



CS 1112: Introduction To Programming

Style & Debugging Python Code

Dr. Nada Basit // `basit[at]Virginia[dot]edu`

Spring 2024

Friendly Reminders

- Your **safety** and **comfort** is important!
 - If you choose to wear a mask you are welcome to do so
 - *We will interpret wearing a mask as being considerate and caring of others in the classroom (not that you are sick), and realize that some may choose to mask to remain distanced*
- Be an **active** participant in your learning!
You're welcome and **encouraged** to ask questions during class!
- If you feel **unwell**, or think you are, **please stay home**
 - *We will work with you!*
 - Get some rest 😊
 - View the recorded lectures – *please allow 24-48 hours to post*
 - *Contact us!*



Announcements / Reminders

- No new quiz this weekend!
 - Next quiz (Quiz 5, on Loops & Strings) will be due 3/18
- No programming assignment due next Wednesday!
 - PA04 (Loops) will be due 3/20
- No classes on 3/4, 3/6, 3/8 (Spring Break 😎)
- No office hours 3/2 → 3/10 (Spring Break 😎) ~ both Prof and TA OHs
- Exam 1 next Wednesday, February 28 (Review session with TAs: TBD)
 - Closed-book, closed-notes, closed-PyCharm
 - Students with SDAC accommodations book through SDAC on 2/18

Debugging

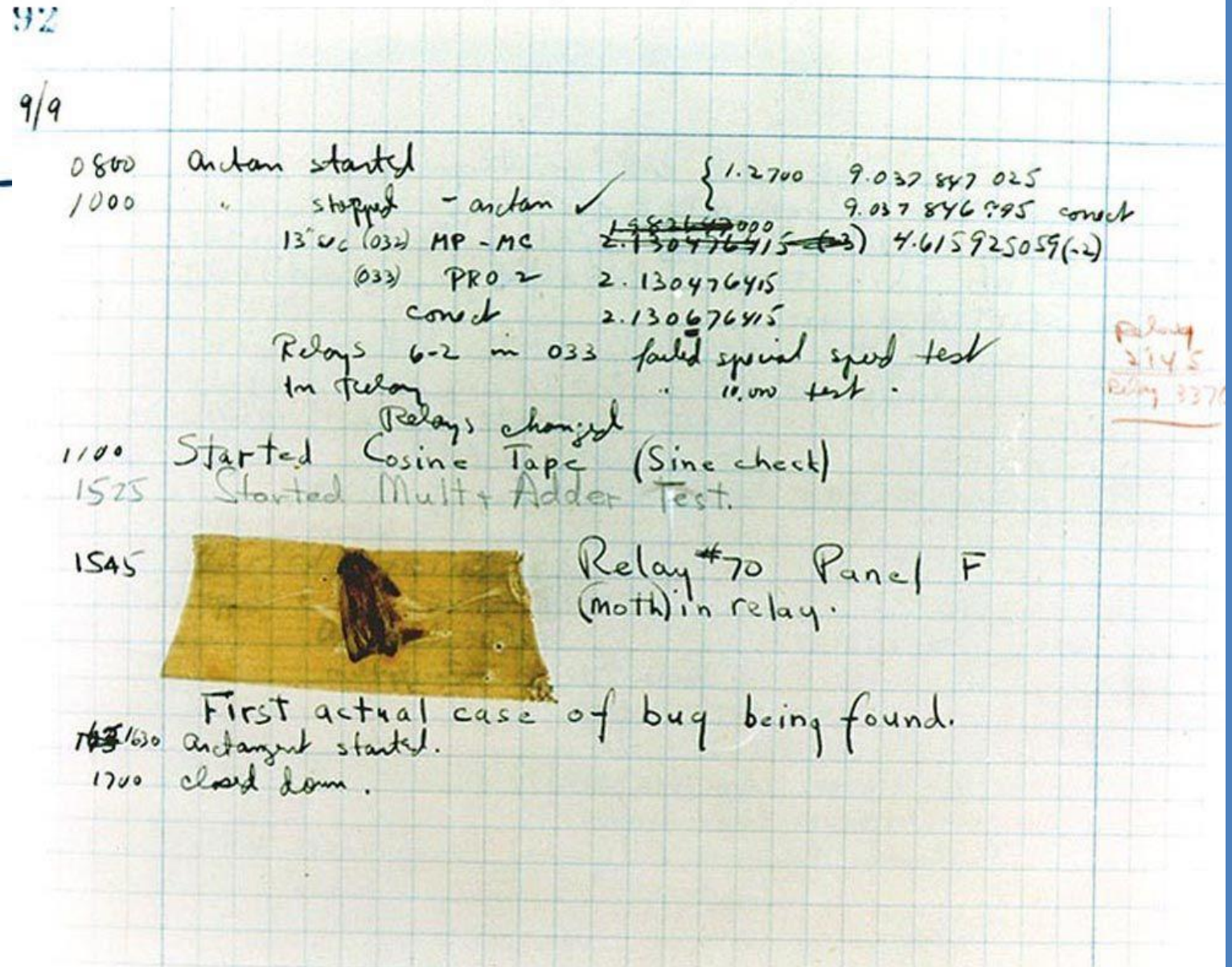
Take note of these strategies to improve your experience while debugging. Your debugging skills WILL improve with experience 😊

What *is* a “bug”?

- One person's definition:
- A flaw in a software program, or
- Programs that allows unintended behavior to occur, producing incorrect results or a crash.
- There are plenty of definitions
 - Vulnerabilities (cybersecurity)
 - Hardware bugs
- Can run from minor to very bad
 - The more sensitive/complex the software, the worse impact a bug can have
- Remember: existence of bugs doesn't mean you are a bad programmer!
 - If someone tells you that they can program *without any bugs*... don't believe them! ☺

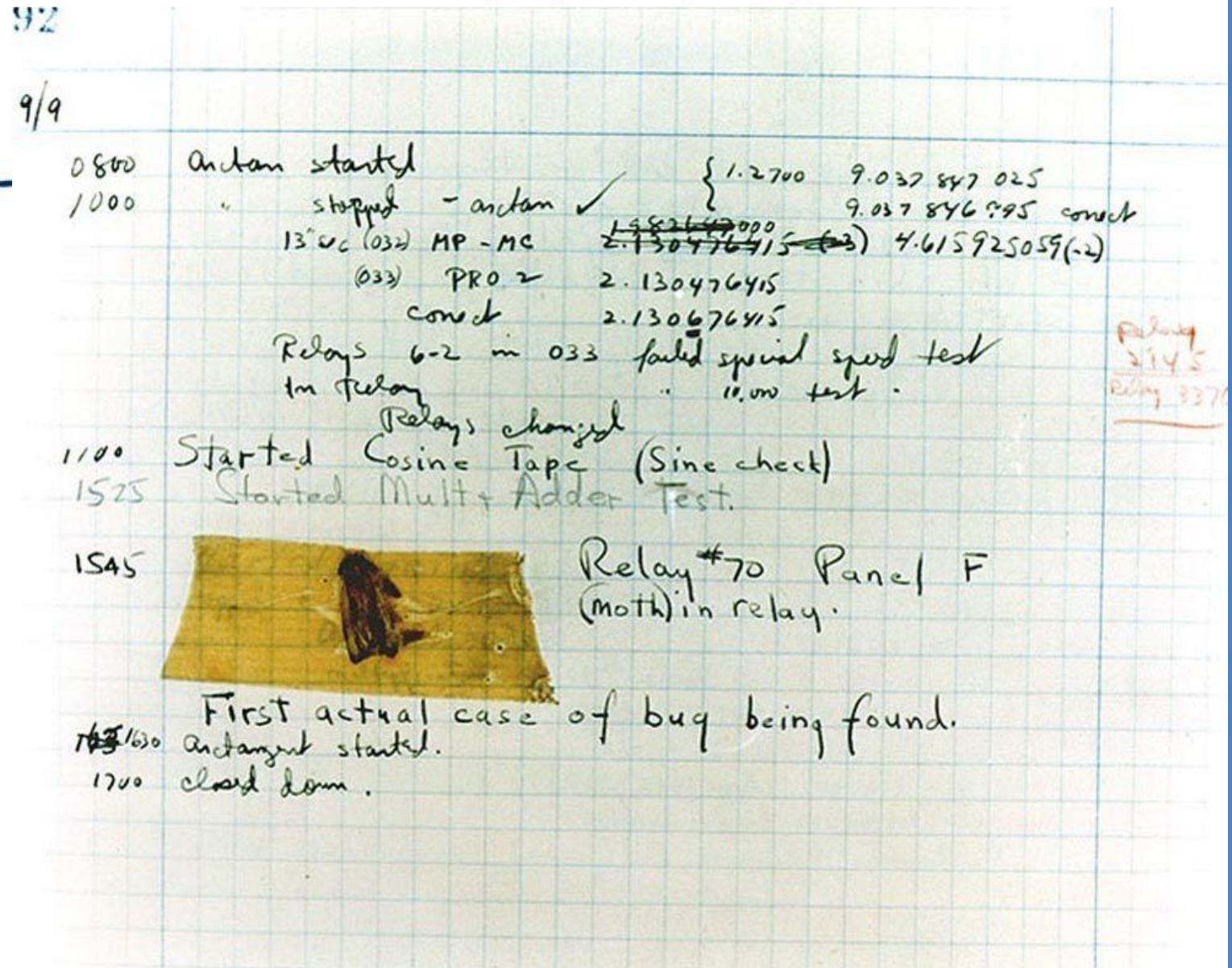
What *is* a "bug"?

- On September 9, 1947, computer scientist **Grace Hopper** reported the **world's first computer bug**—a moth trapped in her computer at Harvard University.



What *is* a "bug"?

- We use the word "bug" to refer to:
 - Any error in the code (... likely not a moth!)
 - Anything your code did that didn't match your intention
- Sometimes debugging can take up more time in programming than actually writing the code!
 - Therefore: *Develop techniques to help!*



Errors/bugs

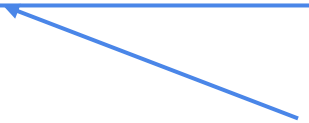
Here are 3 broad categories of errors that you could have in your program:

- Syntax error**: code violates the rules of the programming language, and thus cannot be run
- Runtime error**: code runs, but enters an illegal state or tries to do something impossible (such as int divided by zero).
- Logical error**: this causes your program to operate incorrectly, but not crash. That is, syntax is correct, the code doesn't crash, but the output is incorrect. What you are *trying* to do isn't what happens.

Errors/bugs

Here are 3 broad categories of errors that you could have in your program:

- Syntax error**: code violates the rules of the programming language, and thus cannot be run
- Runtime error**: code runs, but enters an illegal state or tries to do something impossible (such as int divided by zero).
- Logical error**: this causes your program to operate incorrectly, but not crash. That is, syntax is correct, the code doesn't crash, but the output is incorrect. What you are *trying* to do isn't what happens.



*Hardest to
locate*

Errors/bugs

- Syntax Errors:
 - `def func()`
 - Without a colon at the end
- Runtime Errors:
 - Opening a file that doesn't exist
 - Other issues that cause problems when the code is actually run. Such as:

```
my_str = "hello"  
my_str[0] = "H"
```

- Logical Errors:
 - Doesn't crash the program, but doesn't produce desired output or outcome
 - For example: incorrect loop bounds, incorrect operator (you added instead of subtracted)
 - HARDEST to debug!!



Quick & Fun Survey Questions

Get to know your peers! 😊

Likes Debugging vs Doesn't Like Debugging 😊

A Method for Finding Bugs

1. **Know** something broke
 - a. Know what to expect should happen
 - i. Easy: we expected no error
 - ii. Difficult: we expected the program to do a certain thing
 - b. Know what it actually did
 - i. Easy: we had an error
 - ii. Difficult: the program did the wrong thing
2. **Localize** the bug
 - a. Find some line where the bug hasn't happened yet
 - i. You can always start with the first line
 - b. Find some line after the bug has occurred
 - i. If you have an error, the bug must have occurred before that error
 - c. Between those two lines is the bad line
3. **Print** out the value of variables, looking for the unexpected.

Common Debugging Techniques

- Print statements
 - In loops: [iteration] [value]
 - Variables, generally: see “live” program state
 - Breaking up chunks of code with these print statements (formally, “unit testing”)
- “Don’t go on autopilot”. Read and interact with your code to see how it’s working on a closer level.
 - Read what is there literally, not what *should* be there
 - “Rubber duck” debugging – explaining your code to another person, an animal, or an inanimate object
 - Pencil and paper, hand-trace program flow and variables

Common Debugging Techniques

- Using a **debugger** (e.g. the PyCharm debugger)
- **Test cases**: check **intended** output as an “answer key” against **actual** output
 - Try correct input that should produce a correct output
 - Try incorrect input that should produce an incorrect output
 - Try input that should produce an exception
 - Don’t forget edge cases, boundary cases, one-offs, strange cases...

A high-angle photograph of two people sitting on large, inflated beanbag chairs on a green artificial grass surface. The person on the left is a woman with long dark hair, wearing a white t-shirt and dark pants, sitting on a blue beanbag chair and using a silver laptop. The person on the right is a man with dark hair and glasses, wearing a denim shirt and jeans, sitting on a red beanbag chair and using a tablet. The scene is brightly lit, casting shadows on the grass. The background shows a concrete edge and some outdoor furniture legs.

Learn From Your TAs!

TAs, what is your favorite debugging strategy or technique?

Style in Python Programming

Essential for code *readability*, *consistency*, and *clarity*

(Which in turns leads to **easier** *code maintenance* and *debugging*)

Human Language

- How do we expect to **read** human language?
- How do **formatting and style** impact our ability to **read**?
- How do **formatting and style** affect our ability to **catch errors**?

Comparing English Sentences

I like using Linux a lot.

I originally learned Linux for a scientific computing class. I started with Ubuntu Linux and ran that on my Windows laptop with the Windows Subsystem for Linux (WSL) tool.

Today, I use Linux all the time. It allows you to customize whatever you want however you want, and as a result I enjoy using it much more than Windows.

i like using linux a lot i originally learned linux for a scientific computing class i started with ubuntu linux and ran that on my windows laptop with the windows subsystem for linux (wsl) tool today i use linux all the time it allows you to customize whatever you want however you want and as a result i enjoy using it much more than windows

ilikeusinglinuxalotioriginallylearnedlinuxforascientificcomputingclassistartedwithubuntulinuxandranthatonmywindowslaptopwiththewindowssubsystemforlinux(wsl)tooltodayiuselinuallthetimeitalloowsyoutocustomizewhateveryouwanthoweveryouwantandasaresultienjoyusingitmuchmorethanwindows

Comparing English Sentences

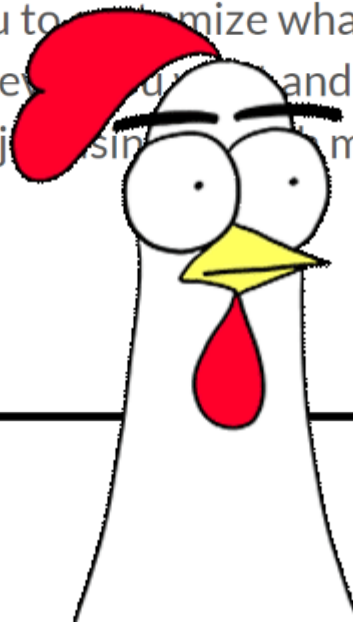
I like using Linux a lot.

I originally learned Linux for a scientific computing class. I started with Ubuntu Linux and ran that on my Windows laptop with the Windows Subsystem for Linux (WSL) tool.

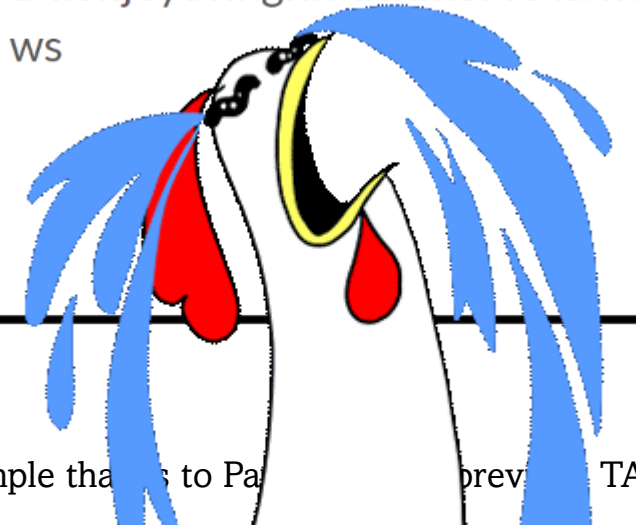
Today, I use Linux all the time. It allows you to customize whatever you want however you want and as a result I enjoy using it much more than Windows.



i like using linux a lot i originally learned linux for a scientific computing class i started with ubuntu linux and ran that on my windows laptop with the windows subsystem for linux (wsl) tool today i use linux all the time it allows you to customize whatever you want however you want and as a result i enjoy using it much more than windows



ilikeusinglinuxalotioriginallylearnedlinuxforascientificcomputingclassistartedwithubuntulinuxandranthatonmywindowslaptopwiththewindowssubsystemforlinux(wsl)tooltodayiuselinuxallthetimeitalloowsyoutocustomizewhateveryouwanthoweveryouwantandasaresultienjoyusingitmuchmorethanwindows



Activity: What's wrong with this text?

My favorite programing language is easily C. C has relatively explicit syntax and you do not have to make many guesses about your code is running on actual hardwre. C is low-level, which I like, but I recognize some do not. I have writtn C for a scientific computing clss, computer science classes (CS 2130 and CS 3130), and an embeded systems class. Truly, it all comes back to C, and I would mind writing C for the rest of my life.

my favorite programing language is easily c c has relatively explicit syntax and you do not have to make many guesses about your code is running on actual hardwre c is low-level which i like but i recognize some do not i have writtn c for a scientific computing clss computer science classes cs 2130 and cs 3130 and an embeded systems class truly it all comes back to c and i would mind writing c for the rest of my life

myfavoriteprograminglanguageiseasil
ycchasrelativelyexplicitsyntaxandyoud
onothavetomakemanyguesesaboutyo
urcodeisrunningonactualhardwrecislo
wlevelwhichilikebutirecognizethatso
medonotihavewrittn cforascientificco
mputingclasscomputerscienceclassesc
s2130andcs3130andanembededsyste
mclasstrulyitalcomesbacktocandiwo
ldmindwritingcfortherestofmylife

Activity: What's wrong with this text?

My favorite **programing** language is easily C. C has relatively **explicit** syntax and you do not have to make many **gueses** about **your** code is running on actual **hardwre**. C is low-level, which I like, but I recognize some do not. I have **writtn** C for a scientific computing **clss**, computer science classes (CS 2130 and CS 3130), and an **embeded** systems class. Truly, it all comes back to C, and I **would mind** writing C for the rest of my life.

my favorite **programing** language is easily c c has relatively **explicit** syntax and you do not have to make many **gueses** about **your** code is running on actual **hardwre** c is low-level which i like but i recognize some do not i have **writtn** c for a scientific computing **clss** computer science classes cs 2130 and cs 3130 and an **embeded** systems class truly it all comes back to c and i **would mind** writing c for the rest of my life

myfavorite**programing**languageiseasil
ycchasrelatively**explicit**syntaxyoud
onothavetomakemany**gueses**about**yo**
urcodeisrunningonactual**hardwre**cislo
wlevelwhichilikebutirecognizethatso
medonotihavewrittncforascientificco
mputing**clss**computerscienceclassescs
2130andcs3130andan**embeded**syste
mclasstrulyitalcomesbacktocandi**wou**
ldmindwritingcfortherestofmylife

It is much easier to diagnose and fix (debug) the errors on the **left-hand** side than in the middle box and on the right. (Here: Syntax errors=misspellings)

Example thanks to Paul Karhnak, previous TA

Which Would You Rather Debug?

```
def is_ar():  
    r = input()  
    a = 4 * 3.14 * r * r  
    print(a)
```

```
def interactive_sphere_area():  
    radius = input("Please \\  
enter a radius: ")  
    area = \  
(4) * (3.14159) * (radius ** 2)  
    print("The area of your \  
sphere is:", area)
```

Style – PEP8

- Using good style makes code more readable
- **PEP8** is a general set of **style guidelines**/suggestions
 - <https://www.python.org/dev/peps/pep-0008/>
- These are recommendations for style. We will try to use these when we can
- We also have our document on “**aesthetics**” which covers many similar **style guidelines** and **programming conventions**

Style – Docstring comments

- Consistent style – similar information captured for each function
 - Making it easier to understand and read

```
def func(first_param, second_param):  
    '''  
    This is a Python docstring for a function.  
    First line - Description of the function - what it does  
    :param first_param: what is it's data type,  
        what does this parameter represent in the context of the function  
    :param second_param: what is it's data type,  
        what does this parameter represent in the context of the function  
    :return: what is the data type of the item being returned,  
        what does the item returned represent  
    '''
```

Indentation consistency around if-statements

Syntax of Python If-Else:

```
if (condition):  
    # Executes this block if  
    # condition is true  
else:  
    # Executes this block if  
    # condition is false
```

Syntax:

```
if (condition1):  
    # Executes when condition1 is true  
    if (condition2):  
        # Executes when condition2 is true  
    # if Block is end here  
# if Block is end here
```

Indentation consistency around loops

```
for var in iterable:  
    # statements
```

```
while expression:  
    statement(s)
```

Code Layout – spaces and indentation

Correct:

Aligned with opening delimiter.

```
foo = long_function_name(var_one, var_two,  
                        var_three, var_four)
```

Add 4 spaces (an extra level of indentation) to distinguish arguments from the rest.

```
def long_function_name(  
    var_one, var_two, var_three,  
    var_four):  
    print(var_one)
```

Hanging indents should add a level.

```
foo = long_function_name(  
    var_one, var_two,  
    var_three, var_four)
```

Wrong:

Arguments on first line forbidden when not using vertical alignment.

```
foo = long_function_name(var_one, var_two,  
                        var_three, var_four)
```

Further indentation required as indentation is not distinguishable.

```
def long_function_name(  
    var_one, var_two, var_three,  
    var_four):  
    print(var_one)
```

Code Layout – spaces and indentation

```
# No extra indentation.  
if (this_is_one_thing and  
    that_is_another_thing):  
    do_something()
```

```
# Add some extra indentation on the conditional continuation line.  
if (this_is_one_thing  
    and that_is_another_thing):  
    do_something()
```

Line Break Before or After a Binary Operator?

```
# Wrong:  
# operators sit far away from their operands  
income = (gross_wages +  
          taxable_interest +  
          (dividends - qualified_dividends) -  
          ira_deduction -  
          student_loan_interest)
```

```
# Correct:  
# easy to match operators with operands  
income = (gross_wages  
          + taxable_interest  
          + (dividends - qualified_dividends)  
          - ira_deduction  
          - student_loan_interest)
```

Whitespace in Expressions and Statements

Avoid extraneous whitespace in the following situations:

- Immediately inside parentheses, brackets or braces:

Correct:

```
spam(ham[1], {eggs: 2})
```

Wrong:

```
spam( ham[ 1 ], { eggs: 2 } )
```

- Between a trailing comma and a following close parenthesis:

Correct:

```
foo = (0,)
```

Wrong:

```
bar = (0, )
```

- Immediately before a comma, semicolon, or colon:

Correct:

```
if x == 4: print(x, y); x, y = y, x
```

Wrong:

```
if x == 4 : print(x , y) ; x , y = y , x
```

Whitespace in Expressions and Statements

- Immediately before the open parenthesis that starts the argument list of a function call:

```
# Correct:  
spam(1)
```

```
# Wrong:  
spam (1)
```

- Immediately before the open parenthesis that starts an indexing or slicing:

```
# Correct:  
dct['key'] = lst[index]
```

```
# Wrong:  
dct ['key'] = lst [index]
```

Whitespace in Expressions and Statements

- More than one space around an assignment (or other) operator to align it with another:

```
# Correct:
```

```
x = 1
```

```
y = 2
```

```
long_variable = 3
```

```
# Wrong:
```

```
x           = 1
```

```
y           = 2
```

```
long_variable = 3
```

Other Recommendations

- If operators with **different priorities** are used, consider **adding whitespace around the operators with the lowest priority(ies)**. Use your own judgment; however, never use more than one space, and always have the same amount of whitespace on both sides of a binary operator:

Correct:

```
i = i + 1
```

```
submitted += 1
```

```
x = x*2 - 1
```

```
hypot2 = x*x + y*y
```

```
c = (a+b) * (a-b)
```

Wrong:

```
i=i+1
```

```
submitted +=1
```

```
x = x * 2 - 1
```

```
hypot2 = x * x + y * y
```

```
c = (a + b) * (a - b)
```

Comments – PEP8

- Recommendations on comments
- <https://peps.python.org/pep-0008/#comments>

```
# Write a function that takes two lists of integers
# and determines if the average of the first list
# is higher than the average of the second list
```

```
def first_list_is_bigger(list1, list2):
```

```
'''
```

```
Returns True if the average of the first list is
bigger than the average of the second list
'''
```

```
    avg1 = 0
```

```
    avg2 = 0
```

```
    total = 0
```

```
    for each in list1:
```

```
        total += each
```

```
    avg1 = total/len(list1)
```

```
    for each in list2:
```

```
        total += each
```

```
    avg2 = total/len(list1)
```

```
    if avg1 > avg2:
```

```
        return True
```

```
    else:
```

```
        return False
```

```
a = [2,4]      # List 1
```

```
b = [1,2,3]    # List 2
```

```
print(first_list_is_bigger(a,b))
```

In-Class “lab” Activity!

- In **pairs** or groups **up to three** work on the following activity.
- **Use debugging techniques to catch the error in this code!**
- *Discuss strategies with your classmates*

*Remember to **check-in** with a TA before leaving class today!*

Copy this code into PyCharm then add print statements or other things ...

Reminder: CS Laptop Loaner Program

- This course requires students to have a **laptop**
- I realize that not everybody might have one (nor necessarily need one for their desired major / path...)
- If you do not have a laptop for any reason... *not to worry!*
- The CS department's Systems staff has a notebook / laptop loaner program and will be able to loan you a notebook / laptop computer for the duration of the semester if you don't have one or if you cannot afford one.
 - Also available if your laptop is broken and under repair, we can arrange for you to receive a loaner laptop for a week or two until your own laptop is fixed

Interested? Link: https://www.cs.virginia.edu/wiki/doku.php?id=cs_laptop_loaner

I am happy to be your sponsor. Please let me know.