## Kickstart 2012

## Day 1

Intro and Basics

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## Welcome ©

- Who are we?

Cal


## What is Computer Science?

- Problem Solving
- Building things
- CS is everywhere - Internet

- Phone/Web Applications
- Vehicles
- Genetics
- And more!



## What is Computer Science? (cont)

- Programming
- Art and science of constructing artifacts that perform computations
- Programming languages


## What is Kickstart?

- Not I's and 0's
- Implementing programs
- Producing a tangible result!
- PICTURES
- An Intro to Jython


## Programming Languages

- Communication with computers
- Different encodings of instructions for machines
- The language we are using: Jython
- Jython is Python!
- Java-based Python
- Ice Breaker - Partner in common (talent)
- Logins!


## Environment - JES

- Jython Environment for Students
- Programming area: the editor, writing programs
- Command area: Entering commands



## Meet Jython - Data

Data: stuff we manipulate
> integers:
> strings:
> booleans:
$>$ lists
> More later
>> 2
2
>>> "hello world"
'hello world'
$\begin{array}{lll}2-1 & 13\end{array}$
"hello world"
true, false
[1, 2, 3]

## Meet Jython - Functions

Functions: rules for manipulate data
> Primitive expressions:,,+- , /, ...
> Built-in functions:
sum, abs, ...
> Self-defined function: def square(x): ...

Can take any number of arguments

## Meet Jython - Expressions

## Expressions

> Combining functions with data
> Jython evaluates these expressions for you
>>> $2+3$
?
>>> $\operatorname{sum}(2,3)$
?
>>> abs(-2)
?
>>> print('hello world')
?

## Calling functions

- Remember
- Functions: rules for manipulating data
- Can take any number of arguments
$\ggg x=\operatorname{sum}(4,3)$
$\ggg y=\operatorname{abs}(-9)$
>>> max(x, y)
9
>>> Can we do all this in one line?


## Calling functions

- Remember
- Functions: rules for manipulating data
- Can take any number of arguments
$\ggg x=\operatorname{sum}(4,3)$
$\ggg y=\operatorname{abs}(-9)$
>>> max(x, y)
9
>>> Can we do all this in one line?


## Nesting

## Calling functions

- Remember
- Functions: rules for manipulating data
- Can take any number of arguments
$\ggg x=\operatorname{sum}(4,3)$
$\ggg y=\operatorname{abs}(-9)$
>>> max(x, y)
9
>>> max( $\operatorname{sum}(4,3), \operatorname{abs}(-9))$
?


## Meet Jython - Numbers

+, - *, l, \%, >, >=, ==, !=, <, <=
$\ggg 2+3$
5
$\ggg(5 * 8)+2$
42
$\ggg 40 / 5$
8.0
>>> 11 \% 3
2
$\ggg 4>3$
True
>>> 6 <= 5
False
>>> $6==(3+3)$
True
>>> 6 != 5
True

## Meet Jython - Logic

## Booleans: True, False

Logical operators: and, or, not, >, >= ...
and
>>> $(4>3)$ and $(4<5)$
True
>>> True and False
False
>>> True and True
True

## Or

>>> $(4>3)$ or ( $4>5$ )
False
>>> False or False
False
>>> True or False
True

## Meet Jython - Assignment

## Variables

Name our data and functions for use later
$\gg x=3$
$\ggg$ print $x+1$
4

## Meet Jython - Strings

Indexing + concatenation
>>> "hi " + "stephanie"
??
>>> print("hello, world")
??
>>> name = "stephanie"
>>> name[0]
??

# Meet Jython - Lists 

Indexing \& concatenation
>>> [1, 2, 3, 4]
?
>>> [1, 2] + [3, 4]
?
$\ggg$ alphabet $=[' a$ ', ' $b$ ', 'c']
>>> alphabet[2]
??

## Administrivia

- Website: inst.eecs.berkeley.edu/~cs98-tr
- Lab Structure
- Lecture
- Interactive practice - labs
- Projects
- Send us your pictures daily!

Try it yourself

- Lab Exercise 0 \& 1

Pictures

## Picture Functions

- pickAFile()
- Allows the user to pick a file
- Takes no argument!


## pickAFile() leads to... The File Picker! - UI



## Picture Functions

o pickAFile()
o makePicture(filename)

- creates and returns a picture object
oshow(picture)
- displays a picture in a window


## Showing a picture

- Steps

1. Choose a file
2. Make it into a "picture"
3. Show the picture
myFile = pickAFile()
pic = makePicture(myFile)
show(pic)

## Alt: Nesting

show(makePicture(pickAFile()))

DEMO

## Defining our own functions

def <name> (<arguments names>): return <expression>

- Functions:
- function name
- input values
- Body



## Defining our own functions

Structure of a function

- def
o function name
- input values between parentheses
- colon
- body (indentation matters = 2 spaces)
def addSquares( $x, y$ ):
square $X=x^{*} x$
square $Y=y^{*} y$
return squareX + square $Y$

Nesting?

## Blocking is indicated for you in JES

- Statements with same indentation = same block
o same block is enclosed in a blue box
- DEMO


# Try it yourself <br> - Lab Exercise 2 \& 3 

- (~15-20 minutes)

