Why did the computer show up late to work?

Thank you Colton!

It had a hard drive!

Source: https://www.rd.com/jokes/computer/

CMPT 120

Lecture 6 – Chatbots

Robustness -> User Validation, Efficiency, Testing (Step 4 of Software Development process) and Errors

Feedback – Assignment 0

- Thank you for all your jokes!
- Lots of great jokes!
- Some of you took the opportunity to practise the Python building blocks we have learnt so far!
- Make sure you satisfy the requirements
 - Write a Python program that **outputs** a **computer joke** to the computer monitor screen when it is executed/run.
 - This means: use print(...) function
 - Not a computer joke
 - Your program must also **print** the source of your computer joke, i.e., the link or location where you found the joke.
 - Do not put your source in a comment
- Reminder:
 - For Assignment 1: there are no extension given
 - This means that you have to submit your program on time.

Careful!

• This is on the Shell:

Python 3.12.1 (v3.12.1:2305ca5144, Dec 7 2023, 17:23:39) [Clang 13.0.0 (clang-1300.0.29.30)] on darwin
Type "help", "copyright", "credits" or "license()" for more information.
>>> # Assignment0.py
>>> # Description: Python program that outputs a computer joke to the computer monitor screen when it is executed/run.
>>> # Author:
>>> # Author:
>>> # Date: W Jan. 17 2024
>>>
>>> # Ask the user if they want to hear a joke
>>> # Ask the user if they want to hear a joke?")
Would you like to hear a joke?
''
>>> input("Would you like to hear a joke?")
Would you like to hear a joke? It had a virus!")
Why did the computer keep sneezing? It had a virus!

- It is not a Python program created using the Editor!
- Make sure you submit the right program! ③

Last Lecture

 We continued practicing using conditional statements in our Python programs

- ✓What if there are many conditions (many branches)?
- ✓What if we are dealing with integers?
- ✓Can these conditional statements be nested?

 We also played around Boolean values and Boolean expressions

Let's finish this one first!

• Step 1 - Problem Statement

• Write a grade-to-letter grade converter that converts a grade into letter grade.

Today's Menu

- Improving grade-to-letter grade converter
 - Robustness -> User input Validation
 - Efficiency
- Step 4 Testing and Errors
- Our Guessing Game:

Your turn!

- Step 1 Problem Statement
 - Write a guessing game, which allows a user to guess a number between 1 and 10.

Let's practice a little!

What does this output if the user types kale?

```
salad = input("What salad do you want to eat? ")
if salad == "lettuce" or salad == "kale":
    print("That's healthy.")
if salad == "kale":
    print("That's great.")
else:
```

print("Woo!")

How about this one?

What does this output if the user types kale?

```
salad = input("What salad do you want to eat? ")
if salad == "lettuce" or salad == "kale":
    print("That's healthy.")
elif salad == "kale":
    print("That's great.")
else:
```

print("Woo!")

Hand Tracing

- What is it?
 - When a software developer manually goes through her/his code (program) and "execute" it as if s/he was a computer, mimicking the Python Interpreter
- Why doing it?
 - To figure out what our program does/produces, hence to verify whether our program is solving the problem
 - To determine whether our program contains any errors



Robustness

strongly formed or constructed

- Merriam Webster

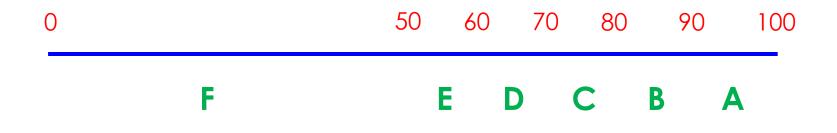
able to withstand or overcome adverse conditions.

- Oxford Dictionary

- What if the user enters a grade < 0 or > 100 ?
- User Input Validation

Efficiency

• Consider this axis:



• Let's go to our Python code!

(11)

More efficient? How?

Original version:

```
# If grade is between 80 and 89 (inclusively), the letter is B
elif grade >= 80 and grade <= 89 :
    print("B")</pre>
```

versus

```
improved version:
```

```
# If grade is between 80 and 89 (inclusively), the letter B
elif grade >= 80:
    print("B")
```

[12]

Step 4 Testing

- Syntax error
 - Example: print(int("23bottles))
- Runtime error
 - Example: print(int("23bottles"))
- Semantic error
- When you test your code
 - A test case is made of:
 - 1. Test data
 - Data must be specific
 - We need to choose this data before we execute our program
 - 2. Expected result
 - The result we expect our program to produce with this data
 - We need to compute it before execute our program
 - 3. Actual result
 - The result our program actually produced (and printed on the screen?)
 - Our program passes the test if expected result = actual result
 - How many test cases must we create?

Last Lecture - Your turn!

Step 1 - Problem Statement

• Write a guessing game, which allows a user to guess a number between 1 and 10.



Step 4 – Testing

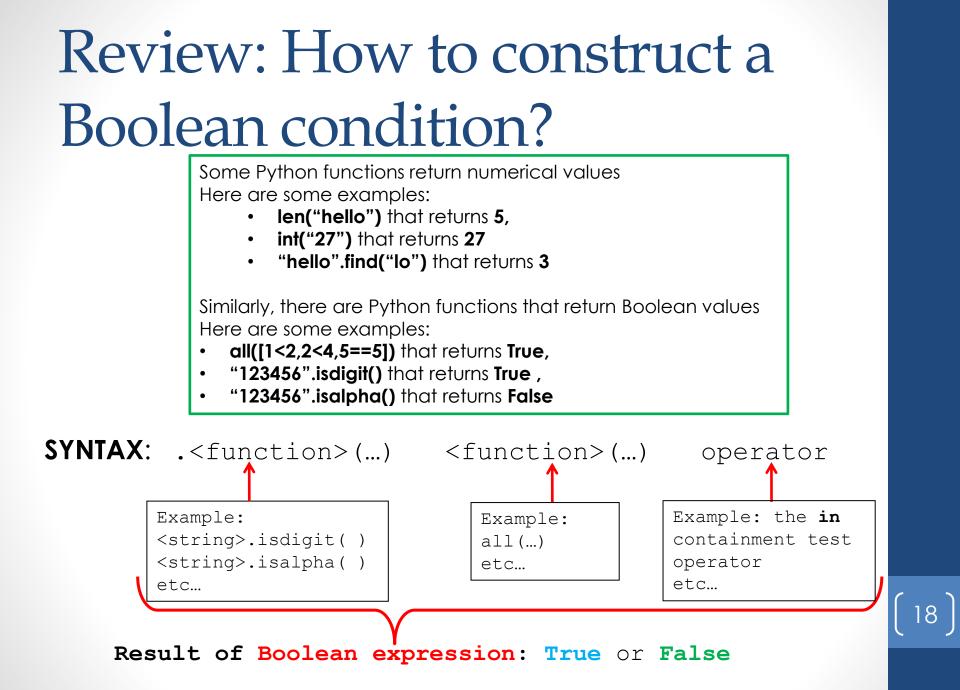
- Testing our guessing game:
 - 1. Test case 1 : input != number to guess
 - 2. Test case 2: input == number to guess
 - How to know the number to guess?
 - The trick is to ...

Robustness - User Validation

- What if the user enters a guess < 1 or > 10
 - We know how to deal with this situation!
 - Testing our new version of our guessing game:
 - 1. Test case 1 : input != number to guess
 - 2. Test case 2: input == number to guess
 - 3. Test case 3 : invalid input: 53 (> 10)
 - 4. Test case 4 : invalid input: -21 (< 1)

Robustness - User Validation

- What if the user enters "banana"?
 - Misbehaving user versus well-behaved user
 - Testing our new version of our guessing game:
 - 1. Test case 1 : input != number to guess
 - How to know the number to guess?
 - The trick is to ...
 - 2. Test case 2: input == number to guess
 - 3. Test case 3 : invalid input: 53 (> 10)
 - 4. Test case 4 : invalid input: -21 (< 1)
 - 5. Test case 5 : invalid input: "banana"



Summary

- Feedback from Assignment 0
- Improving grade-to-letter grade converter
 - Robustness -> User input Validation
 - Efficiency
- Step 4 Testing and Errors
- Our Guessing Game:

Your turn!

- Step 1 Problem Statement
 - Write a guessing game, which allows a user to guess a number between 1 and 10.

Next Lecture

- Let's see how much we have learnt so far by having our first Practice Exam!
- Great chance for us ...
 - To hone your software development skills
 - To become familiar with:
 - Types of questions asked in CMPT 120 exams
 - Writing code on paper
 - To work in teams
 - And to ask all your questions!
- Our first in-class activity -> 1%
 - I will ask you to hand in your answer to one of the questions in our Practice Exam #1

Course grading scheme on our course website: **Best** 7 in-class exercises out of 10: 1% each, for a total of 7%