Design

Announcements

Abstraction

def square(x):
 return mul(x, x)

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def sum_squares(x, y):
 return square(x) + square(y)

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What does sum_squares need to know about square?

• Square takes one argument.

Yes

•Square has the intrinsic name square.

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 return mul(x, x)
 def sum_squares(x, y):
 return square(x) + square(y)

What does sum_squares need to know about square?

• Square takes one argument.

•Square has the intrinsic name square.

No

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def square(x):
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 def sum_squares(x, y):
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What does sum_squares need to know about square?

• Square takes one argument.

•Square has the intrinsic name square.

• Square computes the square of a number.

4

Yes

No

<pre>def square(x): return mul(x, x)</pre>	<pre>def sum_squares(x, y): return square(x) + square(y)</pre>
What does sum_squares need	to know about square?
•Square takes one argument.	Yes
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•Square takes one argument.	Yes
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•Square computes the square by calling mul.

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      def square(x):
      return pow(x, 2)
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            def square(x):
                                                    def square(x):
                 return pow(x, 2)
                                                        return mul(x, x-1) + x
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• Square computes the square by calling mul.
                                                                            No
            def square(x):
                                                    def square(x):
                                                        return mul(x, x-1) + x
                 return pow(x, 2)
                   If the name "square" were bound to a built-in function,
                          sum_squares would still work identically.
```

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Function names typically convey their effect (**print**), their behavior (**triple**), or the value returned (**abs**).

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		The type of value bound to the name is best documented in a function's docstring.
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From: true_false	To: rolled_a_one	Names should convey the meaning or purpose of the values to which they are bound.
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From:	To:	Names should convey the meaning or purpose
true_false	rolled_a_one	of the values to which they are bound.
d	dice	The type of value bound to the name is best documented in a function's docstring.
helper	take_turn	
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true_false	rolled_a_one	of the values to which they are bound.
d	dice	The type of value bound to the name is best
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my_int	num_rolls	Function names typically convey their effect (print), their behavior (triple), or the value returned (abs).

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l, I, O	k, i, m	

Reasons to add a new name

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Repeated compound expressions:

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if sqrt(square(a) + square(b)) > 1:
    x = x + sqrt(square(a) + square(b))
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Repeated compound expressions:
if sqrt(square(a) + square(b)) > 1:
    x = x + sqrt(square(a) + square(b))
hypotenuse = sqrt(square(a) + square(b))
if hypotenuse > 1:
    x = x + hypotenuse
```

Meaningful parts of complex expressions:

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x1 = (-b + sqrt(square(b) - 4 * a * c)) / (2 * a)

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x1 = (-b + sqrt(square(b) - 4 * a * c)) / (2 * a)

discriminant = square(b) - 4 * a * c
x1 = (-b + sqrt(discriminant)) / (2 * a)
```

```
Reasons to add a new name
                                                       More Naming Tips
 Repeated compound expressions:
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         x = x + sqrt(square(a) + square(b))
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 Meaningful parts of complex expressions:
     x1 = (-b + sqrt(square(b) - 4 * a * c)) / (2 * a)
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6

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Repeated compound expressions:
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if sqrt(square(a) + square(b)) > 1:
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hypotenuse = sqrt(square(a) + square(b))
if hypotenuse > 1:
    x = x + hypotenuse
```

More Naming Tips

• Names can be long if they help document your code:

average_age = average(age, students)

- is preferable to
- # Compute average age of students
 aa = avg(a, st)

Meaningful parts of complex expressions:

x1 = (-b + sqrt(square(b) - 4 * a * c)) / (2 * a)

discriminant = square(b) - 4 * a * c
x1 = (-b + sqrt(discriminant)) / (2 * a)

6

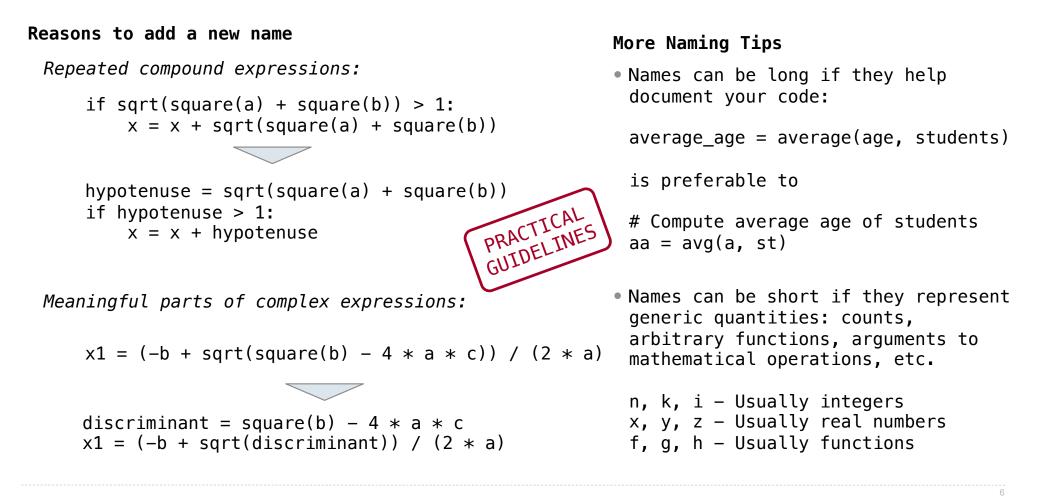
```
Reasons to add a new name
                                                        More Naming Tips
 Repeated compound expressions:

    Names can be long if they help

                                                          document your code:
     if sqrt(square(a) + square(b)) > 1:
         x = x + sqrt(square(a) + square(b))
                                                          average age = average(age, students)
                                                          is preferable to
     hypotenuse = sqrt(square(a) + square(b))
     if hypotenuse > 1:
                                                          # Compute average age of students
         x = x + hypotenuse
                                                          aa = avg(a, st)

    Names can be short if they represent

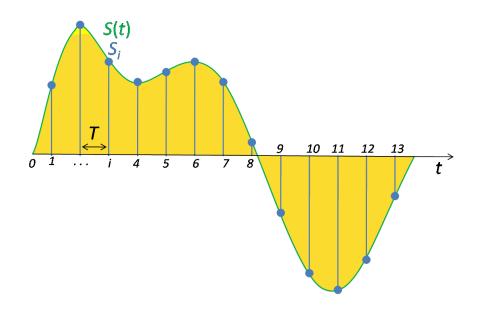
 Meaningful parts of complex expressions:
                                                          generic quantities: counts,
                                                          arbitrary functions, arguments to
     x1 = (-b + sqrt(square(b) - 4 * a * c)) / (2 * a)
                                                          mathematical operations, etc.
                                                          n, k, i – Usually integers
     discriminant = square(b) - 4 * a * c
                                                          x, y, z - Usually real numbers
     x1 = (-b + sqrt(discriminant)) / (2 * a)
                                                          f, g, h - Usually functions
```



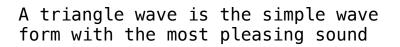
Function Example: Sounds

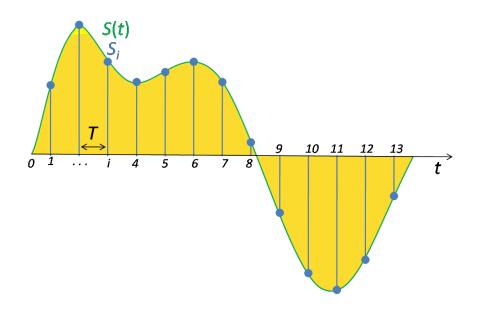
The Waveform Audio File Format encodes a sampled sound wave

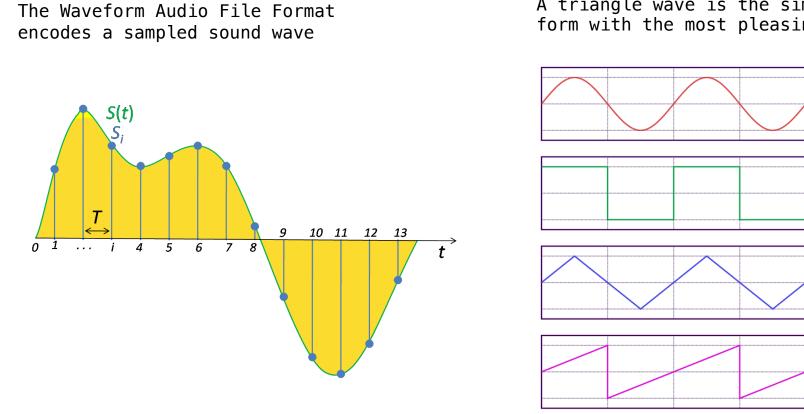
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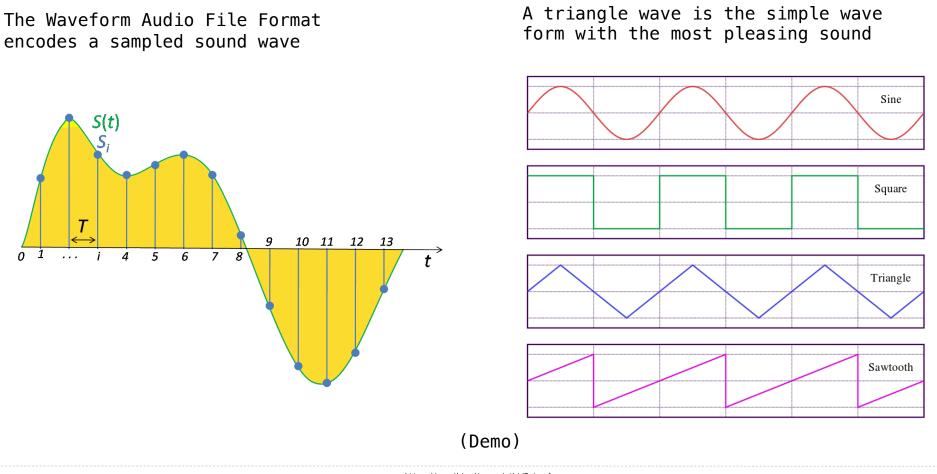
A triangle wave is the simple wave form with the most pleasing sound

https://en.wikipedia.org/wiki/Triangle_wave https://en.wikipedia.org/wiki/Sampling (signal processing) Sine

Square

Triangle

Sawtooth



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