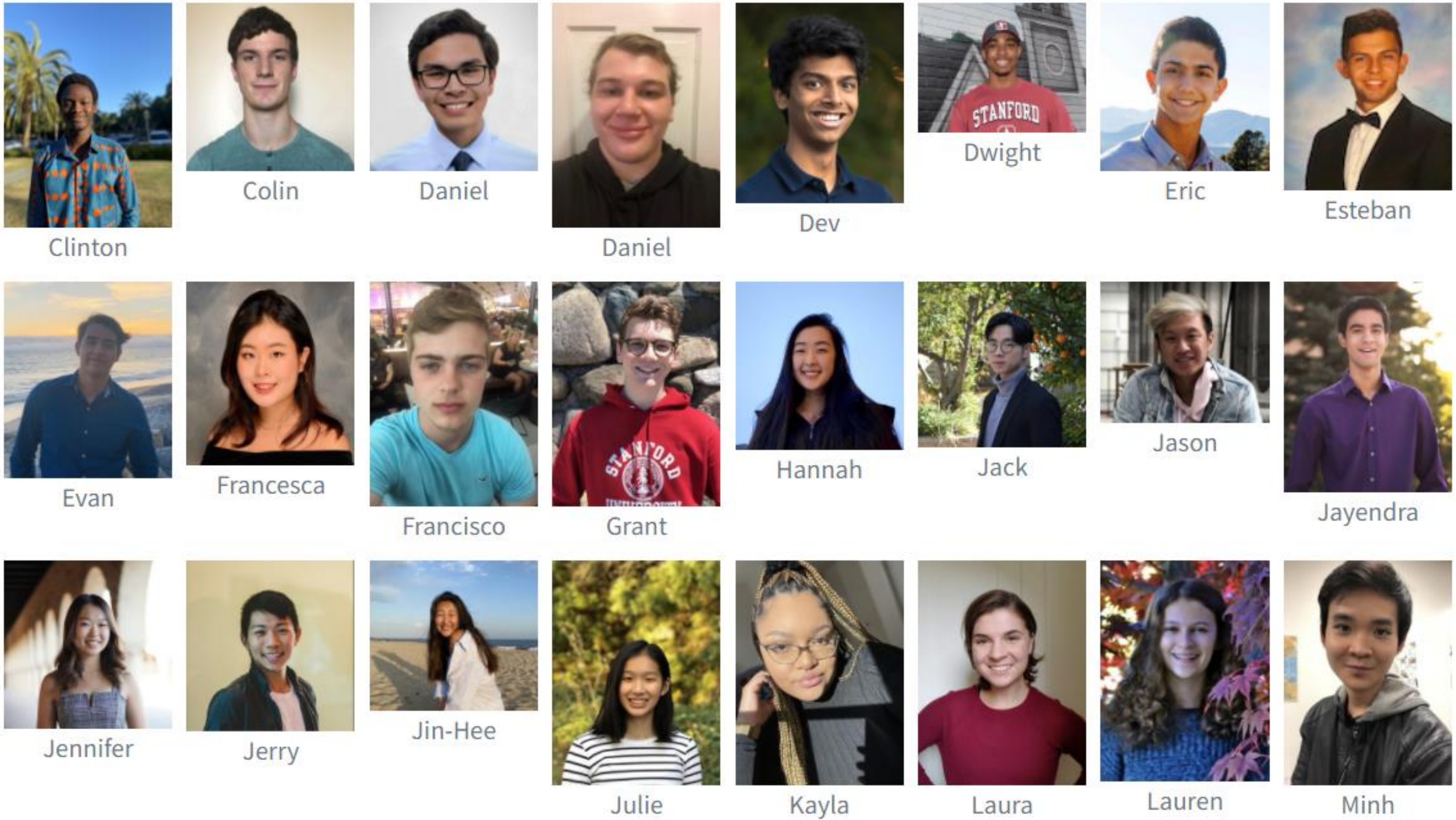
- Took CS106A my freshman year at Stanford
  - It changed my life

- But it did not make me cut my mullet
  - It should have…



Head TA: Juliette Woodrow

Section Leaders



* Actually some past section leaders

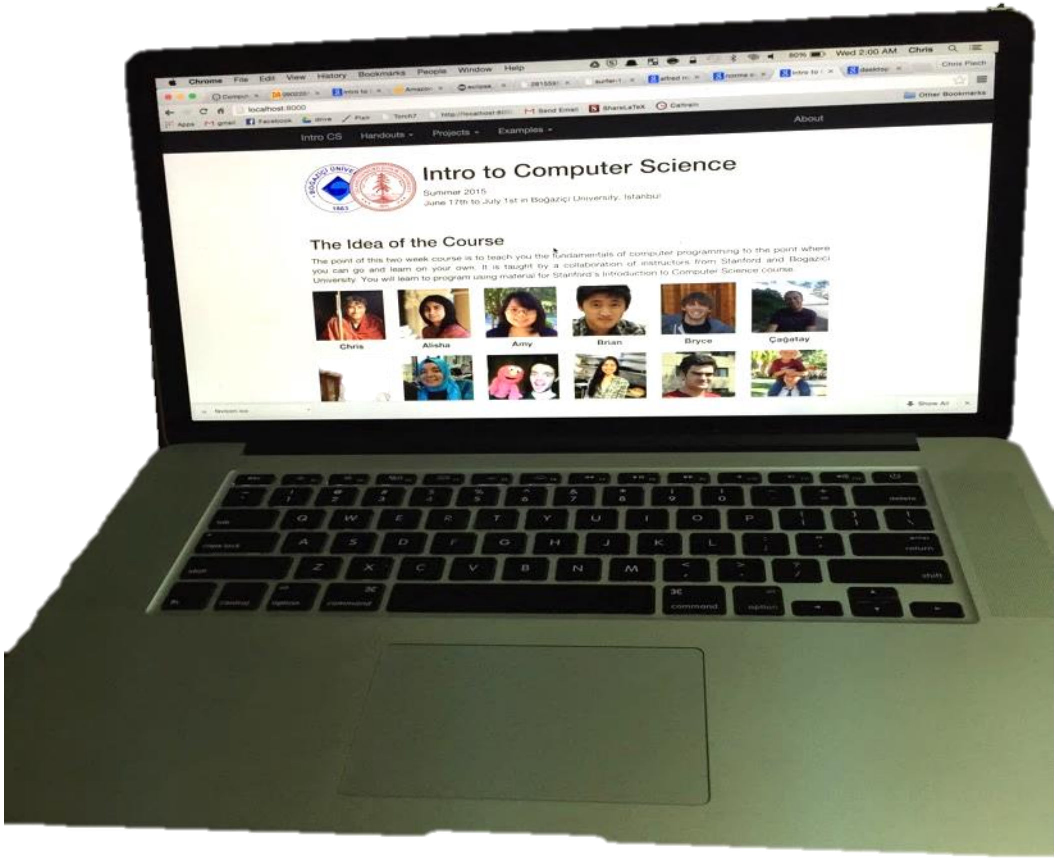
Course mechanics

(This is a brief version.
Please read the handout for full details).

Course Website

http://cs106a.stanford.edu

Prerequisite Test



Intro to Computer Science

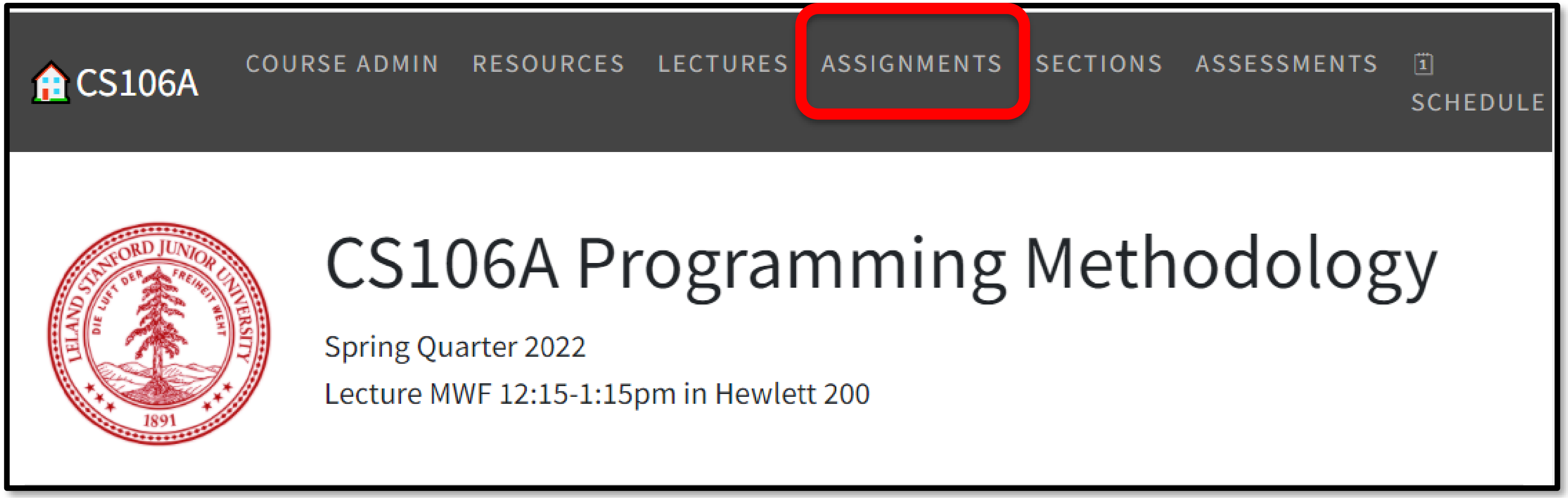
Summer 2015
June 17th to July 1st in Boğaziçi University, Istanbul

The Idea of the Course

The point of this two week course is to teach you the fundamentals of computer programming to the point where you can go and learn on your own. It is taught by a collaboration of instructors from Stanford and Bogazici University. You will learn to program using material for Stanford's Introduction to Computer Science course.

Getting To Know You

- Assignment #0 on website ("Who are you?")



CS106A Programming Methodology

Spring Quarter 2022

Lecture MWF 12:15-1:15pm in Hewlett 200

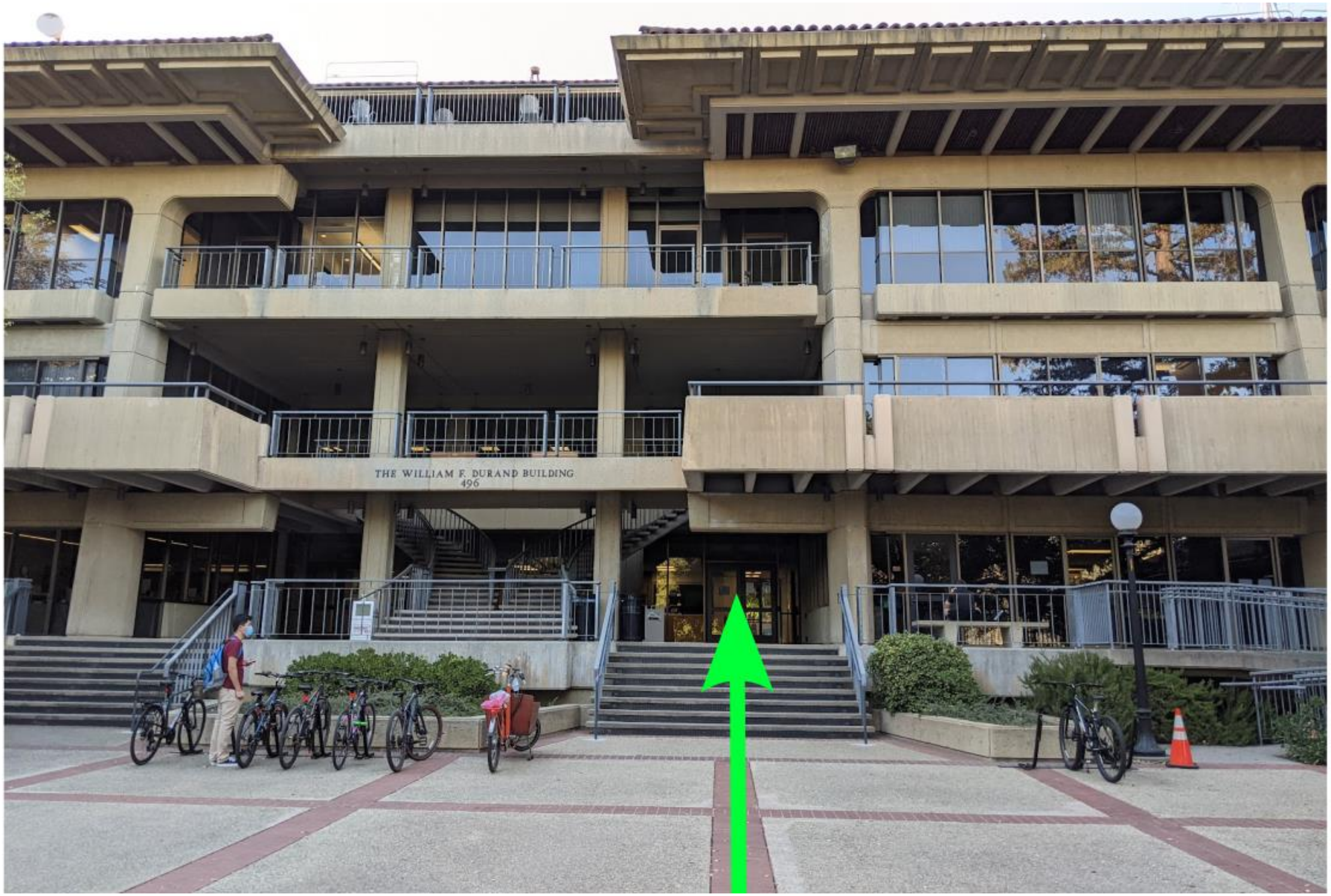
"It is a really difficult time for my family right now, but I will still be trying my best in this class."

- Please be safe, compassionate, and kind. So will we.

Lectures and Sections

- Lectures MWF 12:15-1:15pm
  - Will be recorded (available on Canvas)
- Weekly 50-min section led by awesome section leaders (the backbone of the class!)
  - Section signups will be on class webpage (not Axess)
  - Signups begin on Thursday at 5pm and close Sunday at 5pm.

Office Hours in Durand Building



LaIR: evenings Sunday through Thursday
(starting Sunday)

Grading Scale

Functionality and **style** grades for the assignments use the following scale:

++	A submission so good it “makes you weep”
+	Exceeds requirements (and has great style)
✓+	Satisfies all requirements, with good functionality and style
✓	Meets the requirements, but perhaps with a small problem
✓−	Has some somewhat more serious problems
−	Is worse than that, but shows real effort and understanding
−−	Better than nothing

You are only competing against yourself.

Interactive Grading

One on one feedback
from your section leader

- Chance for you to get more feedback than just a grade
- Opportunity to really develop “style” as a programmer
  - We’ll talk more about that soon
- We can put focus on *learning* rather than grading

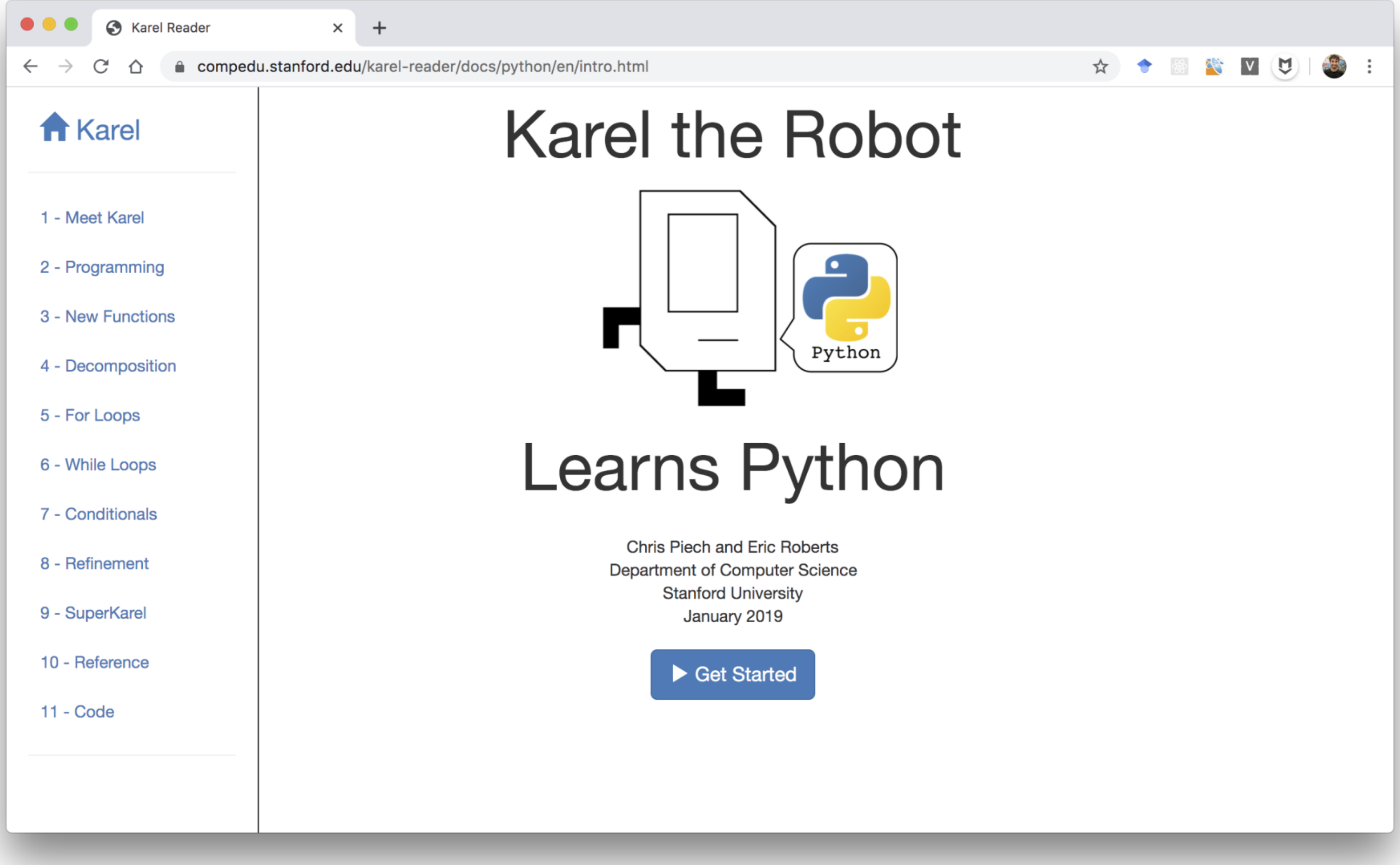
What we will ask you to do

- 7 programming assignment 50%
  - Get more complicated as quarter progresses
- Midterm exam 15%
- Final exam 30%
- Section participation 5%

- Get 4 free “late days” (on assignments)
  - Each “late day” is a 24-hour period
  - Allows for turning in assignment late without penalty
  - After free late days are used, assignments penalized one grade bucket per day late
  - For extensions beyond free late days, contact Juliette (head TA)

Optional Contest

Online Text Books

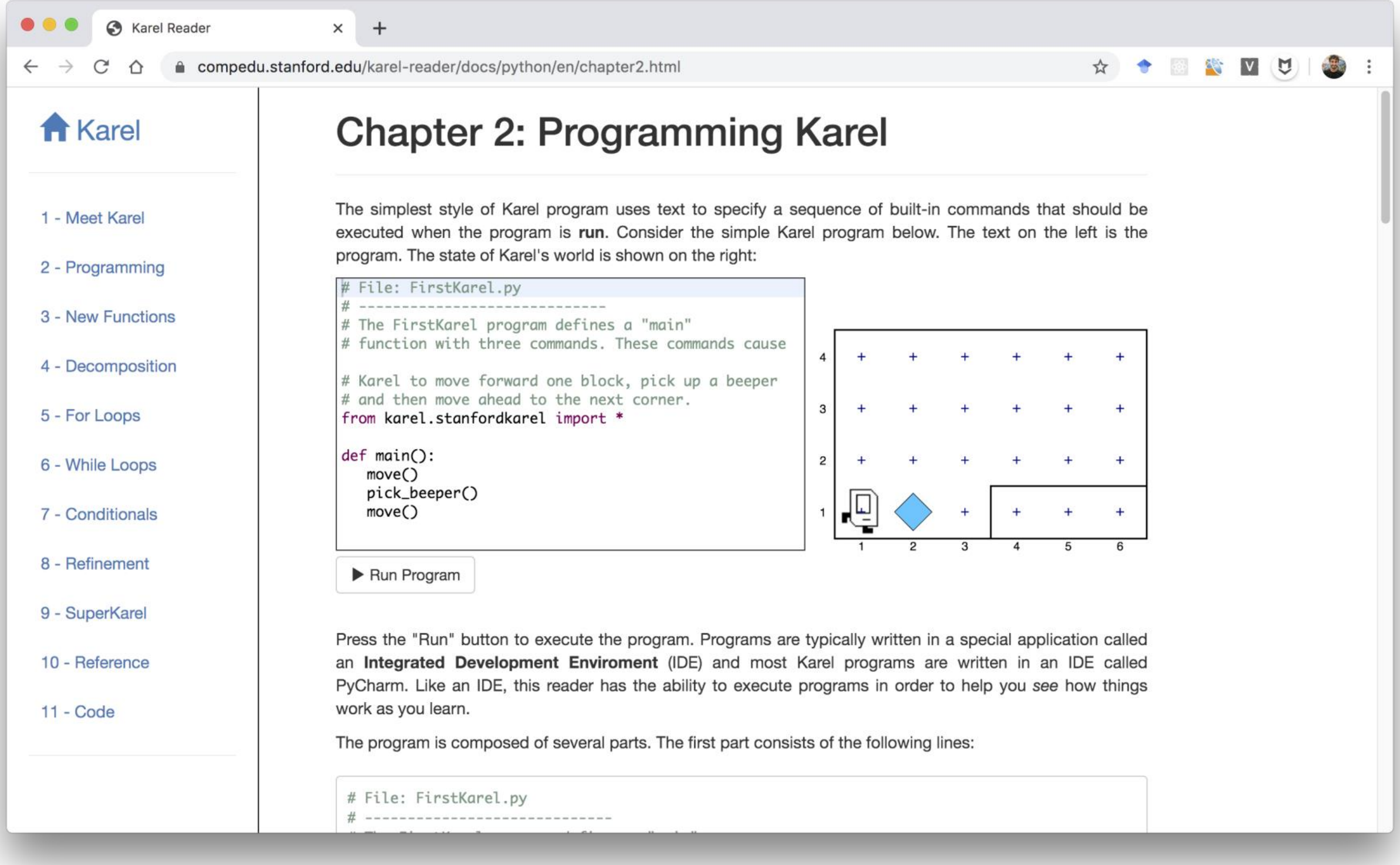


Karel the Robot

Learns Python

Chris Piech and Eric Roberts
Department of Computer Science
Stanford University
January 2019

Online Karel Reader



Karel Reader
compedu.stanford.edu/karel-reader/docs/python/en/chapter2.html
Karel

Chapter 2: Programming Karel

The simplest style of Karel program uses text to specify a sequence of built-in commands that should be executed when the program is **run**. Consider the simple Karel program below. The text on the left is the program. The state of Karel's world is shown on the right:

```
# File: FirstKarel.py
# -----------------------------
# The FirstKarel program defines a "main"
# function with three commands. These commands cause

# Karel to move forward one block, pick up a beeper
# and then move ahead to the next corner.
from karel.stanfordkarel import *

def main():
    move()
    pick_beeper()
    move()
```

Press the "Run" button to execute the program. Programs are typically written in a special application called an **Integrated Development Enviroment** (IDE) and most Karel programs are written in an IDE called PyCharm. Like an IDE, this reader has the ability to execute programs in order to help you *see* how things work as you learn.

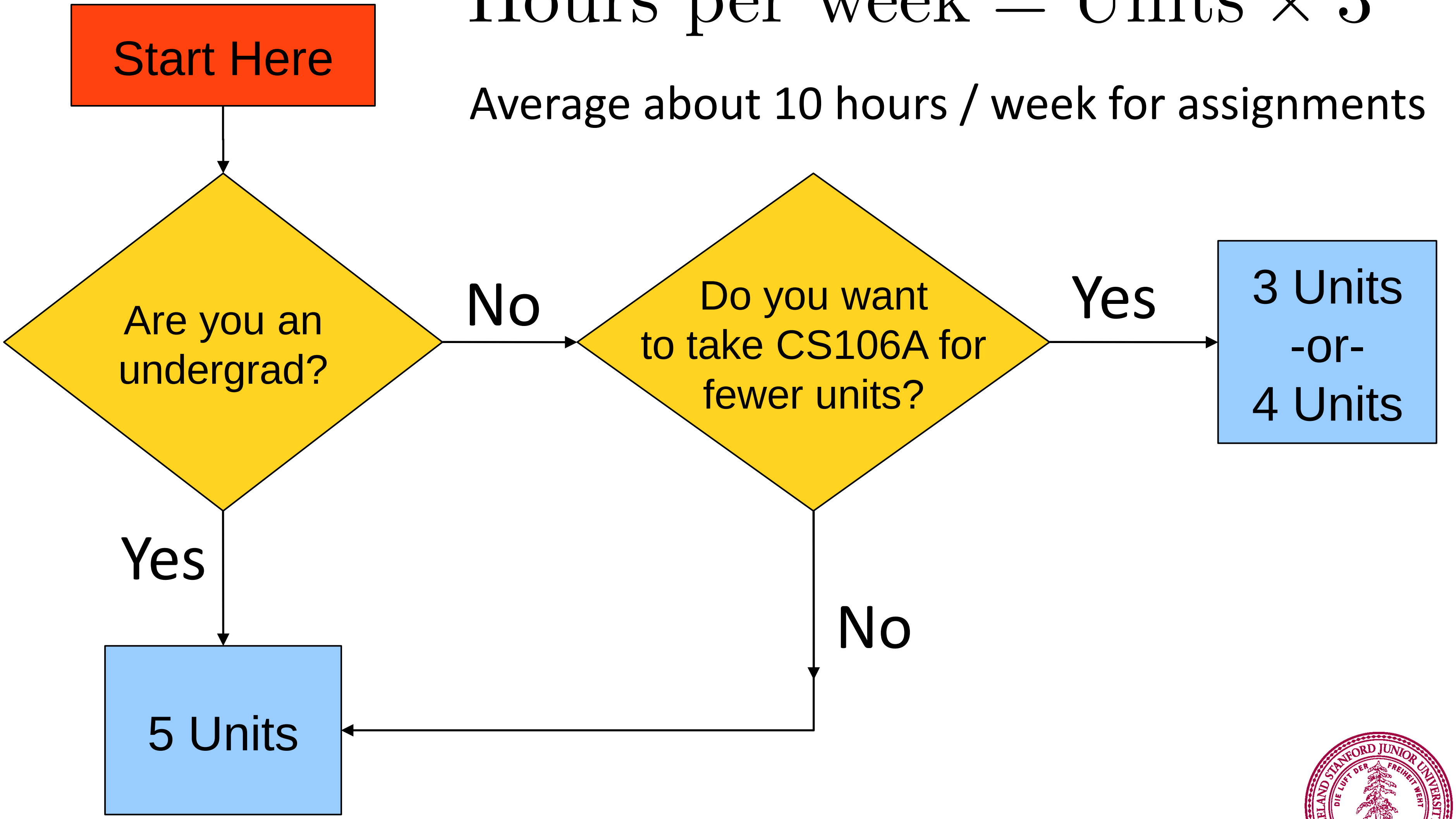
The program is composed of several parts. The first part consists of the following lines:

```
# File: FirstKarel.py
# -----------------------------
```

CS106A Units

$$\text{Hours per week} = \text{Units} \times 3$$

Average about 10 hours / week for assignments


Start Here

Are you an undergrad?

No

Do you want to take CS106A for fewer units?

Yes

3 Units -or- 4 Units

Yes

5 Units

No

Are you in the right place?

Where Should You Start?

- No/light previous programming (many students start here) → CS106A
- Limited previous programming (e.g., written “short” programs) → CS106A
- AP exam: CS Principles, score 4 or 5 → CS106A
- AP exam: CS A, score 4 or 5 → CS106B
- No AP, significant previous programming experience → CS106B
- *Extensive* prior experience and/or multiple prior CS classes → CS106B or 107
- Just want to satisfy “Ways” and know that will be all you’ll take → CS105 or 106A

What is CS106A?

Computer Science

“Computer science is no more about computers than astronomy is about telescopes, biology is about microscopes or chemistry is about beakers and test tubes. Science is not about tools, it is about how we use them and what we find out when we do.”

— Michael Fellows and Ian Parberry

“You must unlearn what you have learned”

— Yoda

Learning Goals

- ***Learn how to harness computing power to solve problems.***
- To that end:
  - Explore fundamental techniques in computer programming.
  - Develop good software engineering style.
  - Gain familiarity with the Python programming language.

There are a lot of cool programs you may one day write

Computer Graphics

Pat Hanrahan, one of the founders of Pixar is a professor here.
He recently won the Turing Award – the Nobel Prize of Computer Science.

Consumer Applications

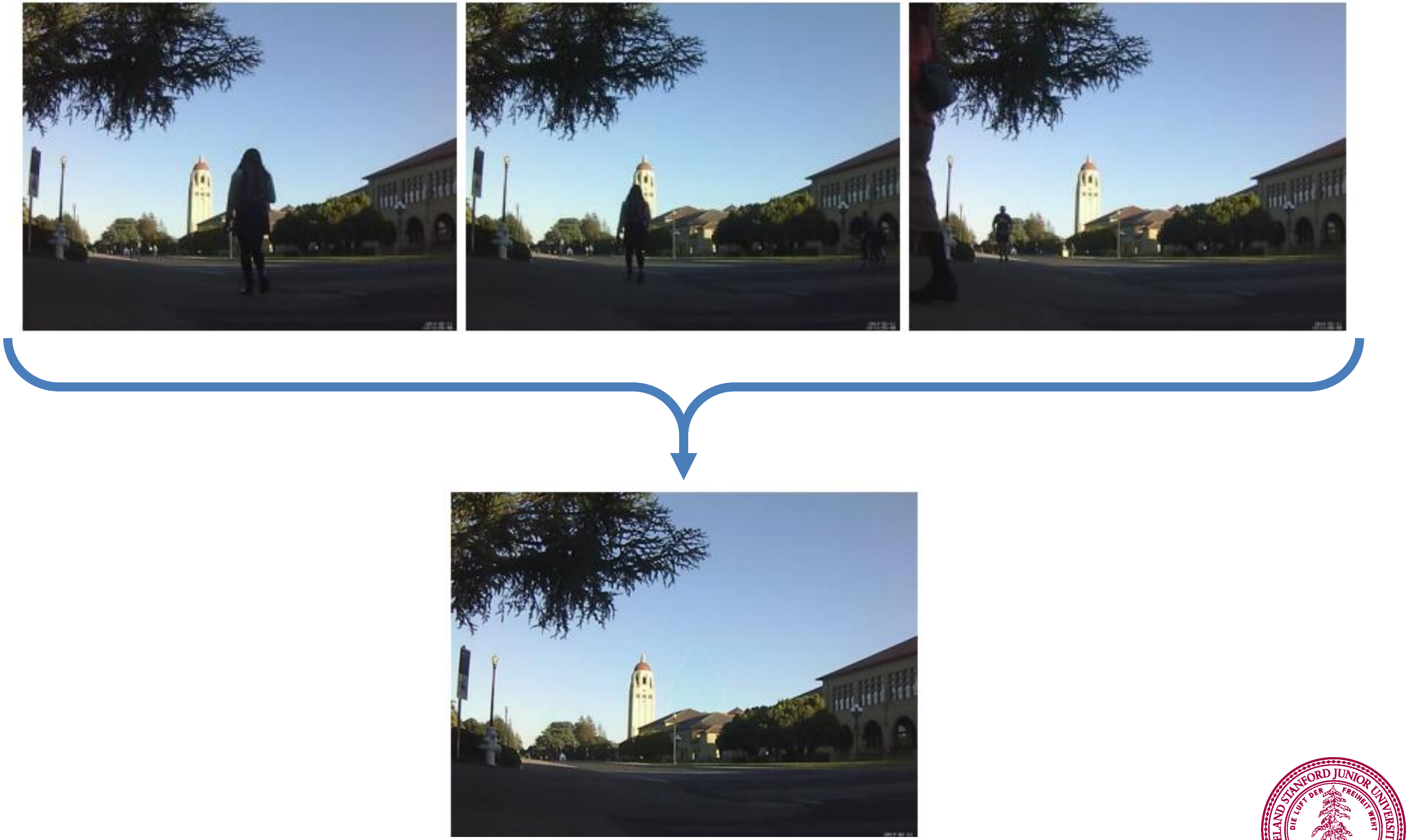
Computing in Medicine

(c) 2012 Intuitive Surgical, Inc.

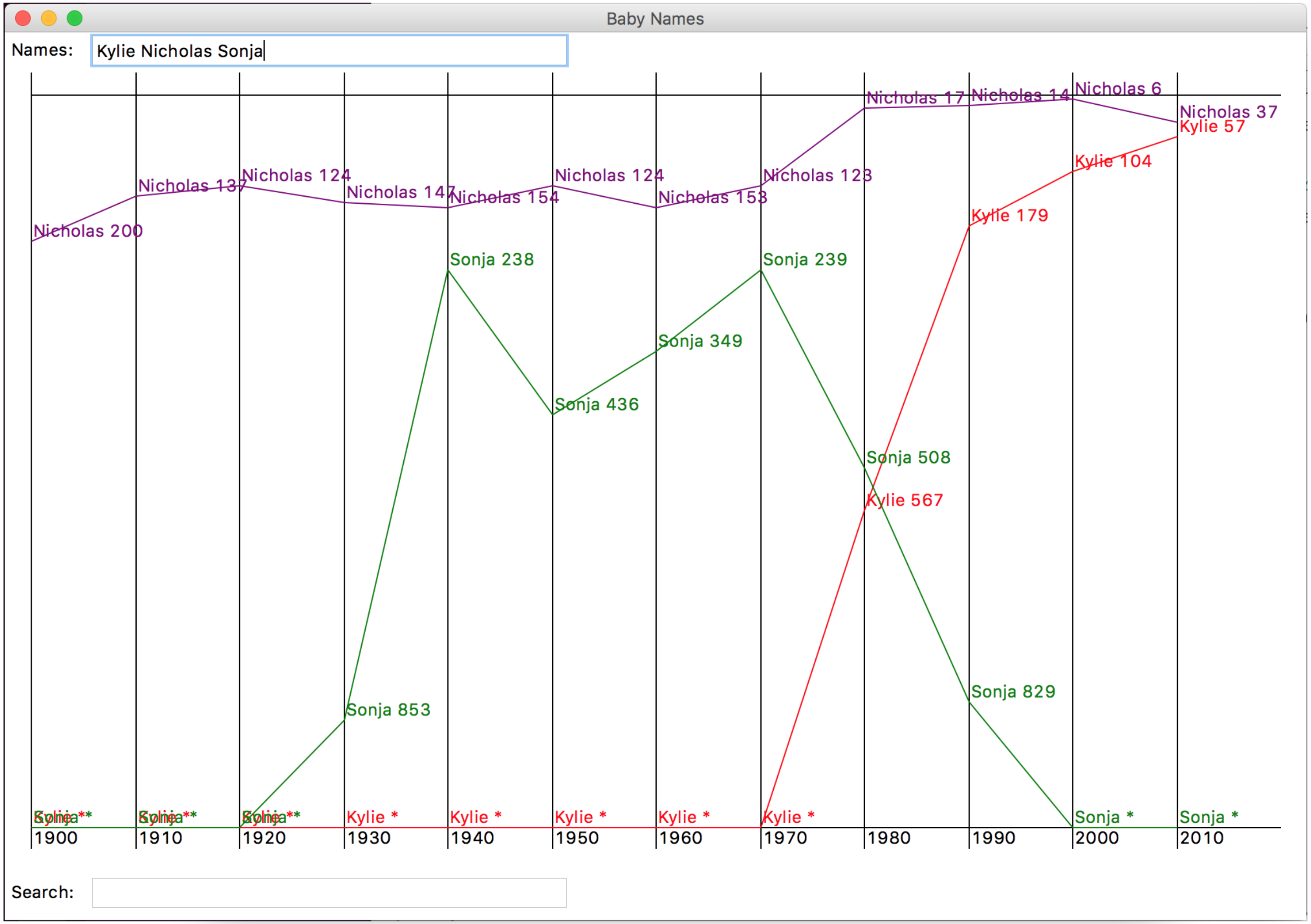
Self-Driving Car

If only we could program self-driving cars…

Image Transformation



Data Science

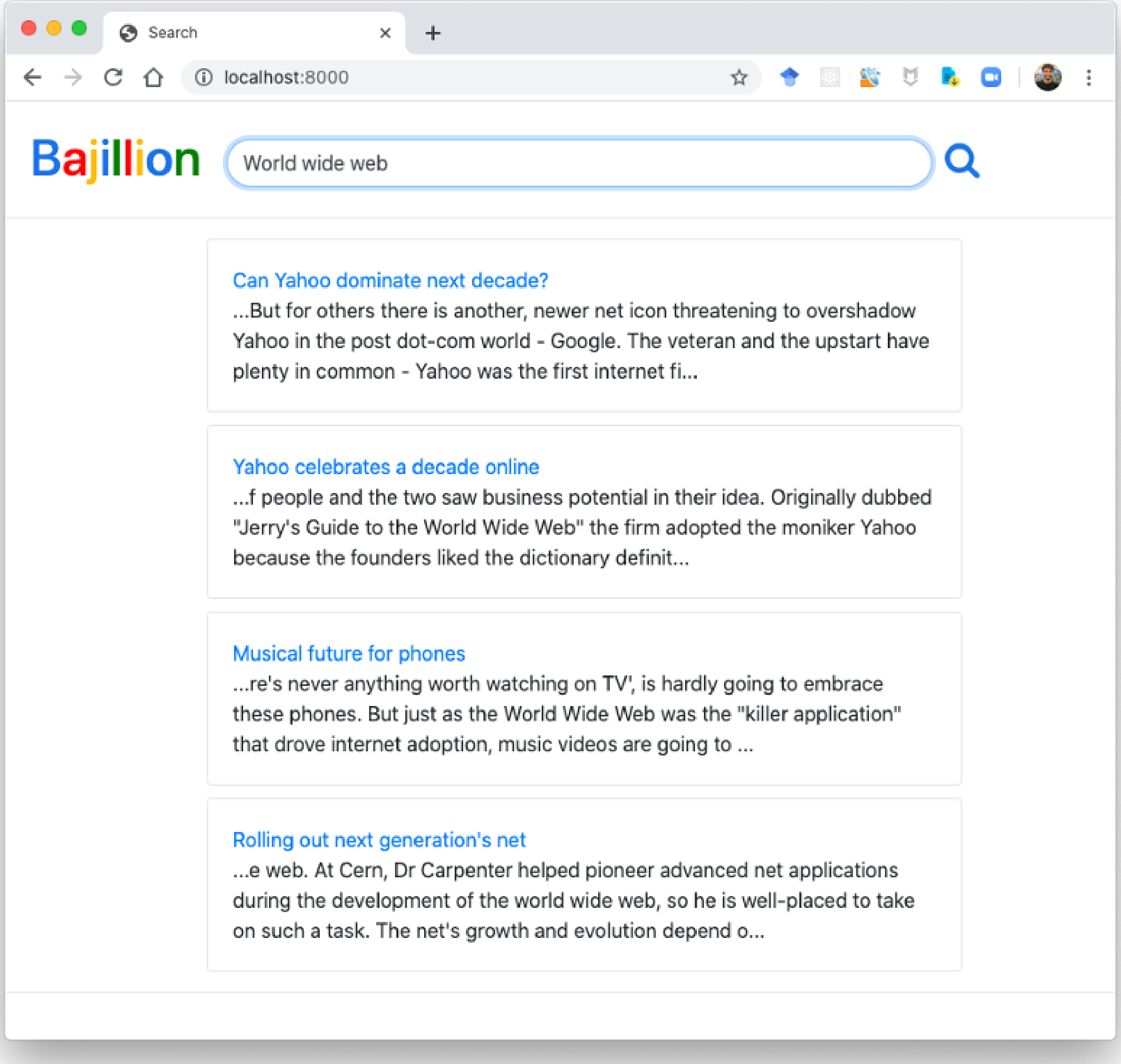


Baby Names

Names: Kylie Nicholas Sonja

Search:

Internet Applications



World wide web

Can Yahoo dominate next decade?

...But for others there is another, newer net icon threatening to overshadow Yahoo in the post dot-com world - Google. The veteran and the upstart have plenty in common - Yahoo was the first internet fi...

Yahoo celebrates a decade online

...f people and the two saw business potential in their idea. Originally dubbed "Jerry's Guide to the World Wide Web" the firm adopted the moniker Yahoo because the founders liked the dictionary definit...

Musical future for phones

...re's never anything worth watching on TV', is hardly going to embrace these phones. But just as the World Wide Web was the "killer application" that drove internet adoption, music videos are going to ...

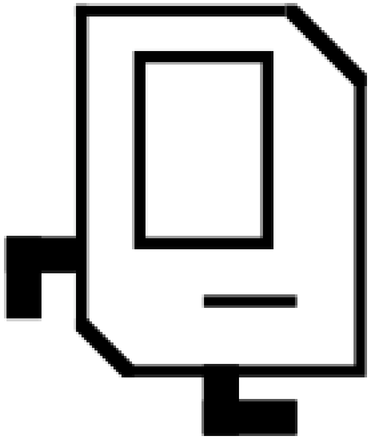
Rolling out next generation's net

...e web. At Cern, Dr Carpenter helped pioneer advanced net applications during the development of the world wide web, so he is well-placed to take on such a task. The net's growth and evolution depend o...

Strive for Everyone to Succeed

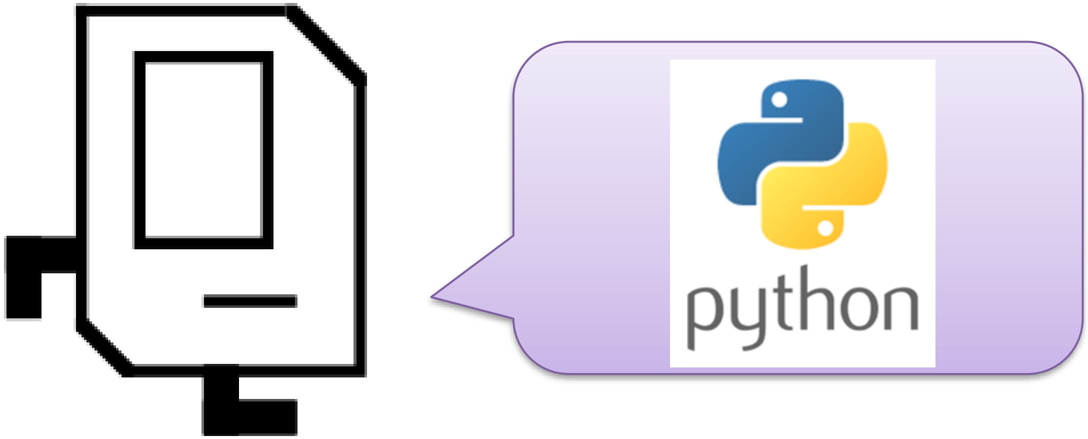
Lets Get Started

Meet Karel the Robot

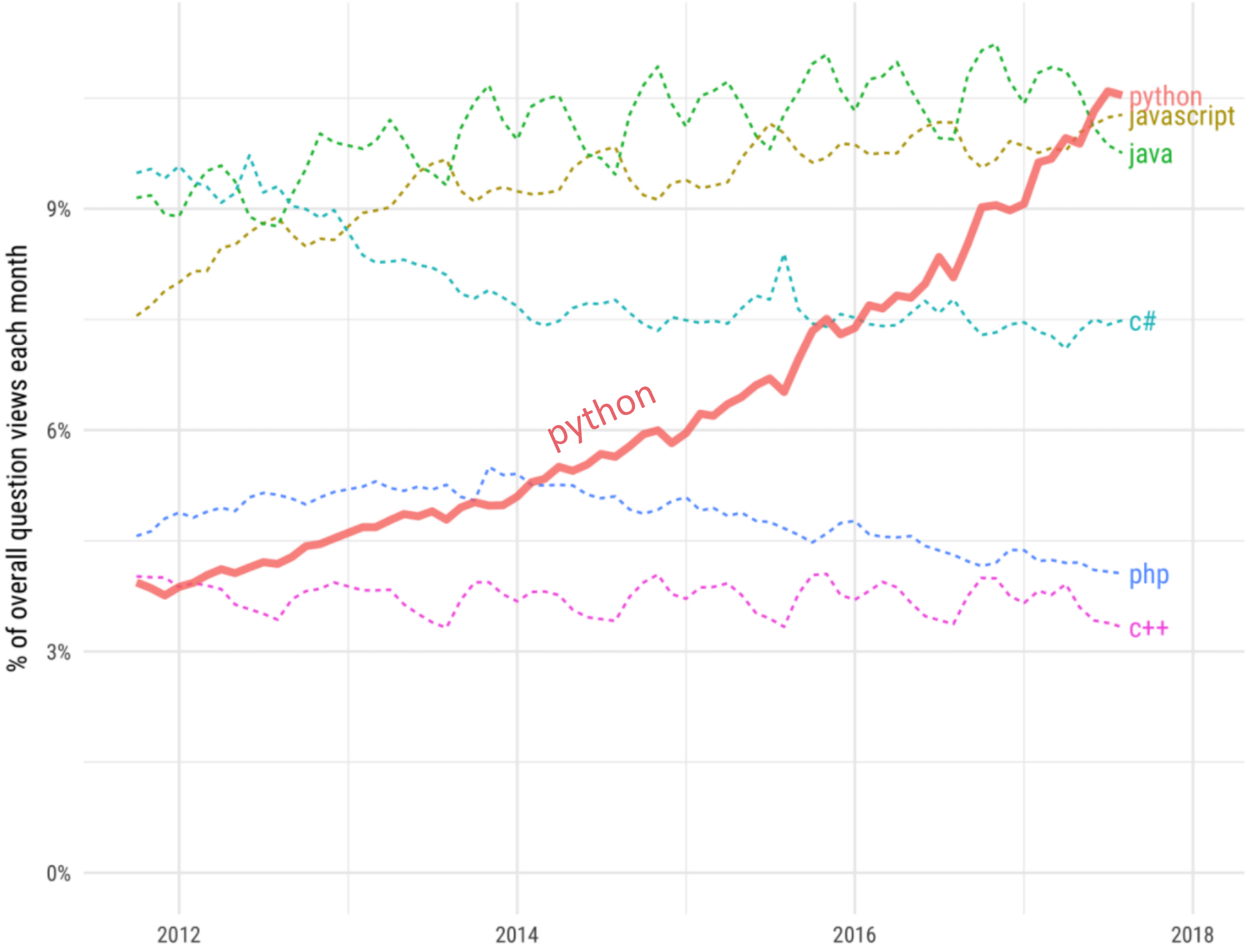


Good morning

Karel Speaks Python



Why Python?



https://stackoverflow.blog/2017/09/06/incredible-growth-python/

Guido van Rossum

Karel’s World

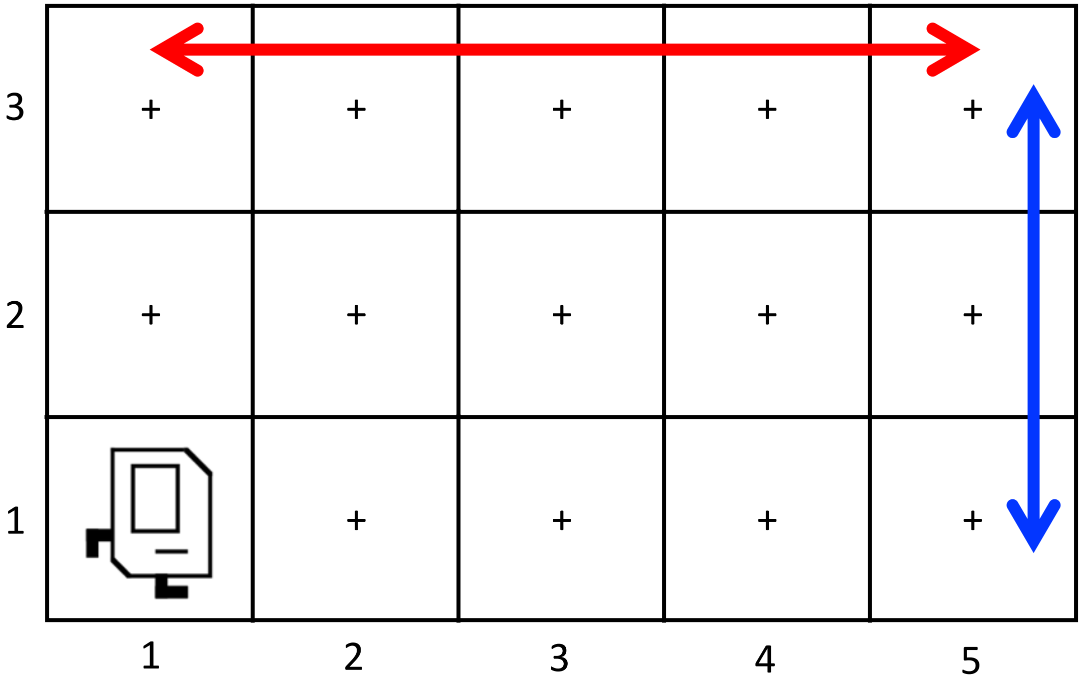
North

West

East

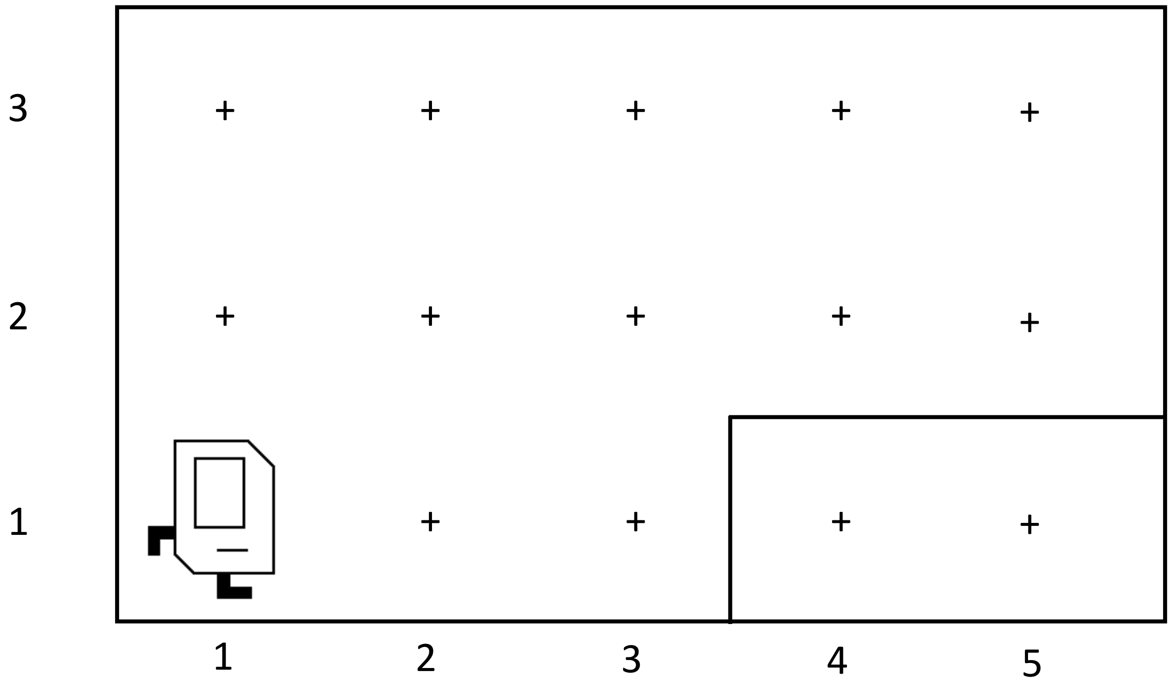
South

“Streets” run East/West

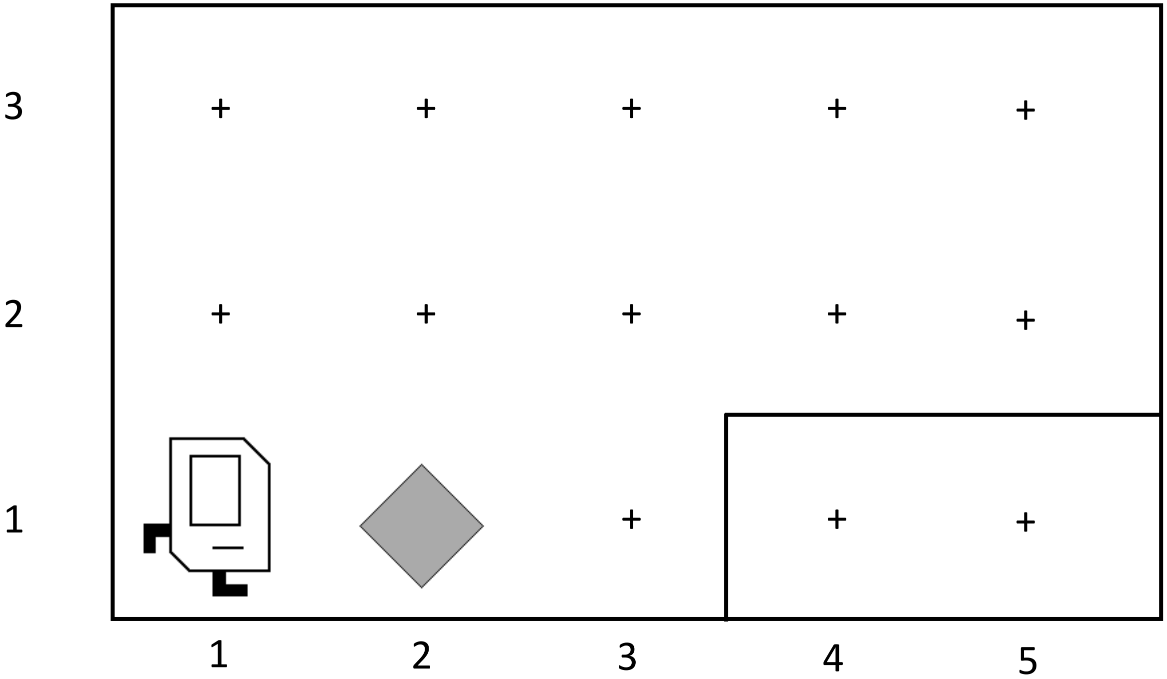


“Avenues” run North/South

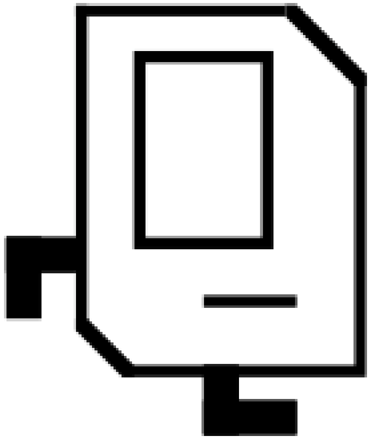
Walls



Beepers



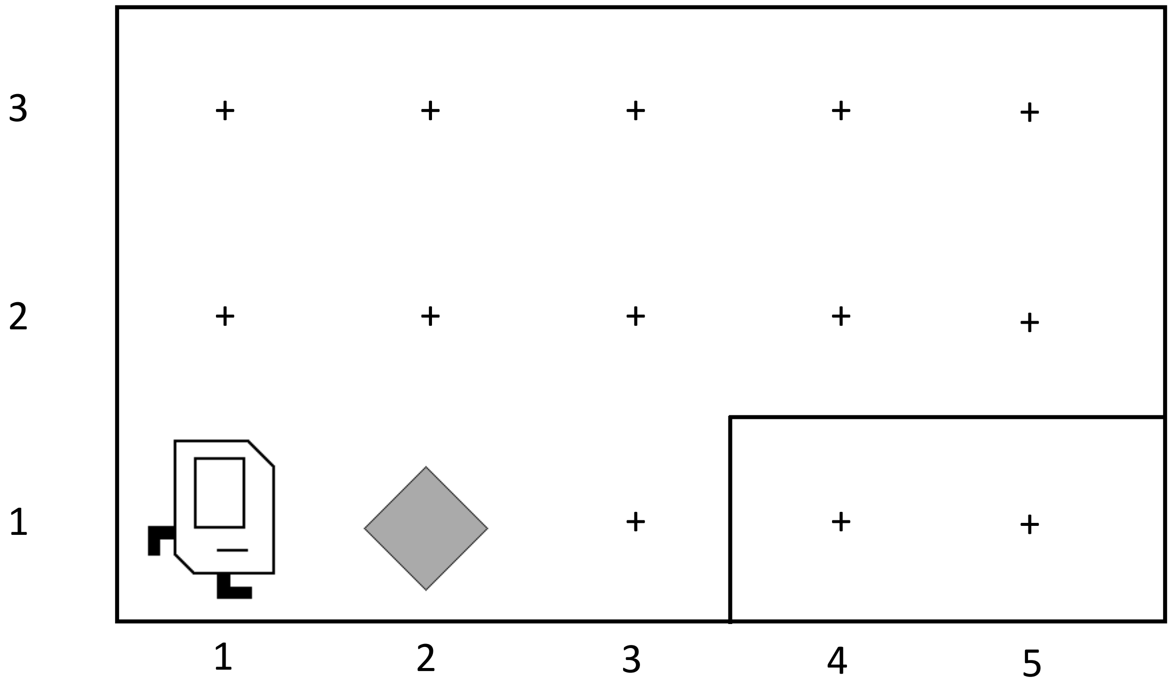
Knows Four Commands



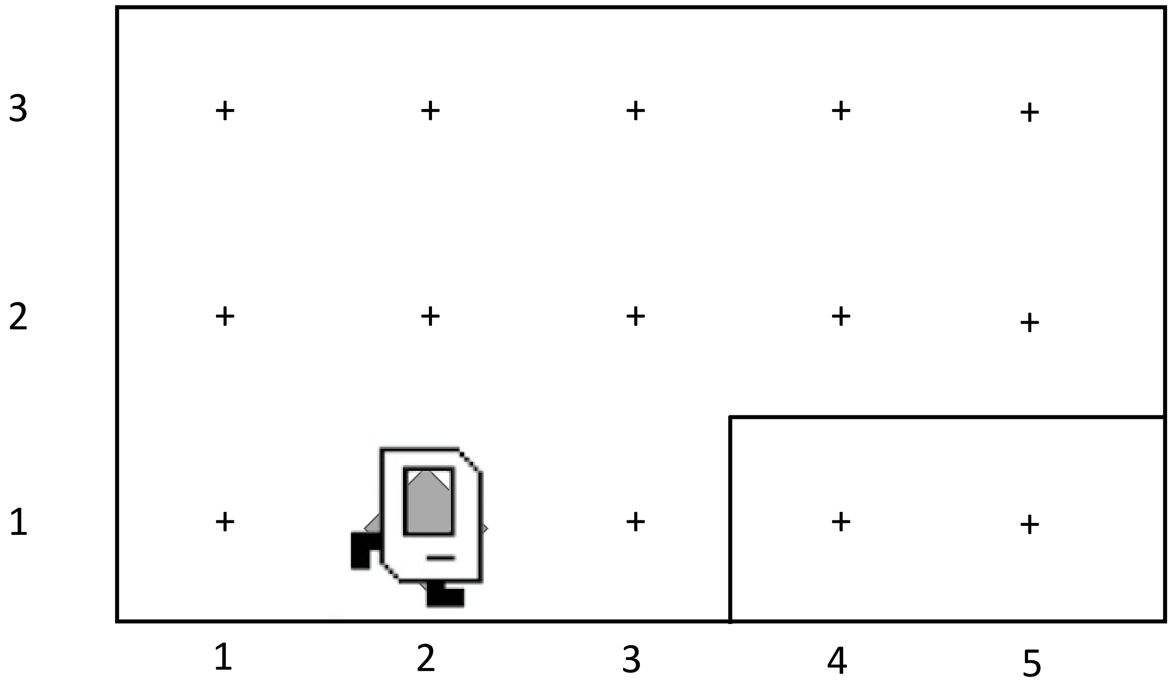
```
move()

turn_left()

put_beeper()

pick_beeper()
```

```
move()
```

`move()`

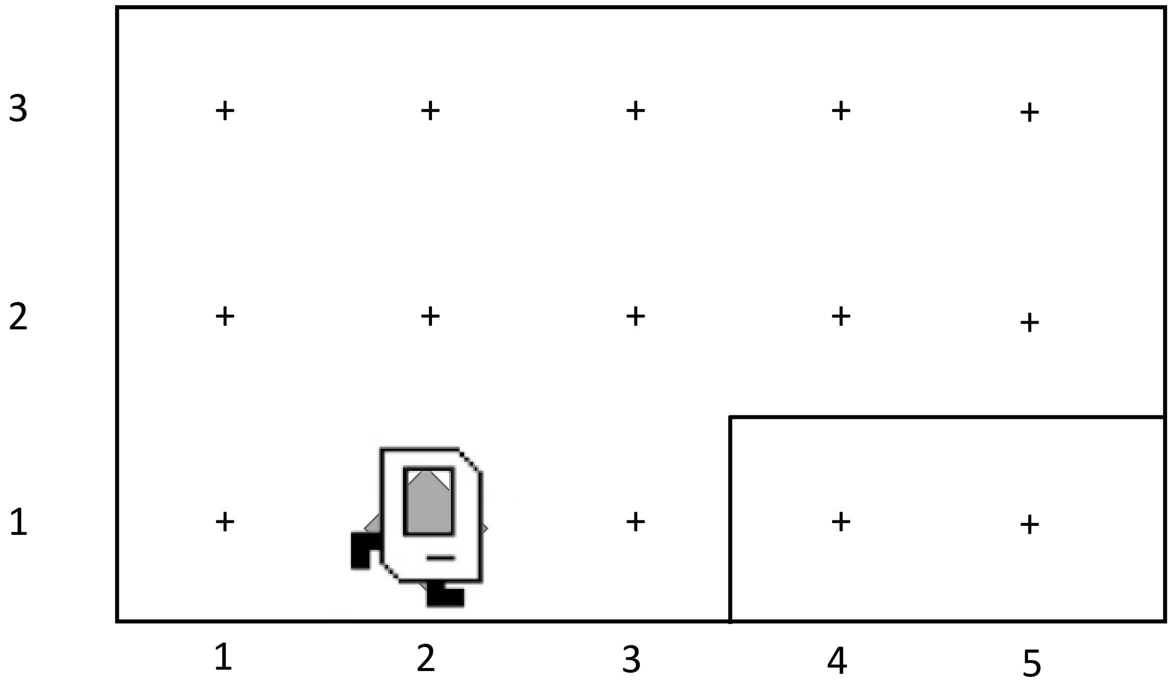


move()

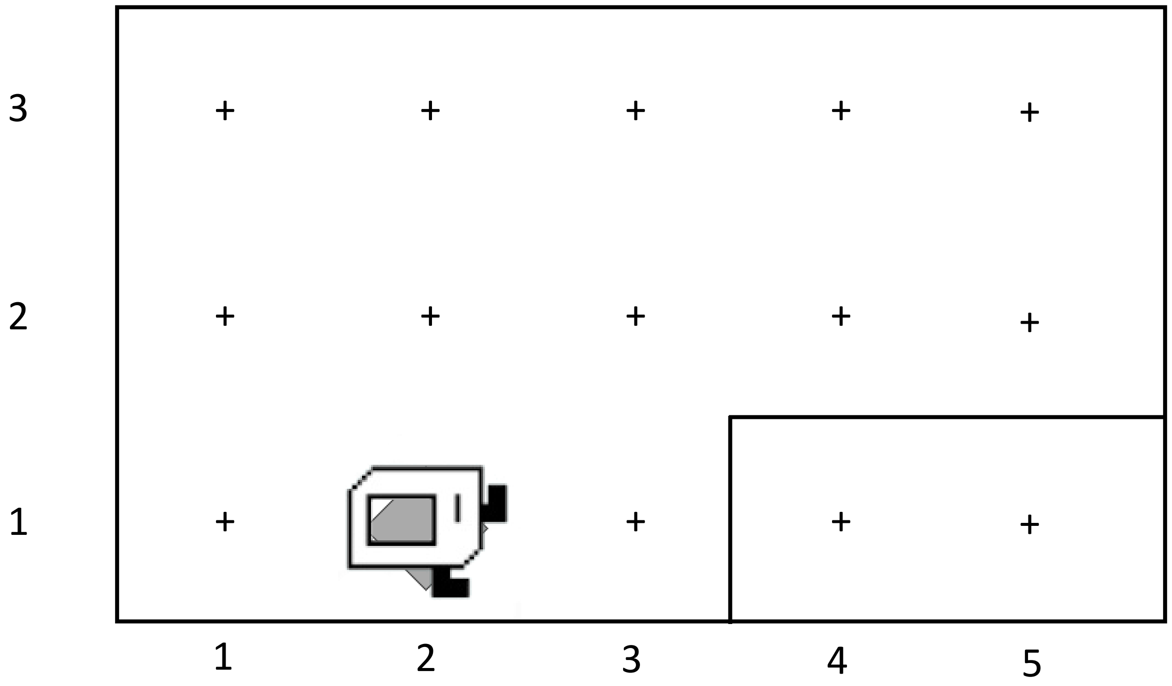


```
turn_left()
```

`turn_left()`

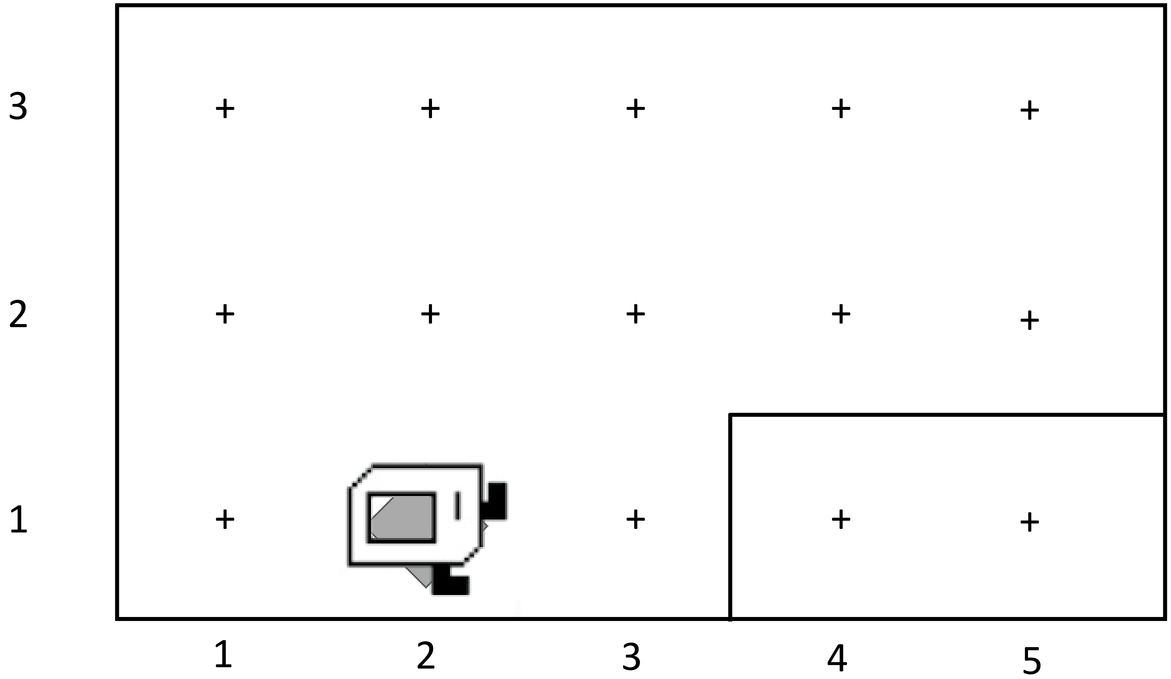


turn_left()

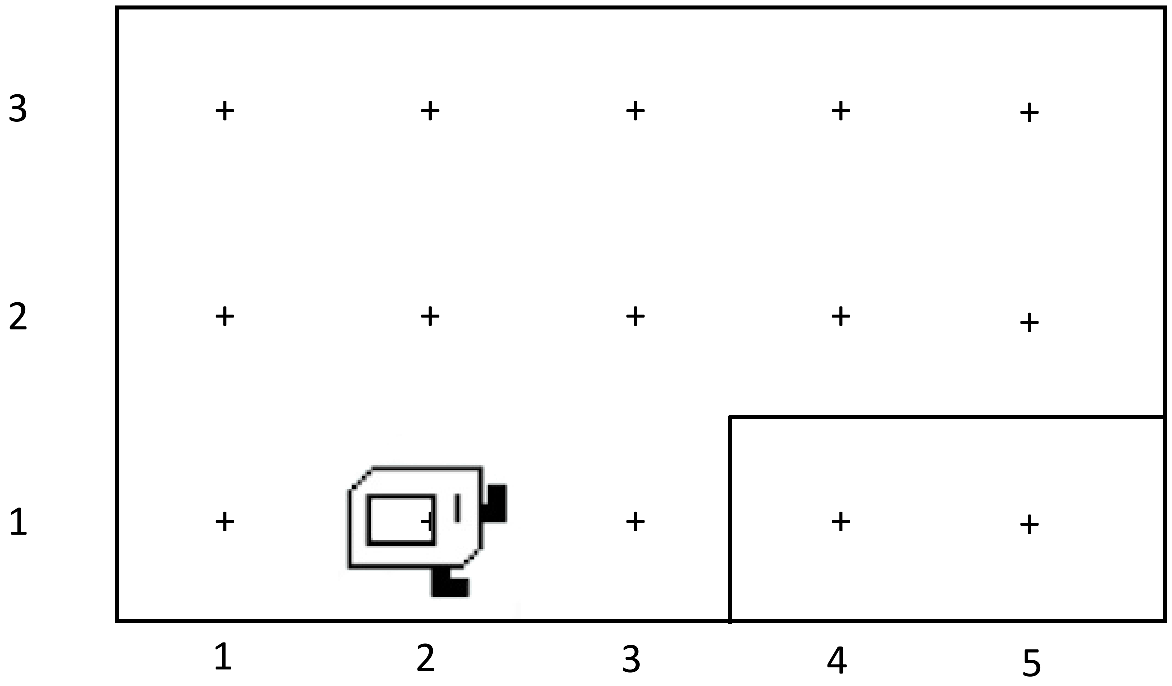


```
pick_beeper()
```

`turn_left()`

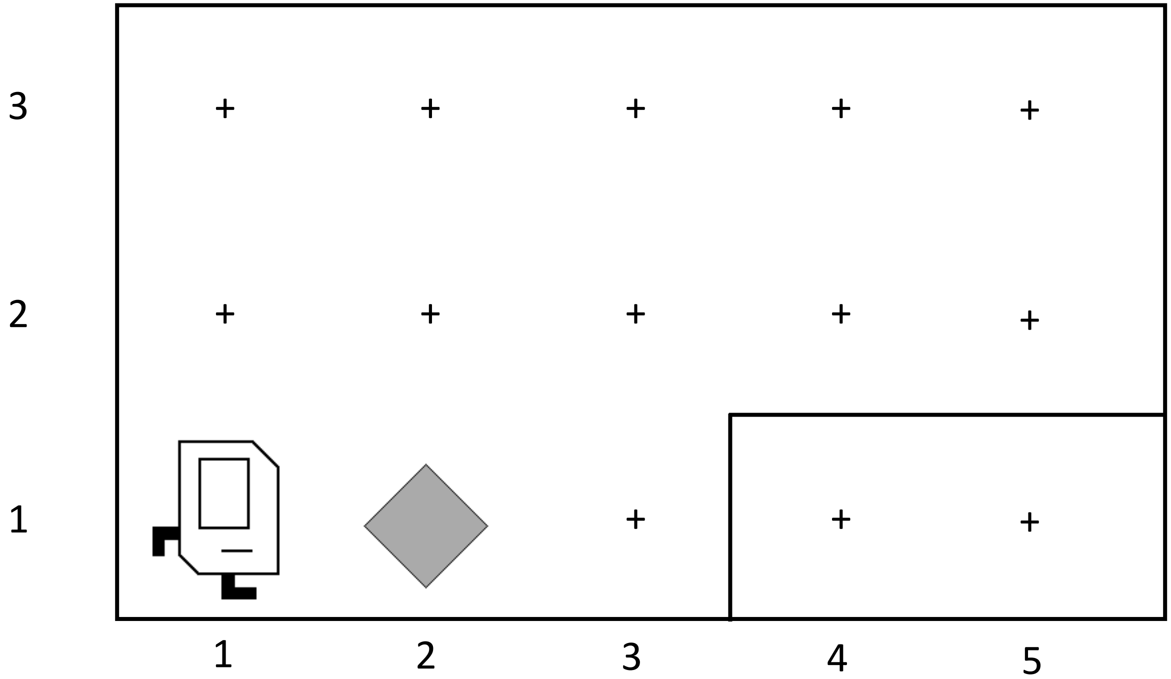


`turn_left()`

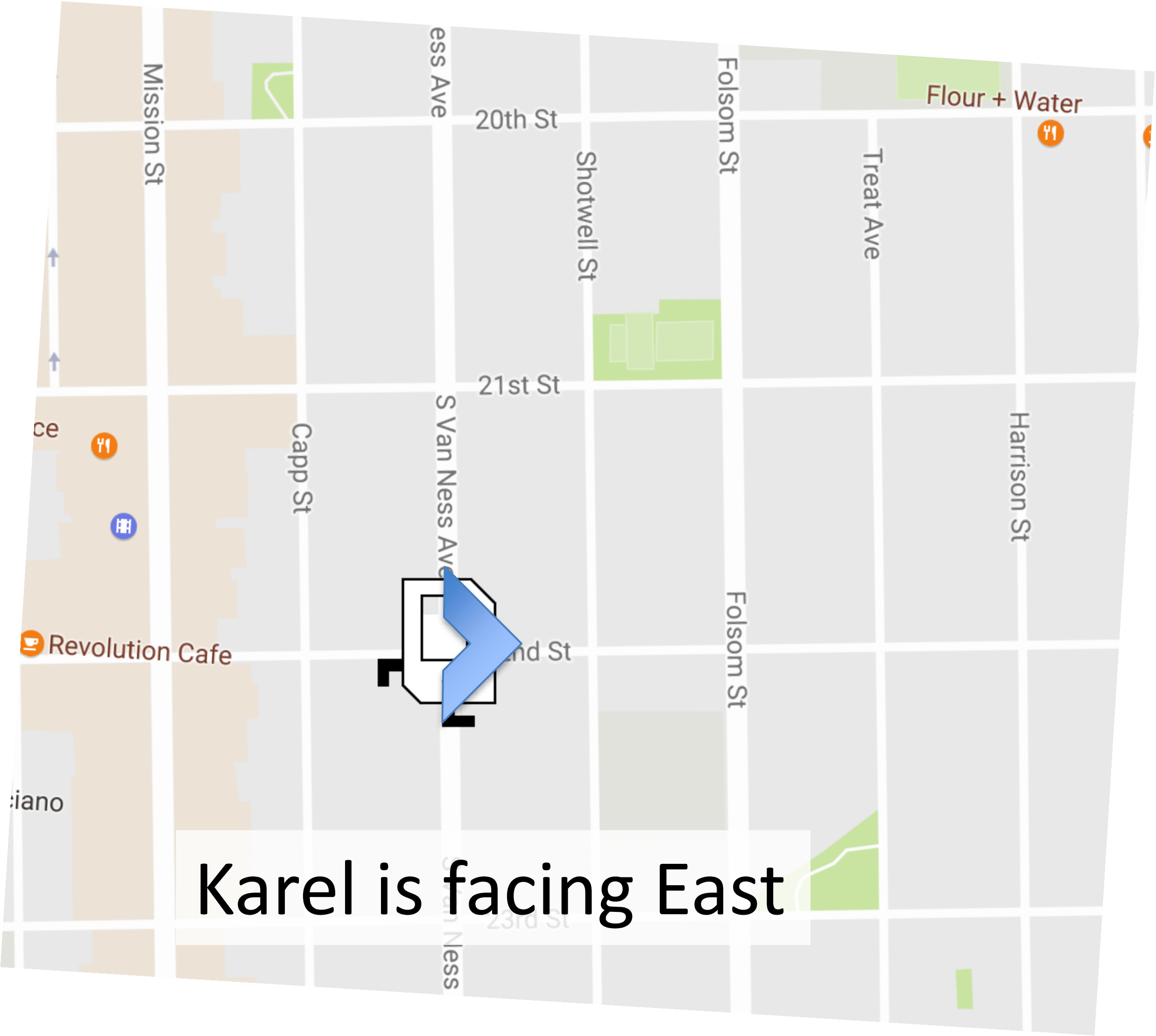


Make Sense?

Bird's Eye View

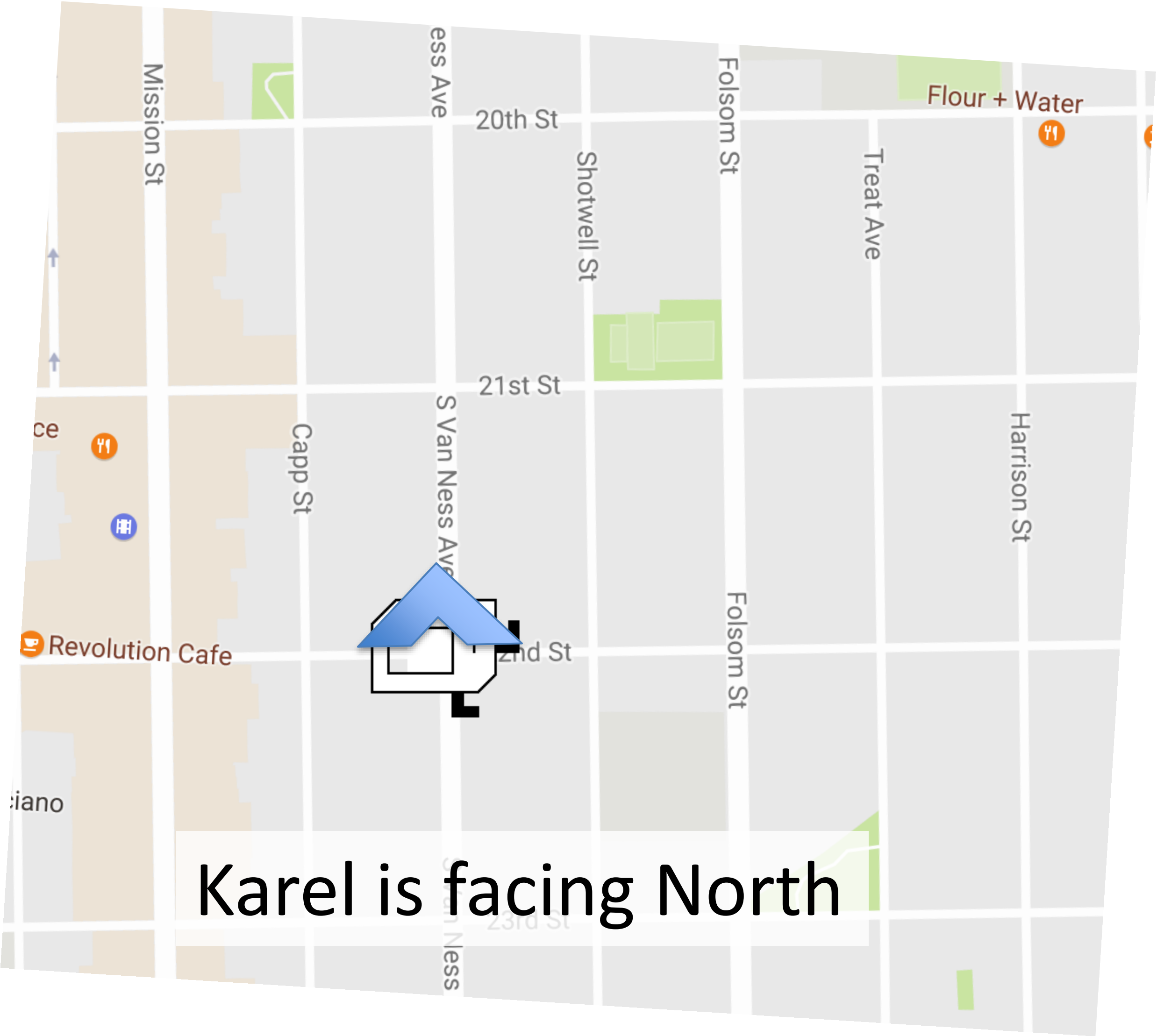


Bird's Eye View



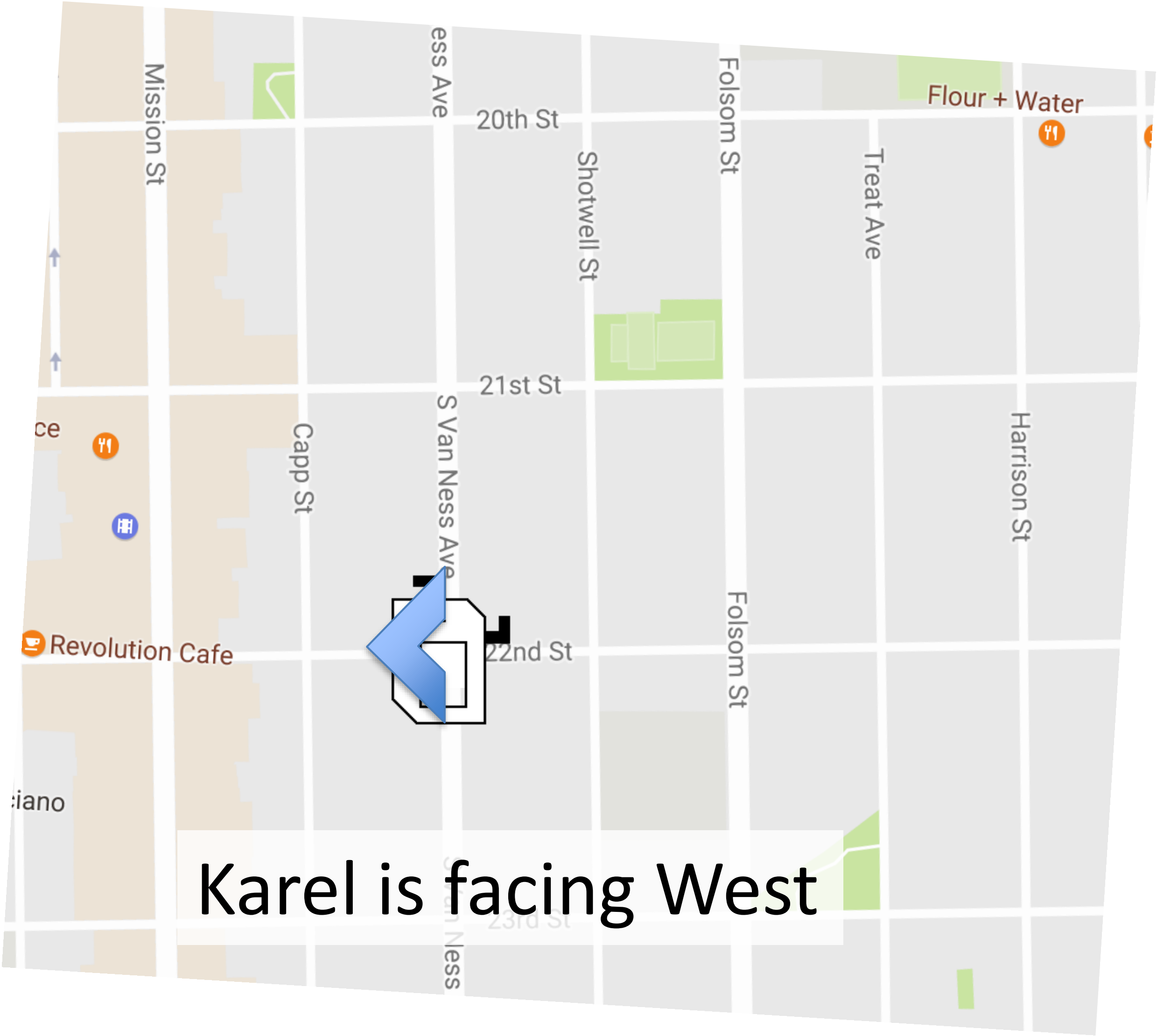
Karel is facing East

Turn Left



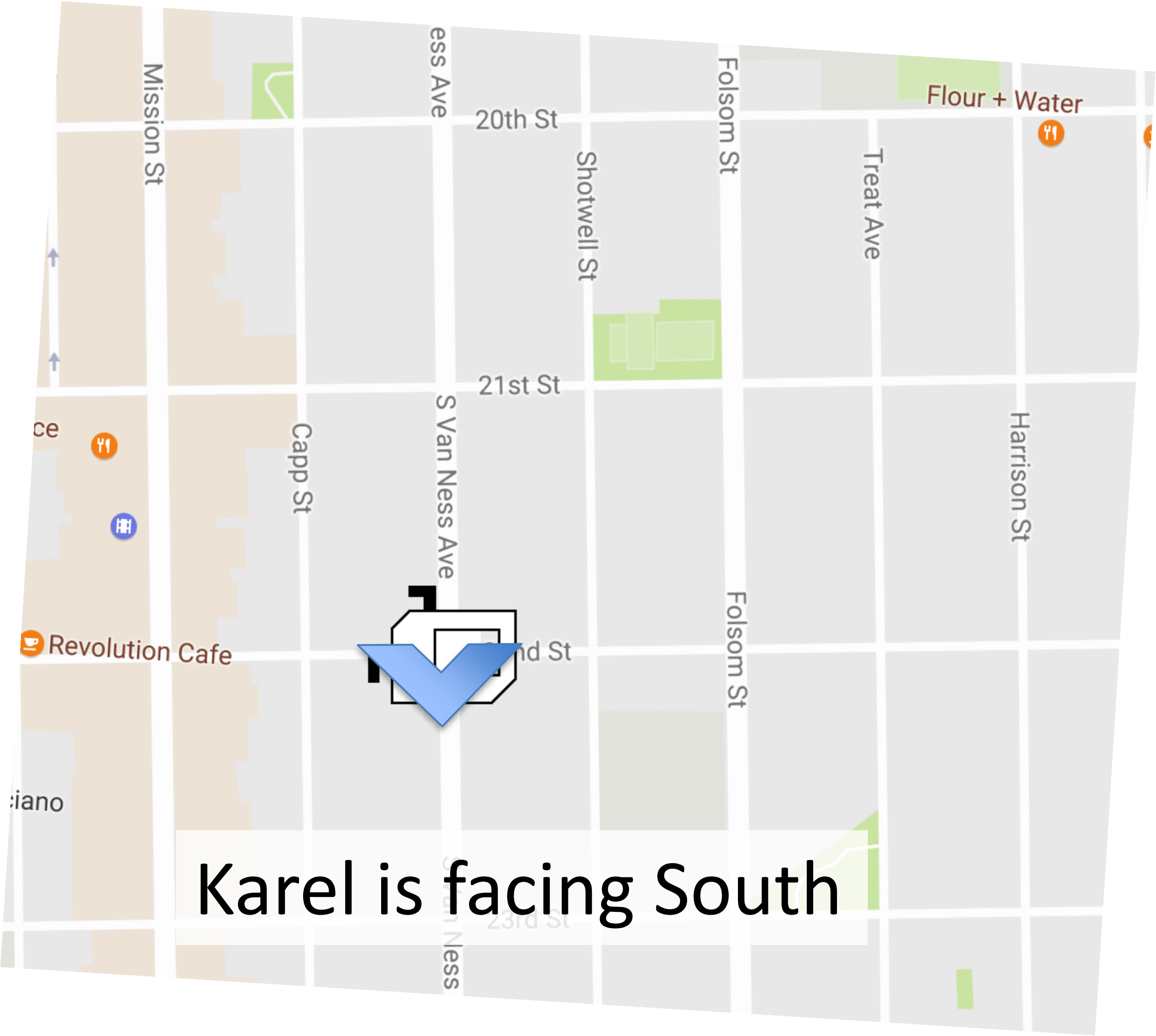
Karel is facing North

Turn Left



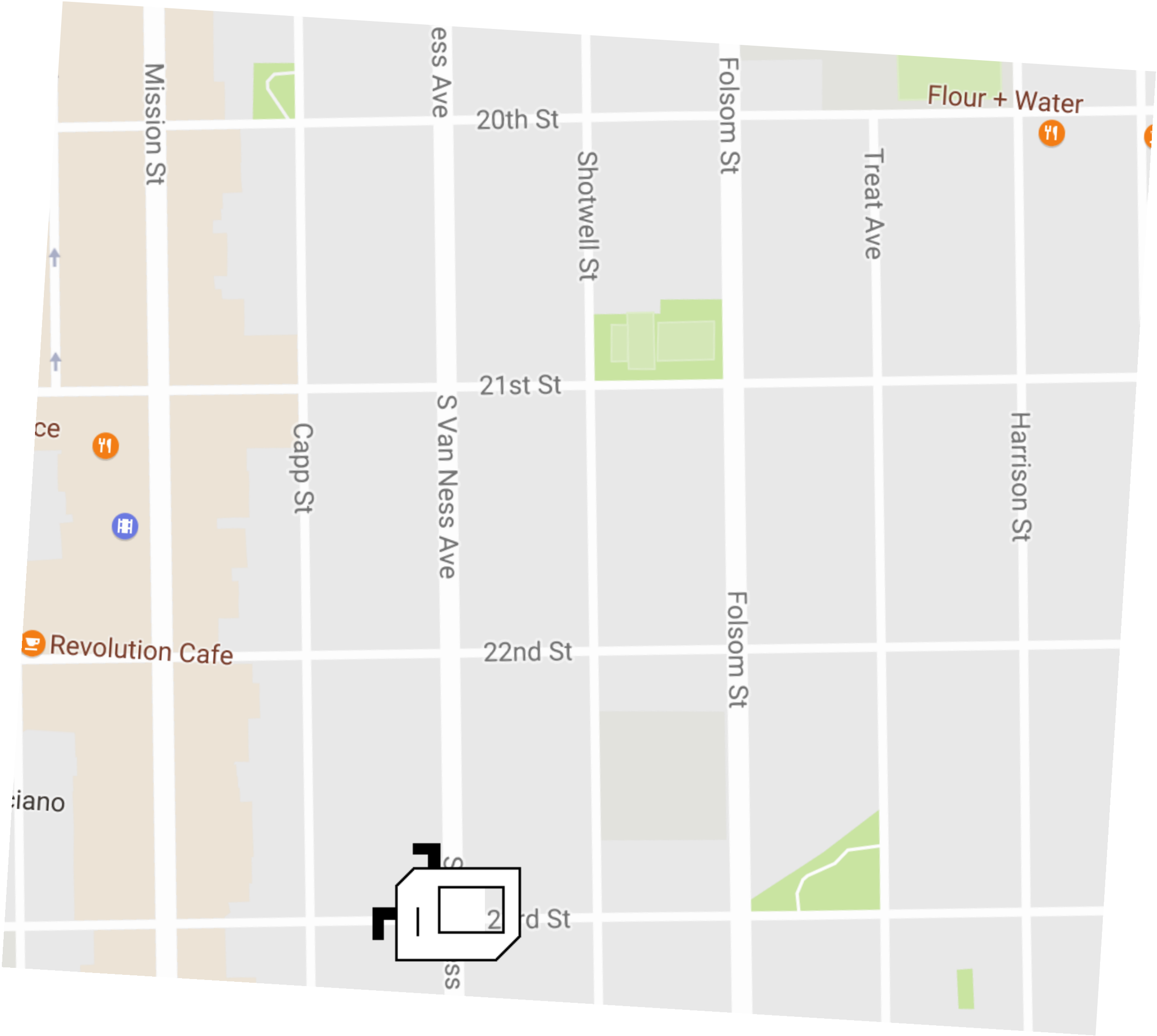
Karel is facing West

Turn Left



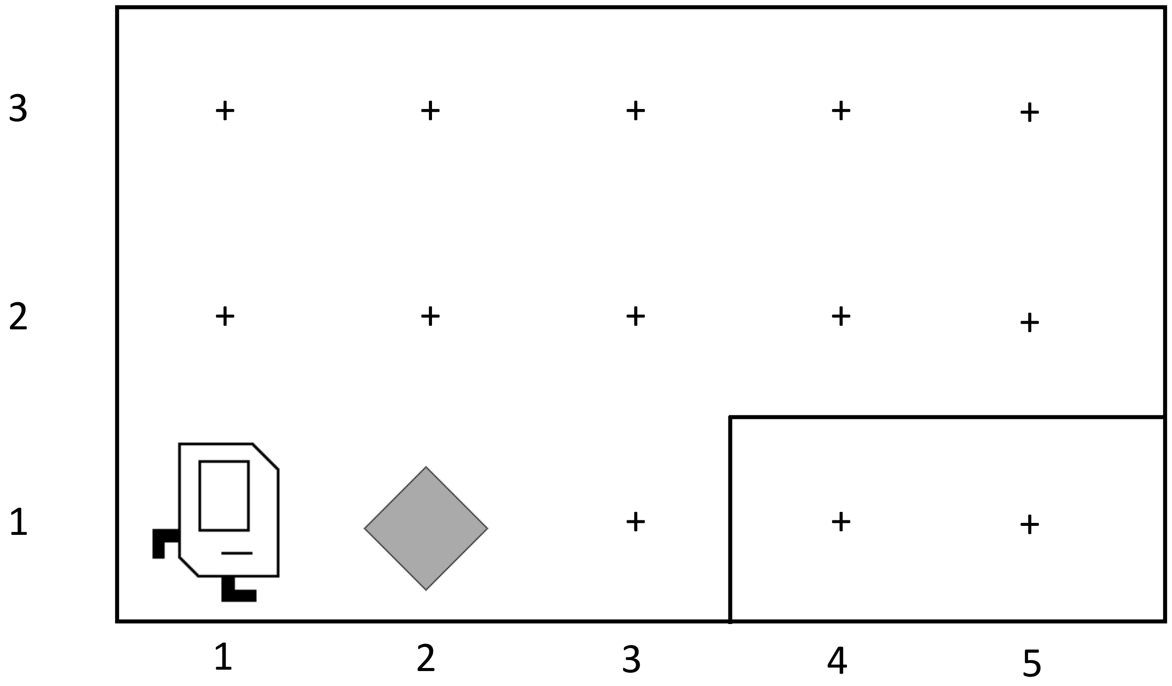
Karel is facing South

Move

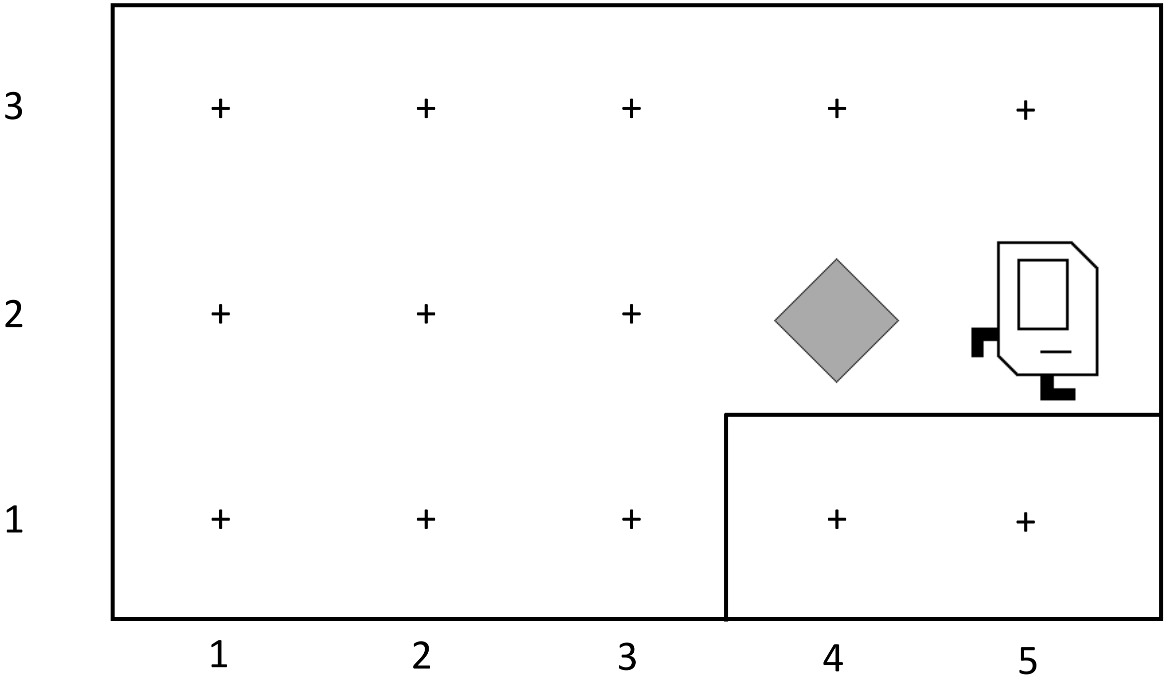

Mission St
ess Ave
20th St
Folsom St
Flour + Water
Shotwell St
Treat Ave
21st St
Capp St
S Van Ness Ave
ce
Harrison St
Revolution Cafe
22nd St
Folsom St
iano
2 d St
ss

Learn By Doing

First Challenge



First Challenge



PC PyCharm

The Python IDE for Professional Developers

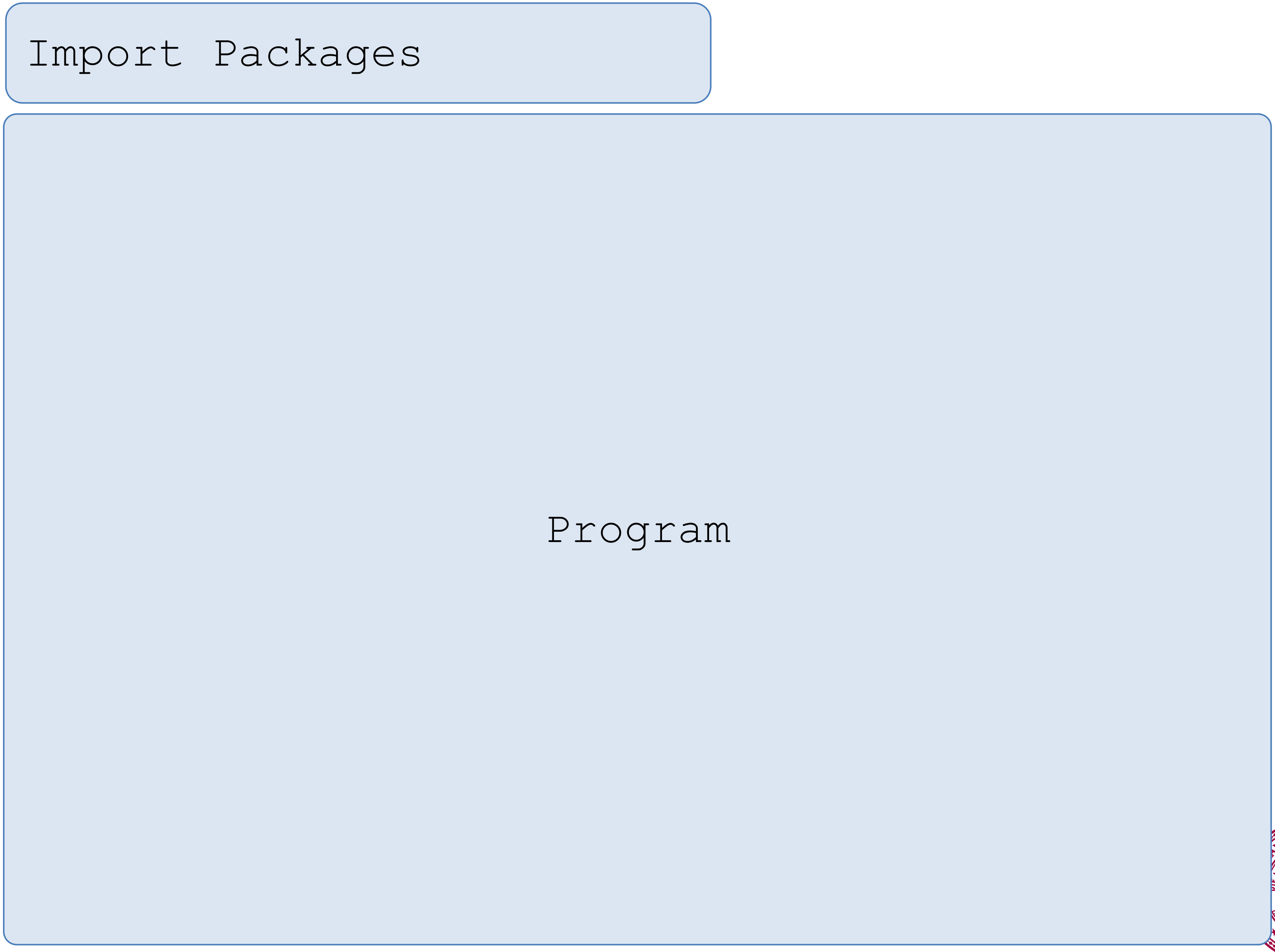
Full-fledged Professional or Free Community

Function Definition

```
def name():
    function statements
```

This adds a new command to Karel's vocabulary

Anatomy of a Program



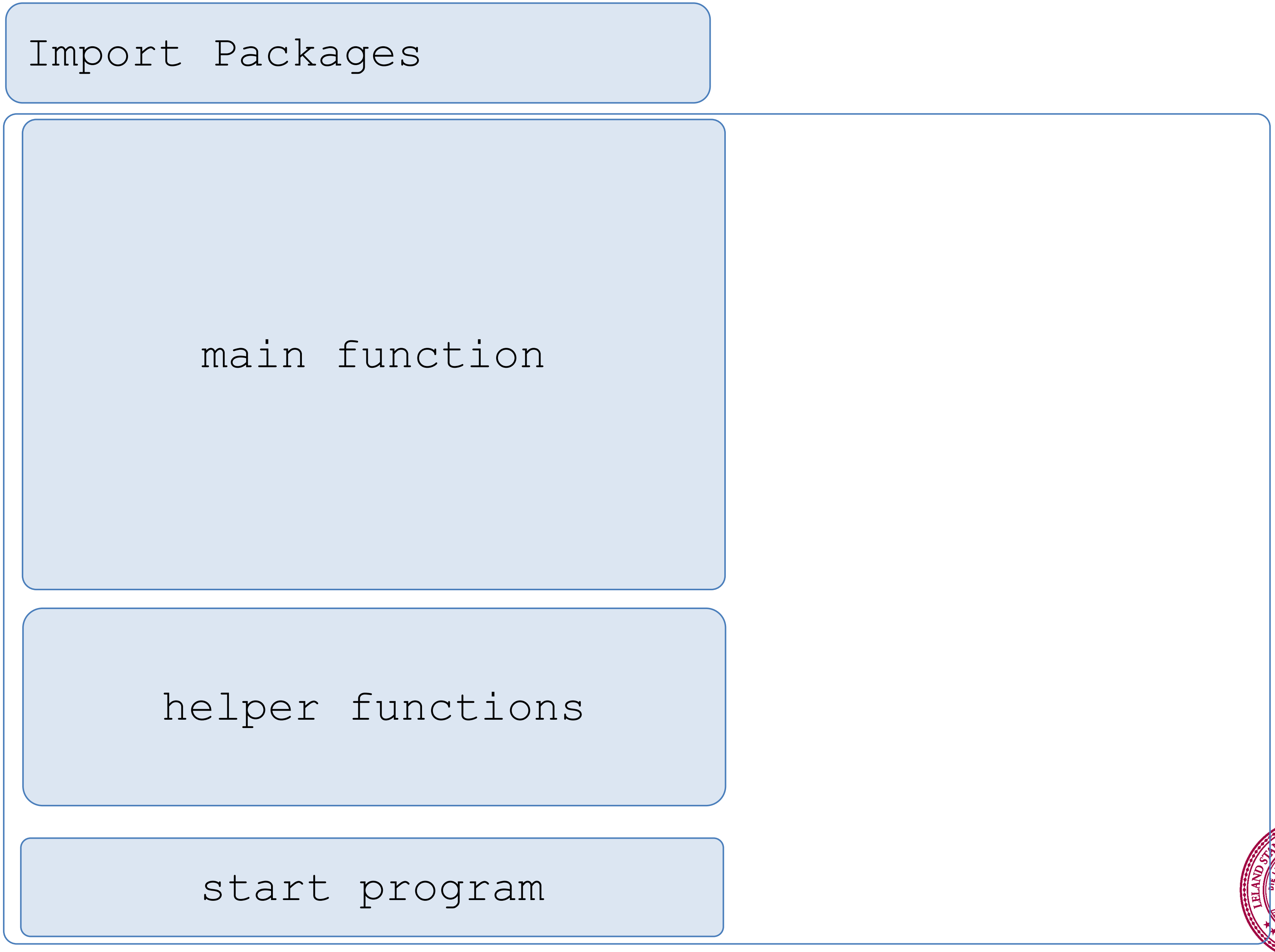
Import Packages

Program

Anatomy of a Program

```
Import Packages
```

Anatomy of a Program



Import Packages

main function

helper functions

start program

Anatomy of a Program

Import Packages

```
def main():
    move()
    pick_beeper()
    move()
    turn_left()
    move()
    turn_right()
    move()
    put_beeper()
    move()
```

helper functions

start program

Anatomy of a Program

```
Import Packages
```

```
def main():
    move()
    pick_beeper()
    move()
    turn_left()
    move()
    turn_right()
    move()
    put_beeper()
    move()

def turn_right():
    turn_left()
    turn_left()
    turn_left()
```

```
start program
```

Anatomy of a Program

```
Import Packages
```

```
def main():
    move()
    pick_beeper()
    move()
    turn_left()
    move()
    turn_right()
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    move()

def turn_right():
    turn_left()
    turn_left()
    turn_left()

if __name__ == "__main__":
    run_karel_program()
```

Anatomy of a Program

```
from karel.stanfordkarel import *
```

```
def main():
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    move()
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```

This piece of the program's ***source code*** is called a ***function***.

Anatomy of a Program

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def main():
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    move()
    turn_left()
    move()
    turn_right()
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def turn_right():
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    turn_left()
    turn_left()

if __name__ == "__main__":
    run_karel_program()
```

This line of code gives the ***name*** of the function (here, the name is: **`main`**)

Anatomy of a Program

```
from karel.stanfordkarel import *

def main():
    move()
    pick_beeper()
    move()
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    move()
    turn_right()
    move()
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    move()

def turn_right():
    turn_left()
    turn_left()
    turn_left()

if __name__ == "__main__":
    run_karel_program()
```

This line of code gives the ***name*** of the function
(here, the name is: **`turn_right`**)

Anatomy of a Program

```
from karel.stanfordkarel import *

def main():
    move()
    pick_beeper()
    move()
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    move()
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def turn_right():
    turn_left()
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if __name__ == "__main__":
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```

This is called a ***code block***

(Note the indenting)

Anatomy of a Program

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from karel.stanfordkarel import *

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    turn_left()

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```

This is called a ***code block***
(Note the indenting)

Why Study CS?

Joy of Building

Interdisciplinary

Closest Thing To Magic

Everyone is Welcome

The End

The End?