Review Lectures 14-26

16 Nov 2009 CMPT140 Dr. Sean Ho Trinity Western University



Engineering Meeting Wednesday 18 November, 7:00-8:30 PM **NEU 36**

Featuring

Founder





Adjunct Professor of Mechanical Engineering





"Engineering: Becoming an Apprentice in the Creation Department of God's Kingdom"

Norbert Kott

Also speaking:

Dr. Arnold Sikkema

TWU Coordinator of Engineering Transfer

"Tips for a Successful Transfer to UBC (or elsewhere)" RSVP Arnold.Sikkema@twu.ca by noon Tuesday



Topics in lectures 14-26

- Applications:
 - Stub programs: prime sieve
 - Recursion: factorial, Fibonacci
 - Libraries: Caesar cipher, pseudorandom
- File I/O: open(), read()/write(), pickling
- Exceptions
- Number bases, memory, storage
- Object-oriented programming
 - Defining classes, copy vs. alias



Applications

- Prime sieve
 - How it works; do it by hand
 - Using stub functions in development
- Factorial and Fibonacci
 - Recursion, stack, stack frame, backtrace
- Caesar (substitution) cipher
 - Designing libraries: header vs. implement.
- Pseudo-random number generator
 - How it works, seed, be able to code one



File I/O

- Principles: file handle, I/O channels, streams
- Code: open(), file modes (r, w, a, r+, and b)
- Reading: read(), readline()
- Seeking: seek(), tell()
- Writing: write()
- Buffered output and flush()
- Pickling: pickle.dump() and load()
- Standard I/O Channels: sys.stdout, stdin, stderr



Exceptions

- try/except
 - else, finally
- Catching multiple exceptions: (a, b)
- Assigning a caught exception to a name
 - except ExceptionType as varname:
- Common exceptions
 - ZeroDivisionError, NameError, TypeError, IOError, KeyboardInterrupt, SyntaxError
- The Python way to open files: with
 - with open("file.txt") as myFile:



Number bases and storage

- Decimal, binary, octal, hexadecimal
 - Be able to convert amongst all!
 - Notation: 0x, 0
- SI vs. binary units of measure:
 - Gigabytes vs. gibibytes
- Bits, Bytes, Nibbles
- Memory address, Words, Pages
- Hard drive geometry: Cylinder/Head/Sector



Object-oriented programming

- Objects, classes, instances
- Methods, attributes, interfaces
- Constructor/initializer, destructor
 - Default parameters to initializer
 - Instantiating an object by calling constructor
- Designing classes
- str_()
- Alias vs. shallow copy vs. deep copy
- Creating a list of objects

