### Introduction to Computer Programming

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## Definition (Factoring)

In computer science factoring is breaking a complex problem into parts that are easier to conceive, understand, program, and maintain.

## Definition (Refactoring)

Code refactoring is the process of restructuring existing computer code – changing the factoring – without changing its external behaviour.

>>> if x>1: ... if y>2: ... if z>3: ... print("hello")

simplifies too...

>>> if x>1 and y>2 and z>3:
... print("hello")

- >>> def foo(x):
- ... if x > 0:
- ... return True
- ... else:
- ... return False

simplifies too...

```
>>> def foo(x):
```

 $\dots$  return x > 0

>>> if x > 0: ... y = True ... else: ... y = False

simplifies too. . .

>>> y = x > 0

>>> if x > y == True: ... z = 1

simplifies too...

>>> if x > y: ... z = 1

## Question

Are the following pieces of code equivalent?

```
>>> #Block 1
>>> if x > 0:
... print("A")
... elif x <= 0 and x % 2 == 0:
... print("B")
\rightarrow #Block 2
>>> if x > 0:
... print("A")
... elif x % 2 == 0:
      print("B")
. . .
```

#### Yes!

```
>>> if x > 0:
... print("A")
... elif x <= 0 and x % 2 == 0:
... print("B")
```

```
is equivalent to...
```

```
>>> if x > 0:
... print("A")
... elif x % 2 == 0: because here it must be that x <= 0
... print("B")
```

## Question

Are the following pieces of code equivalent?

```
>>> #Block 1
>>> if x > 0:
... print("A")
... if x \le 0 and x \% 2 == 0:
       print("B")
. . .
\rightarrow #Block 2
>>> if x > 0:
... print("A")
... if x % 2 == 0:
       print("B")
. . .
```

No!

```
\rightarrow if x > 0:
       print("A")
. . .
... if x \le 0 and x \% 2 == 0:
        print("B")
. . .
is not equivalent to...
\rightarrow if x > 0:
... print("A")
```

... if x % 2 == 0: this if is independent of the one before it
... print("B")

Let x = 2. The first if prints A and the second prints A and B.

### Question (Final 2014 Q1.D)

What is the value of z after executing the following?

```
>>> (x, y, z) = (1, 2, 3)
>>> if x < y:
... if y > 4:
... z = 5
... else:
... z = 6
```

### Answer

z = 6.

## Question (Final 2016 Q2.A)

Provide the correct conditions for the following code:

```
def decide_admission(average, cutoff):
```

```
"""(int, int) -> str
```

```
Returns student offer message. Students graded five more than the cut-off receive scholarships.
```

.....

if cond0:

```
return "accept"
```

elif cond1:

```
return "accept with scholarship"
```

elif cond2:

```
return "reject"
```

## Answer (Final 2016 Q2.A)

```
def decide_admission(average, cutoff):
```

```
"""(int, int) -> str
```

Returns student offer message. Students graded five more than the cut-off receive scholarships.

.....

```
if average >= cutoff and average-cutoff < 5:
    return "accept"
elif average-cutoff >= 5:
    return "accept with scholarship"
elif True:
    return "reject"
```

Follow up: Refactor this code.

```
def decide_admission(average, cutoff):
    if average >= cutoff:
        if average-cutoff >= 5:
            return "accept with scholarship"
        return "accept"
    return "reject"
```

### Question (Final 2015 Q1.F)

```
Evaluate f(2), f(13), f(-8), and f(10) when:
def f(x):
    if x %2 != 0:
        if x**2 < 36:
            return 'Pow'
        else:
            return x // 3
    else:
        if x < 0 and abs(x) > 5:
            return False
        elif not x + 2 > 8:
            return x / 2
    return 'Zonk'
```

Answer (Final 2015 Q1.F)

- 1. f(2) = 1.0,
- 2. f(13) = 4,
- 3. f(-8) = False, and
- 4. f(10) = 'Zonk'.

### Question (Final 2015 Q2)

What is the value of total after this code runs?

```
(total, first, second) = (0, 4, 0)
if first > 5:
    if first == 4:
        first = 6
        total = total + 1
    else:
        total = toral + 2
else:
    if first > 5:
        total = total + 1
```

Answer (Final 2015 Q2)

total = 0.

## Question

Refactor the code in L08Q01.py.

### Answer

def foo(x, y):
 return 'A'



1. Looping! (Over stings)