61A Lecture 36

Friday, December 6

Announcements

•Homework 12 due Tuesday 12/10 @ 11:59pm.

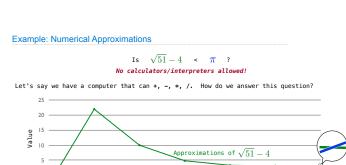
-All you have to do is vote on your favorite recursive art.

•29 review sessions next week! Come learn about the topics that interest you the most. •See <u>http://inst.eecs.berkeley.edu/~cs61a/fa13/exams/final.html</u> for the schedule.

- •The final exam is on Friday 12/20 @ 11:30am in the RSF gym, emphasizing:
- Higher-order functions
- Sequences (tuples, lists, recursive lists, Scheme lists)
- "Non-local assignment and mutation

-Object-oriented programming

Recursion and recursive data
 Iterators, generators, and streams



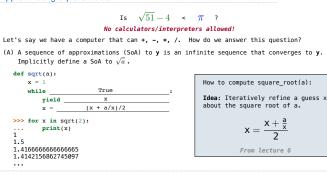
Approximations of π

4 Iteration 5

6

Implicit Sequences Example

Approximating Square Roots

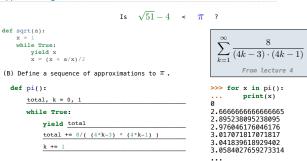


Approximating Pi

0 -5

2

3



	Is 451 √31-#4× 0?<	<pre>>>> a = subtract(sqrt(51), four()) >>> less_than_0(subtract(a, pi()))</pre>
ef sqrt(a): x = 1 while True: yield x x = (x + a/x)/2	<pre>def pi(): total, k = 0, 1 while True: yield total 2 total += 8/((4*k-3)</pre>	<pre>def four(): while True: yield 4 def subtract(x, y): *(4*k-1)) while True: yield next(x)-next(y)</pre>
C) Assume that s is a	SoA to y and each element o	f s is closer to w than the last
Define less_than_0	(s) that returns True if it	
	(s) that returns True if it	
		is certain that y < 0.
<pre>def less_than_0(s):</pre>		is certain that y < 0.
<pre>def less_than_0(s): current = next(while True:</pre>		is certain that $\mathbf{y} < 0$.
<pre>def less_than_0(s): current = next(while True: last, curre</pre>	s)	is certain that y < 0.
<pre>def less_than_0(s): current = next(while True: last, current</pre>	<pre>s) nt = current, next(s) last < 0 and current < lass</pre>	is certain that y < 0.

61A was Designed to Introduce the Big Ideas in Computer Science

What are functions, data, sequences, trees, programs, languages, and interpreters. How to write legible programs, use recursion, measure complexity, and solve problems. Different programming paradigms: functional, object-oriented, and declarative.

What's left to learn in CS? -Designing and testing software -Algorithms for solving known problems -low-level representations of data and programs -Discrete mathematics and analysis of programs -Programming languages -User interface design -Wetworking -Systems -Artificial intelligence -Lots of other subfields: graphics, theory, scientific computing, security, etc.

Computer Science

Life

Important Ideas Take a Long Time to Learn

·It's a good idea to study subjects other than computer science.

•Who you spend your time with is important.

·Ideas come from people, and people think from experience.

•Don't compare.

-Contribute to the world.

Thanks for being amazing! Please stay for the HKN survey.