Outline for January 14

Reading: Wentworth *et al.*, §3 **Assignments:** Homework 1, due on January 18 at 11:55pm

1. Curves in `turtle`
   a. Drawing parts of a circle [*tcircle.py*]
   b. Drawing a curve [*tcurve.py*]
2. Why you don't count with floating point numbers [*roundoff.py*]
3. Simultaneous assignment [*swap.py*]
   a. Simple assignment: `variable = expression`
   b. Simultaneous assignment: `variableA, variableB = expressionA, expressionB`
4. Decision structures
   a. If statement [*if0.py*]
   b. Executes once, based on condition
   c. Syntax
5. Conditions
   a. Resolves to boolean value
   b. Literal booleans: `True` (1), `False` (0)
   c. Relational operators
      i. Use two arithmetic expressions connected with relational operatorsto create a boolean
      ii. Relational operators: `>`, `>=`, `<`, `<=`, `==`, `!=`
      iii. Precedence: resolved after arithmetic operators
      iv. Connectives: `and`, `or`, `not`
      v. `6 > 2 + 3`; `"UCD" == "Sac State"`
6. Two-way decisions [*if1.py*]
   a. if-else statements
   b. One condition, two possible code blocks
   c. else very powerful when the positive condition is easy to describe but not the negative
7. Multi-way decisions [*if2.py*]
   a. Can execute code based on several conditions
   b. `elif` (`else if`)
   c. else only reached if all previous conditions false
   d. Nested if statements
8. Indefinite loops: execute until a general condition is false (`while`)
   a. `while` [*while.py*]
   b. Contrast with `for`
   c. `break` causes program to fall out of loop (works with `for` too) [*loop1.py*]
   d. `continue` causes program to start loop over immediately (works with `for` too) [*loop1.py*]
9. Definite loops: execute a specific (definite) number of times (`for`)
   a. General form: `for i in` *`iterator`*
   b. *Iterator* is either list or something that generates a list
   c. Very common form: `for i in range(1, 10)`
10. `range()` in detail [*for.py*]
    a. `range(10)` gives 0 1 2 3 4 5 6 7 8 9
    b. `range(3, 10)` gives 3 4 5 6 7 8 9
    c. `range(2, 10, 3)` gives 2 5 8
    d. `range(10, 2, -3)` gives 10 7 4
11. Program: counting to 10 [*toten.py*]
12. Program: sum the first 10 squares [*sumsq.py*]
13. Program: Fibonacci numbers [*fib.py*]