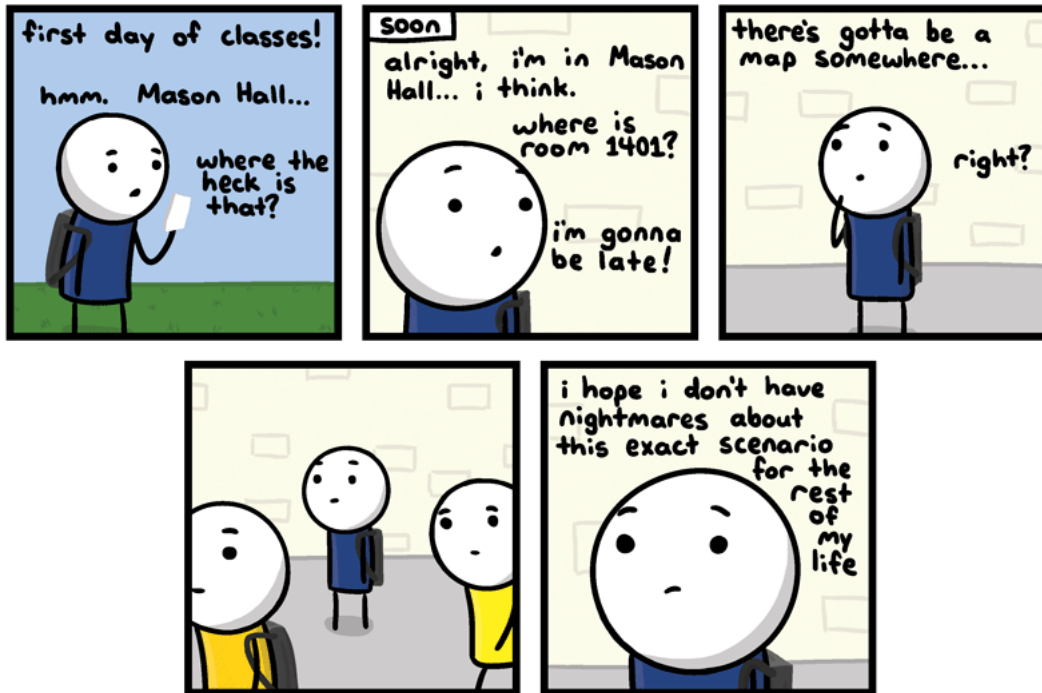


CS30 - Lab 1
Due Tuesday 1/26 at 11:59pm



invisiblebread.com

<http://joyreactor.com/post/954711>

This lab will walk you through the basics of using WingIDE, Python and the online submission mechanism.

1 Accounts

You should have received an e-mail with your CS account information containing your username and password. Login to one of the computers with this username and password. Unless you're good at remembering random numbers and letters, it's probably a good idea at this point to change your password. Go to:

<http://www.dci.pomona.edu/>

Click on the "Change Password" link on the left and change your password to something you'll remember.

Note that this CS account is different from your other campus accounts. Files that you store on these computers will not be accessible when not in the CS labs and vice versa. Come talk to me if you ever want to transfer files from your CS account (though e-mailing them to yourself is also an easy solution).

2 Some Housekeeping

- You'll be spending a lot of time looking at the course web page, so go ahead and bookmark it in your browser at:

`http://www.cs.pomona.edu/~dkauchak/classes/cs30/`

- Create a new directory on your desktop called **cs30** (or somewhere where you will remember and can store all your work for the class)

Right-click on the Desktop (if you only have a one-button mouse hold the **control** key and click) and select **New Folder**. Click on this newly created folder (it will be called something like "untitled folder") and then hit **return/enter**. This allows you to edit the folder name. Type "cs30" and hit **return/enter** again.

- Create a new directory within the **cs30** folder called **lab1**

If you're new to Macs, here are some more details how to do that.

If you double-click on your newly created **cs30** folder it will open up **Finder**, which is Mac's file browser. You should be in your **cs30** directory, but if you ever need to navigate to it, you can click on the **Desktop** link under **Places** on the left and then double click on the folder from there.

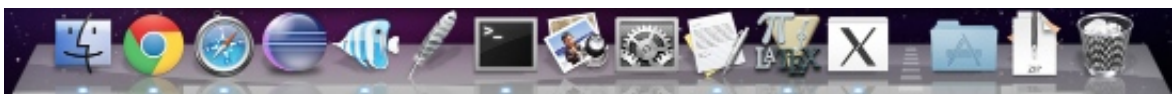
Once you're inside your **cs30** folder, click on the icon that looks like a sprocket at the top of the window:



and then select **New Folder**. Within **Finder** you should just be able to start typing to rename the folder. Rename this new folder to "lab1". If for some reason this doesn't rename it, as before, click on it then hit the **return/enter** key.

- Create a shortcut for WingIDE on the Dock at the bottom of the screen

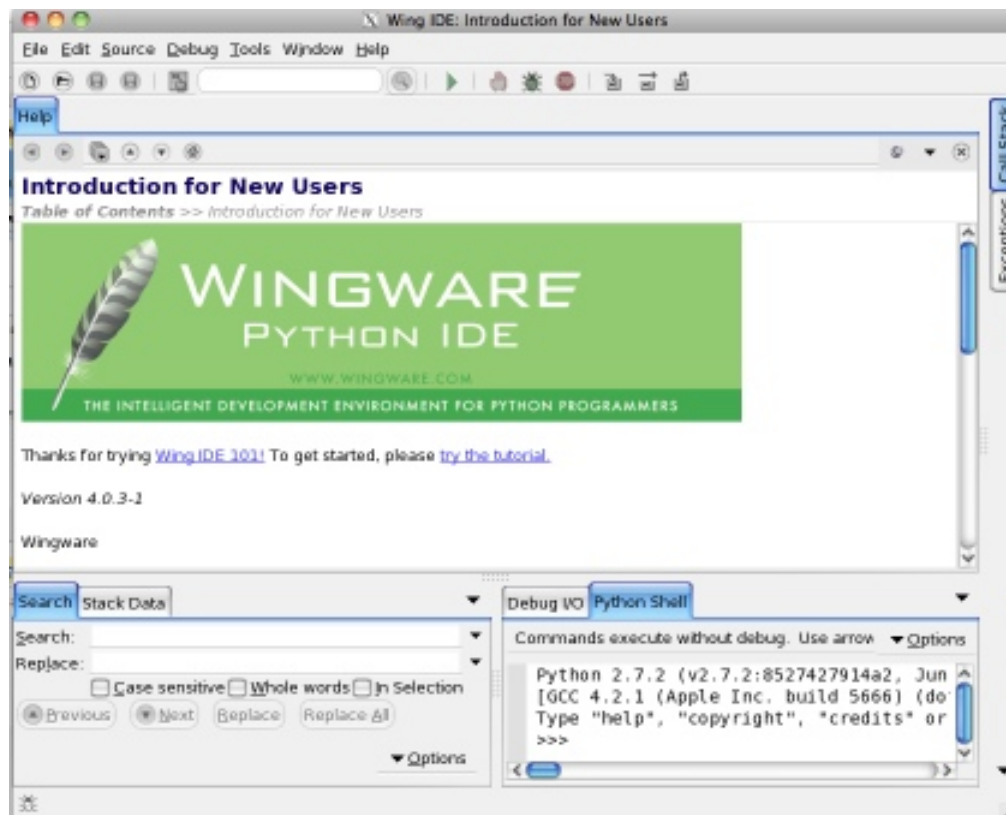
Mac includes shortcuts at the bottom of the screen call the "Dock" that allows you to launch applications, folders, etc. quickly. Below is a picture of my Dock:



We're going to add WingIDE to the dock for easy access (what does IDE stand for again? :). To add an application to the Dock, all we need to do is find it and then drag it over the Dock where we want it. The easiest way to do this is to *search* for the application we want. Click the magnifying glass at the top right corner (or type `command + space_bar`) and then type "Wing101". As you start to type you should see "Wing101.app". Click and drag this into your Dock at the bottom of the screen to add it.

- You can now click on the logo in the Dock (it looks like a feather) and it starts the WingIDE. Go ahead and do this.

When you start WingIDE it should look something like:



If this screen comes then your Dock link for Wing worked!

3 Playing with the Python Interpreter

Wing IDE has three different working sections. We'll mostly use the top one, which is where we will edit files and the bottom right corner, which gives us an interactive shell. You can adjust these internal window sizes to make them bigger or smaller, move where they are, etc.

Try a few commands in the interactive shell.

```
>>>
```

is the prompt, meaning Python is ready for a command,

```
...
```

means it's a line continuation (i.e. Python is waiting for you to finish the statement) and a line without anything in front of it is generally the response from the interpreter.

- Try a few simple mathematical equations (e.g. “1+1”, “2**3”, “(100/20)+45*7”). Notice that Python makes for a pretty easy to use calculator.
- $22/7$ is an approximation for Pi. Type this in. Python gives the wrong answer. There are many ways of fixing this statement. Try two different ways.
- Remember that we can use variables to store intermediary values. Assign $22/7$ (the correct version) to a variable called `pi`. Use that variable to calculate the area of a circle with radius 15 (remember, the area of a circle is π times the radius squared).
- In 2011, Pomona built a new parking structure. For a variety of reasons, the college decided to put a field on top of the parking structure (pretty cool, right?!).



Since we're in southern California, we don't need any covering for this field. However, let's pretend that we anticipate bad weather more regularly and we decide we need to cover it with a dome (global warming, maybe?). If we make the approximating assuming that the field is a circle of radius 100 feet, what is the surface area of the dome that would cover it?

The surface area of a *sphere* is $4\pi r^2$.

In the Python shell you can use the up and down arrow keys to revisit commands you typed previously. Use the up arrow key to get your previous statement and then edit it to get the surface area of the dome assuming that the radius is 200 feet. Discuss your answers with your neighbor.

4 Your first Python program

So far, we've only been interacting with the Python shell. This is good for some situations, but eventually, you're going to want to write longer programs that you can edit easily and persist when you quit Wing.

- Create a new file in WingIDE
Click **File->New** (or the new file button)
- Save the file in the folder you created earlier (`lab1`) as
`[first_name][last_name]-lab1.py`
Click **File->Save** (or the save button or type `command + s`)

This will bring up a prompt for the location of the file.

Your desktop can be found in `/home/yourusername/Desktop/`.

Underneath the buttons in the “save” window, you'll see displayed the current directory. Double-clicking on things in the left side of the window (e.g. “Desktop”) will move into that folder. Navigate until you're in your `cs30` folder. We will use the file extension “.py” for all of our Python programs, which is the standard way to indicate that the file contains Python code. Make sure you include this, otherwise Wing won't know it's a Python program and won't do all the nice highlighting and indenting for you.

- Put a few statements from above in the file, save it and then run your program
Each line you enter in the file will be executed in the shell as if you typed it. Save the file again (this time you shouldn't have to enter the file location).

You can run your file by clicking the green arrow .

When you do this, you'll notice that the Python shell in the bottom right of Wing restarts and then your program will execute. Most likely, your program won't show anything in the shell window. *Make sure you understand why your program displays what it does!* Discuss the output with your neighbor.

- Put some `print` statements in your program
When you are running a program (vs. interacting with the shell) the intermediary results are not shown. Instead, if you want things to be displayed you need to use the `print` statement. You can print anything that represents a value, for example:

```
print 10 # printing a number
print 22/7 # printing another number
pi = 22/7 # assign 22/7 to pi
print pi # print out what is stored in pi
print "Hello computer user" # printing a string
```

We haven't talked about this last line yet, but I think you can figure out what it does.

Add a few print statements to your program and run it again. You should now see some results printed out.

5 Testing assignment submission

We'll be using an online mechanism for submitting assignments. Go to the course website and follow the link for "Assignment submission", then submit your .py file. Once you've done this, ask the professor to double-check that your submission was received. If so, move on to the writing your first function!

6 Your first function

In Wing, create a new file called *[first_name][last_name]-assignment1A.py* (don't include the square brackets, e.g. my filename would be *davekauchak-assignment1A.py*).

- Define a function called `sphere_surface_area` that takes the radius as a parameter and returns the surface area of a sphere with that radius.

Remember the basic structure for defining a function is:

```
def function_name ( parameters ) :  
    statement1  
    statement2  
    ...  
    return something # not all functions will have return statements
```

Remember that the way that Python can tell what is part of the function is based on the indenting.

- Put in a `print` statement that prints out the surface area of a sphere of radius 25 at the end of your program and then run your program. You should NOT have any `print` statements inside your `sphere_surface_area` function. Instead, you should call your function and print out the value returned.

Remember, we can print anything that represents a value:

```
print sphere_surface_area(25)
```

This statement has multiple parts. `sphere_surface_area(25)` calls our defined function, which will in turn, execute the statements inside your function. When it returns, that value will then be printed by the `print` statement.

- After running your program, play with the function in the Python shell.
After you've run your program, you can still interact with the Python shell. For example, you can type:

```
>>> sphere_surface_area(12.4)
1932.2035136000002
```

Once you're comfortable with running Python programs with your own defined functions and with playing with them in the Python shell, submit the current version of your .py file online using the courses submission mechanism.

If you finish this *and submit it* and there's still time left in the lab, you may leave, or you could start working on the assignment :)

7 What to turn in

By the deadline listed at the top of this handout you should have submitted your test submission from part 5 as well as your first function from part 6.