### §2.3-2.4: Problem Solving, Documentation, Style

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## Review of §2.2, 2.5, 2.11

- Components of a baby Python program
- Modules
- Library tools (what are some we know already?)
- Literals, identifiers and reserved words (examples?)
- Strings, quoting, newlines
- Statically-typed vs. dynamically-typed
- Declaring and initializing variables
  - (what is needed in C? In Python?)
- Keyboard input



## Follow-up notes from yesterday

- Static typing = strong typing Dynamic typing = weak typing
- print "hello",
  - No newline, but still a space after "hello"
  - For more control, import sys and use sys.stdout.write()
- Note the updated list of allowable Python constructs on the course website:

http://cmpt14x.seanho.com/python\_constructs.html



CMPT 14x: §2.3-2.4

# What's on for today (§2.3-2.4)

Steps to problem solving: WADES in more detail

- Documentation
  - External documentation: design, manuals
  - Internal documentation: comments, docstrings
- Style guidelines



# Steps to solving a problem

11 steps expanding upon <u>WADES</u>:

- Analyze the problem
- Plan a solution



- Write down your data tables and I/O
- Refine your solution (several times)
- Execute your plan (code) and evaluate the results



# Analyze the problem

#### Step 1: Write the problem out

- "Write a program that prints out a user-specific number of hash marks (#)."
- Step 2: Ask whether a computer is appropriate
  - Other ways to solve the problem?
- Step 3: Rewrite the problem in your own words
  - Given: number of hash marks to print
  - To do: print hash marks

  - Formula: none needed

### **Plan and refine a solution**

Step 4: Re-use previous work where possible
Our program has input and output; in some languages (not Python), we need I/O libraries.
Step 5: Break the problem into smaller steps
Input: read in desired number of hash marks
Computation: none
Output: print out hash marks





# **Further refinements**

#### Second refinement:

Input:



- Ask user for desired number of hash marks
- Input response and assign to a cardinal variable
- Computation:
  - Initialize a cardinal counter to zero
- Output:
  - While the counter is less than the desired number of hash marks:
    - Print a hash mark
    - Increment the counter



### Data tables and I/O

Step 6: List all variables and imports (data table)
Variables: numHashes, counter (int)
Imports: none
Step 7: List required input (precondition) and expected output (postcondition)
Input: An int ≥ 0, e.g. 6
Output: A string of hashes, e.g. "#######"



# **Refining the solution**

#### Step 8: Pseudocode

- Print "How many hashes do you want printed?"
- Read user input into numHashes
- counter <---- 0</p>
- While (counter < numHashes)</p>
  - Print "#"
  - counter <---- counter + 1</p>





# Write the Python code

Step 9: Python code (syntax matters here)

- " " " Print a bunch of hashes.
- Nellie Hacker, CMPT140
- """"
- numHashes = input("How many hashes? ")
- counter = 0
- while (counter < numHashes):</p>

**#** no newline

- counter = counter + 1
- print



# **Execution and evaluation**

Step 10: Compile, link, run
 First run:
 How many bashes do you

- How many hashes do you want? 4
- ####
- Second run:
  - How many hashes do you want? 7
  - ########

#### Step 11: Check against specifications

Does program print the right number of hashes? No one-off errors?

• What about weird input: 0, -1, 120, 5.3, abc?



### **Documentation**

Document your thinking at every step, even the ideas that didn't work!

Programmer's diary: log of everything

External documentation: outside the program

- User manual:
  - What user input is required
  - What the user should expect the program to output
  - No details about program internals

Internal documentation: within the program

- Descriptive variable/module names
- Comments in the code
- Online help for the user



### **Examples of internal documentation**

Good variable names: numHashes

- Bad variable names: x, num, i
- Comments: # in Python (to end of line)
  - # loop numHashes times
  - while (counter < numHashes):</p>
    - print "#", # no newline
    - counter = counter + 1
- Online help:
  - "Enter 'h' for online help."



### Comments

Explain the "why", not the "what":

- Bad: x = x + 1 # increment x
- Good: x = x + 1 # do next hashmark
- Keep comments up-to-date!
  - Incorrect comments are worse than no comments
- Comments are no substitute for external documentation
  - Still need a separate design doc, pseudocode, user manual, etc.



## Docstrings

Python convention is to create a docstring at the top of every module, function, class, etc.:

" " " Print a bunch of hashes.

```
Nellie Hacker, CMPT140
```

numHashes = input("How many hashes? ")

• • •

- Triple-quotes: this is a string, not a comment
- First line is a short summary
- Second line is blank, then detailed description
- Automated Python tools read docstrings to help you organize your code

More info: http://www.python.org/dev/peps/pep-0257/ NY ERN CMPT 14x: §2.3-2.4

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# **Style conventions**

Not hard-and-fast rules, but flexible conventions that make code easier to read and understand

- Variable names: numHashes
  - Flexible, but I prefer no underscores, and capitalize each word ("CamelCase")
  - First letter is lowercase
- File/module names: helloworld.py
  - Short, all lowercase, no underscores
- Function names: print\_hashes()
  - Iowercase, command predicate, underscores
- More details: http://www.python.org/dev/peps/pep-0008/

# Review of today (§2.3-2.4)

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    - Docstrings
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(see bankinterest.py example)



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# **TODO items**

Homework due tomorrow (Fri):
§1.11 # 35
Reading: through §2.10 for Fri
Quiz ch2 next Mon
Lab 1 due next MTW in lab section
Short writeup ok



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