CS 100: Gates and Drawing and Turtles

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Week 3-1
Homeworks

- HW 2 due Friday at 11:59pm
  - Code.org plus a few additional exercises
- HW 3 Python programming
  - Make sure you have access to a computer
  - Install Python 3
  - Will be posted over the weekend

Mini-Exam

- Thursday
- Last 30 minutes of class
- 1 page, front and back
- Open notes, book, slides
- Stuff like HW 1 and code.org exercises
Goals Today

- Gates and Programming
- Drawing with python
- Basic programming elements in python
Gates That "Do" Stuff

4-Bit Adder

- Two input number $a, b$ (top)
- Each input has 4 bits
- Output $s$ which is the sum of them (bottom)
- Also a carry bit $cout$ (right)
Programming the ENIAC = Rewiring

Source: Huffington Post
The Machine Today

Repeat
- Input goes in
- Logic changes registers
- Output goes out

Finite-state machine, with logic block feeding register
Codes for Instructions and Data

Primitive Operations
Sequence of bits for each thing device can do
ADD 0001
SUBTRACT 0010
MULTIPLY 0011

Machine Instructions
Usually DOING something involves an action and a few locations

ADD REGISTER 0 to REGISTER 1, put answer in REGISTER 2
Bits: 0001 0000 0001 0010
ADD REG0 REG1 REG2

MULTIPLY REG2 by REG4, put answer in REG3
Bits: 0011 0010 0100 0011
MULT REG2 REG4 REG3

Registers
Each place bits can be STORED is assigned a sequence of bits
REGISTER 0 0000
REGISTER 1 0001
REGISTER 2 0010
Layers on Layers

Anyone want to program in binary? Me neither luckily...
This was an early problem that got solved
Turtles Then

My first experience programming: drawing with a "turtle"

- Didn’t tell me it was programming
- Language called *Logo*, still used in some settings today
- Similar to the "Artist" exercises on code.org
We will do some programming in Python in this class.
Python comes with the turtle built in.
Used extensively to demonstrate in How to think like a Computer Scientist starting in Chapter 3.
Demonstrations on screen are in order.
Items TODO

Install Python on your personal system

1. Go to https://www.python.org/
2. Click "Downloads"
3. Click "Download Python 3.5.0"
   - Your Platform (Windows/Mac/Unix) should show up
4. Save the file in a sensible spot (Downloads folder)
5. Install
   - Windows: double click and run installer
   - Mac(?): double click to mount disk image and open, then double click "Python.mkpg" to run installer
6. Look for "IDLE (Python GUI)" program
7. Run it to start a python loop
   If you get stuck with install, see me or a TA in office hours
IDLE - A program to write Python Programs

Text Output / Interactions

Program (Code)

Graphical Turtle Output
Overview of Python

- A programming language and environment
- A higher-level way of interacting with a computer
- Used by lots of companies to real work (e.g. Google)
1. Write down some instructions
2. Ask the computer to execute those instructions
3. Look at the result
4. If happy with result, declare victory
5. Otherwise, change the instructions and go to 2
Tiny Little Turtle Commands

from turtle import *  # Use the turtle module
forward(50)          # move forward
backward(100)        # move backward
right(90)            # turn left
left(120)            # turn right

circle(30)           # draw a circle
stamp()              # stamp the turtle symbol
shape("turtle")     # Change shape of pen
                     # to a turtle
# arrow, turtle, circle, square, triangle, classic

square(100)          # ERROR: need to teach this
import turtle  # Allows us to use turtles
wn = turtle.Screen()  # Creates a playground for turtles
alex = turtle.Turtle()  # Create a turtle, assign to alex

alex.forward(50)  # Tell alex to move forward by 50 units
alex.left(90)  # Tell alex to turn by 90 degrees
alex.forward(30)  # Complete the second side of a rectangle

wn.mainloop()  # Wait for user to close window

▶ Can have many turtles around: alex, beth, clarence, debbie
▶ Can tell them each to do things individually with alex.forward(100) and debbie.right(30)
▶ We will mostly just tell the global turtle do stuff with forward(100)
```python
print("Hello")  # Print hello

for i in range(4):  # Repeat, i=0,1,2,3
    print("Number: "+str(i))  # Print the i vals

myVar = 7  # Assign a variable
if(myVar > 5):  # Check something
    print("Bigger than five");
else:
    print("Smaller than five");

if(myVar % 2 == 0):  # % is remainder op
    print("Even")
else:
    print("Odd")
```
def reportOddness(x):  # Define a function
    if(x % 2 == 0):
        print("Even")
    else:
        print("Odd")

reportOddness(2)  # Use the function
reportOddness(9)

def repeatedGreeting(n):  # Repeats in functions
    print("Saying hello "+str(n)+" times")
    for i in range(n):
        print("Hello!")

repeatedGreeting(3)
someValue = 5
repeatedGreeting(someValue)
Next Time

- Finish Code.org exercises and HW 2
- Install Python
- Finish "Pattern" Ch 3
- Read "Think"