Design
Class outline:

- Functional abstractions
- What's in a name?
- f-strings
- Debugging & errors
Functional abstractions
Abstraction

In CS, we often "abstract away the details": We intentionally ignore some details in order to provide a consistent interface.
Abstraction by parameterization

In a world before functions...

```python
interest = 1 + 0.6 * 2
interest2 = 1 + 0.9 * 4
interest3 = 1 + 2.1 * 3
```

Parameterized!

```python
def interest(rate, years):
    return 1 + rate * years
```

A **parameterized function** performs a computation that works for all acceptable values of the parameters.

 решил: Removed detail: the values themselves!
Abstraction by specification

A specification for the built-in `round` function:

```
round(number[, ndigits]): Return number rounded to n digits precision after the decimal point. If n digits is omitted or is None, it returns the nearest integer to its input.
See full documentation.
```

A well-designed function specification (function signature + docstring) serves as a contract between the implementer and the user.

* Removed detail: the implementation!
Using an abstraction

Based on this specification..

\texttt{square(n)}: Returns the square of the number \texttt{n}.

This should work!

\begin{verbatim}
def sum_squares(x, y):
    
    
    >>> sum_squares(3, 9)
    90
    
    return square(x) + square(y)
\end{verbatim}
Implementing the abstraction

Many possible implementations can be used:
Implementing the abstraction

Many possible implementations can be used:

```python
def square(x):
    return pow(x, 2)

def square(x):
    return x ** 2

from operator import mul

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

square = lambda x: x * x
```

It could even be built-in to Python, in theory!
Not all implementations are equal

An implementation may have practical consequences:

- Affecting the size of the program
- Affecting the speed of the program's execution

Not the ideal implementation:

```python
from operator import mul

def square(x):
    return mul(x, x-1) + x
```

But you can cross that bridge when you come to it.
What's in a name?

There are only two hard things in Computer Science: cache invalidation and naming things. --Phil Karlton
Choosing names

Names typically don't matter for correctness but they matter a lot for readability.

<table>
<thead>
<tr>
<th>From</th>
<th>To</th>
<th>Names should convey the meaning or purpose of the values to which they are bound.</th>
</tr>
</thead>
<tbody>
<tr>
<td>true_false</td>
<td>rolled_one</td>
<td></td>
</tr>
<tr>
<td>d</td>
<td>dice</td>
<td></td>
</tr>
<tr>
<td>helper</td>
<td>take_turn</td>
<td>Function names typically convey their effect (<code>print</code>), their behavior (<code>triple</code>), or the value returned (<code>abs</code>).</td>
</tr>
<tr>
<td>my_int</td>
<td>num_rolls</td>
<td></td>
</tr>
</tbody>
</table>
**Parameter names**

The type of value bound to a parameter name is best documented in a function's docstring.

```python
def summation(n, f):
    """Sums the result of applying the function F to each term in the sequence from 1 to N. N can be any integer > 1, F must take a single integer argument and return a number."
    """
    total = 0
    k = 1
    while k <= n:
        total = total + f(k)
        k = k + 1
    return total
```
Which values deserve a name?

Repeated compound expressions:

```python
if sqrt(square(a) + square(b)) > 1:
    x = x + sqrt(square(a) + square(b))
```

```python
hypotenuse = sqrt(square(a) + square(b))
if hypotenuse > 1:
    x = x + hypotenuse
```
Which values deserve a name?

Repeated compound expressions:

```python
if sqrt(square(a) + square(b)) > 1:
    x = x + sqrt(square(a) + square(b))
```

```python
hypotenuse = sqrt(square(a) + square(b))
if hypotenuse > 1:
    x = x + hypotenuse
```

Meaningful parts of complex expressions:

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

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

Names can be short if they represent generic quantities: counts, arbitrary functions, arguments to mathematical operations, etc.

- n, k, i - Usually integers
- x, y, z - Usually real numbers or coordinates
- f, g, h - Usually functions
More naming tips

Names can be short if they represent generic quantities: counts, arbitrary functions, arguments to mathematical operations, etc.

- \( n, k, i \) - Usually integers
- \( x, y, z \) - Usually real numbers or coordinates
- \( f, g, h \) - Usually functions

Names can be long if they help document your code:

```python
average_age = average(age, students)
```

is preferable to...

```python
# Compute average age of students
aa = avg(a, st)
```
String formatting
String concatenation

So far, we've been using the + operator for combining string literals with the results of expressions.

```python
artist = "Lil Nas X"
song = "Industry Baby"
place = 2

print("Debuting at #" + str(place) + ":'" + song + "' by " + artist)
```

But that's not ideal:

- Easy to bungle up the + signs
- Hard to grok what the final string will be
- Requires explicitly \texttt{str()}ing non-strings
String interpolation

String interpolation is the process of combining string literals with the results of expressions.

Available since Python 3.5, f strings (formatted string literals) are the best way to do string interpolation.

Just put an f in front of the quotes and then put any valid Python expression in curly brackets inside:

```python
artist = "Lil Nas X"
song = "Industry Baby"
place = 2

print(f"Debuting at #{place}: '{song}' by {artist}")
```

😊😊😊😊😊😊
Expressions in f strings

Any valid Python expression can go inside the parentheses, and will be executed in the current environment.

greeting = 'Ahoy'
noun = 'Boat'

print(f"{greeting.lower()}, {noun.upper()}yMc{noun}Face")

print(f"{greeting*3}, {noun[0:3]}yMc{noun[-1]}Face")
Errors
Types of errors

These are common to all programming languages:

- Logic errors
- Syntax errors
- Runtime errors
Logic errors
Logic errors

A program has a logic error if it does not behave as expected. Typically discovered via failing tests or bug reports from users.

Spot the logic error:

```
# Sum up the numbers from 1 to 10
sum = 0
x = 1
while x < 10:
    sum += x
    x += 1
```

To avoid the wrath of angry users, write tests.
Syntax errors
Syntax errors

Each programming language has syntactic rules. If the rules aren't followed, the program cannot be parsed and will not be executed at all.

Spot the syntax errors:

```python
if x > 5
    x += 1
```

```python
sum = 0
x = 0
while x < 10:
    sum += x
    x += 1
```

To fix a syntax error, read the message carefully and go through your code with a critical eye.
Syntax errors

Each programming language has syntactic rules. If the rules aren't followed, the program cannot be parsed and will not be executed at all.

Spot the syntax errors:

```python
if x > 5 # Missing colon
    x += 1
```

```python
sum = 0
x = 0
while x < 10:
    sum += x
    x += 1
```

To fix a syntax error, read the message carefully and go through your code with a critical eye.
Syntax errors

Each programming language has syntactic rules. If the rules aren't followed, the program cannot be parsed and will not be executed at all.

Spot the syntax errors:

```python
if x > 5 # Missing colon
    x += 1

sum = 0
x = 0
while x < 10:
    sum += x # No space needed between + and =
    x += 1
```

To fix a syntax error, read the message carefully and go through your code with a critical eye.
SyntaxError

What it technically means:
The file you ran isn’t valid python syntax

What it practically means:
You made a typo

What you should look for:

- Extra or missing parenthesis
- Missing colon at the end of an if, while, def statements, etc.
- You started writing a statement but forgot to put any clauses inside

Examples:

```python
print("just testing here")

title = 'Hello, ' + name ', how are you?'
```
IndentationError/TabError

What it technically means:
The file you ran isn't valid Python syntax, due to indentation inconsistency.

What it sometimes means:
You used the wrong text editor (or one with different settings)

What you should look for:

- A typo or misaligned block of statements
- A mix of tabs and spaces
  - Open your file in an editor that shows them
  - `cat -A filename.py` will show them

Example:

```python
def sum(a, b):
    total = a + b
    return total
```
Runtime errors
def div_numbers(dividend, divisor):
    return dividend/divisor

quot1 = div_numbers(10, 2)
quot2 = div_numbers(10, 1)
quot3 = div_numbers(10, 0)
quot4 = div_numbers(10, -1)

To prevent runtime errors, code defensively and write tests for all edge cases.
**Runtime errors**

A runtime error happens while a program is running, often halting the execution of the program. Each programming language defines its own runtime errors.

Spot the runtime error:

```python
def div_numbers(dividend, divisor):
    return dividend/divisor

quot1 = div_numbers(10, 2)
quot2 = div_numbers(10, 1)
quot3 = div_numbers(10, 0)  # Cannot divide by 0!
quot4 = div_numbers(10, -1)
```

To prevent runtime errors, code defensively and write tests for all edge cases.
TypeError: 'X' object is not callable

What it technically means:
Objects of type X cannot be treated as functions

What it practically means:
You accidentally called a non-function as if it were a function

What you should look for:

- Parentheses after variables that aren't functions

Example:

```
sum = 2 + 2
sum(3, 5)
```
NoneType

What it technically means:
You used None in some operation it wasn't meant for

What it practically means:
You forgot a return statement in a function

What you should look for:

- Functions missing return statements
- Printing instead of returning a value

Example:

```python
def sum(a, b):
    print(a + b)

total = sum( sum(30, 45), sum(10, 15) )
```
NameError

What it technically means:
Python looked up a name but couldn't find it

What it practically means:
• You made a typo
• You are trying to access variables from the wrong frame

What you should look for:
• A typo in the name
• The variable being defined in a different frame than expected

Example:
```
fav_nut = 'pistachio'
best_chip = 'chocolate'
trail_mix = Fav_Nut + best_chip
```
UnboundLocalError

What it technically means:
A variable that's local to a frame was used before it was assigned

What it practically means:
You are trying to both use a variable from a parent frame, and have the same variable be a local variable in the current frame

What you should look for:
Assignments statements after the variable name

Example:

```python
sum = 0

def sum_nums(x, y):
    sum += x + y
    return sum

sum_nums(4, 5)
```
TraceBacks
def div_numbers(dividend, divisor):
    return dividend/divisor

quot1 = div_numbers(10, 2)
quot2 = div_numbers(10, 1)
quot3 = div_numbers(10, 0)
quot4 = div_numbers(10, -1)

Traceback (most recent call last):
  File "main.py", line 14, in <module>
    quot3 = div_numbers(10, 0)
  File "main.py", line 10, in div_numbers
    return dividend/divisor
ZeroDivisionError: division by zero
Parts of a Traceback

- The error message itself
- Lines #s on the way to the error
- What’s on those lines

The most recent line of code is always last (right before the error message).

Traceback (most recent call last):
  File "main.py", line 14, in <module>
    quot3 = div_numbers(10, 0)
  File "main.py", line 10, in div_numbers
    return dividend/divisor
ZeroDivisionError: division by zero
Reading a Traceback

1. Read the error message (remember what common error messages mean!)
2. Look at each line, bottom to top, and see if you can find the error.

Traceback (most recent call last):
  File "main.py", line 14, in <module>
    quot3 = div_numbers(10, 0)
  File "main.py", line 10, in div_numbers
    return dividend/divisor
ZeroDivisionError: division by zero
def f(x):
    return g(x - 1)

def g(y):
    return abs(h(y) - h(1 /& y)

def h(z):
    z * z

print(f(12))