

ECS-10

Bertram Ludaescher

Prediction is difficult, especially about the future ...

```
chaos.py - /Users/ludaesch/Dropbox/10-SQ-2014/programs/chaos.py
# File: chaos.py
# A simple program illustrating chaotic behavior
#
# ** this does no error checking **
#
# Matt Bishop, ECS 10, Spring 2014
#
# announce what the program does
print("This program illustrates a chaotic function")
# ask, and convert it to a float
x = float(input("Enter a number between 0 and 1:"))
#
# now apply the chaotic function 100 times
#
for i in range(100):
    x = 3.9 * x * (1 - x)
    print(x)
```

Maths $\dot{}$
 $x = x + 1$
Cs $\ddot{}$
increment x

0, 1, ..., 99

for i = 0, ..., 99

Block

Block

Sample Run ...

```
Python Shell
>>> ===== RESTART =====
>>>
This program illustrates a chaotic function
Enter a number between 0 and 1: 0.25
0.73125
0.76644140625
0.6981350104385375
0.8218958187902304
0.5708940191969317
0.9553987483642099
0.166186721954413
0.5404179120617926
0.9686289302998042
0.11850901017563877
0.4074120362630336
0.9415671289870646
0.214572035332672
0.6572704202448796
0.8785374581723959
0.4161666317654883
0.9475906688447814
0.19368411333601687
0.6090652525513056
0.9286086056750876
0.25854918625090323
0.747635867705606
0.7358382604001973
0.7580832282324941
0.7152328844898681
0.7943317411932672
0.6371384218919443
0.9016529076398497
0.3458322729593719
0.8823060165625929
0.4049842278301656
0.9397908118519834
0.2206777630612359
```

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```

Ln: 15 Col: 0 //

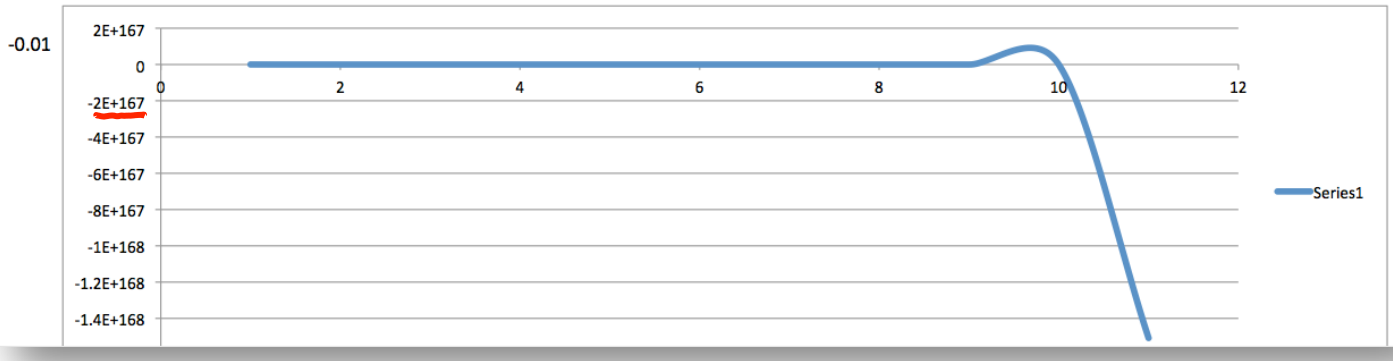
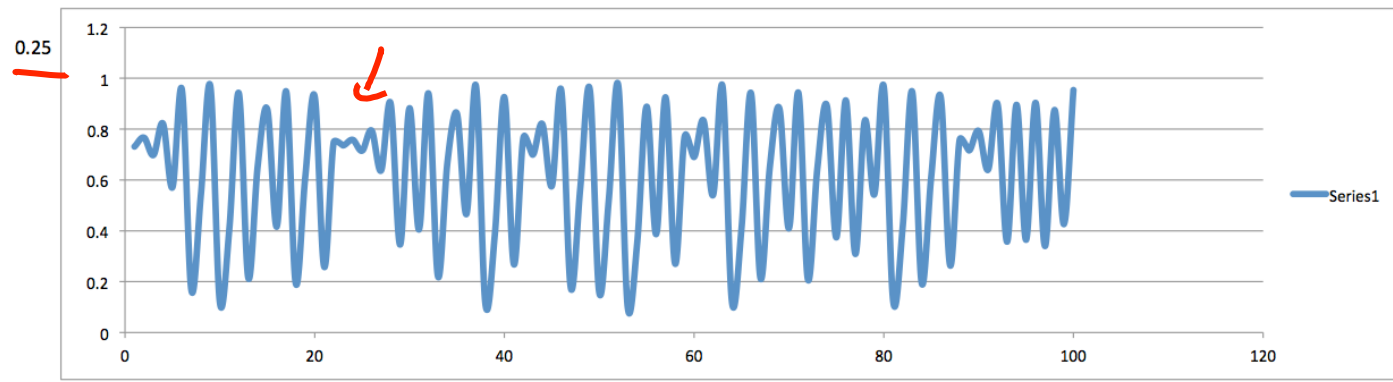
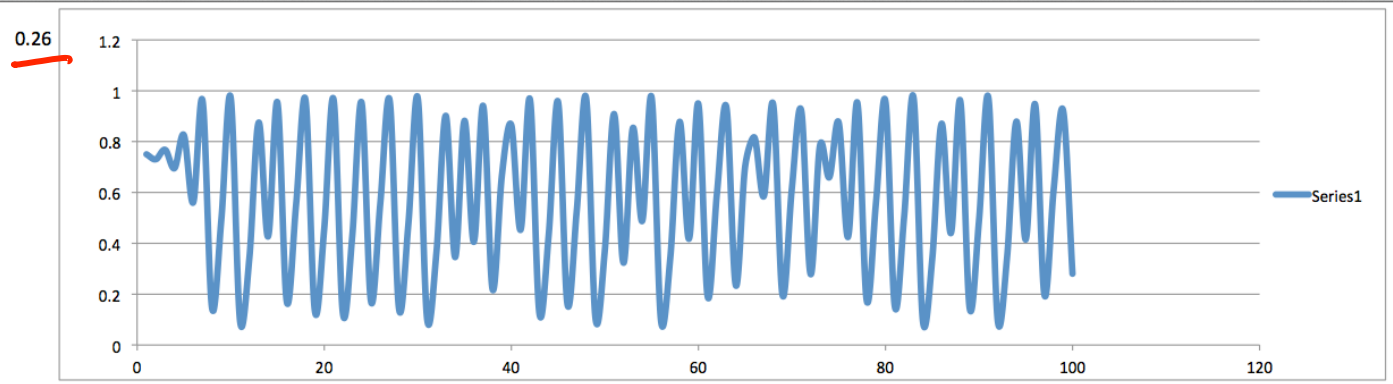
Ln: 324 Col: 4 //

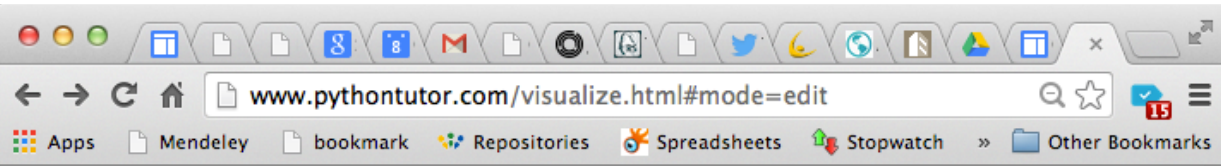
Where chaos reigns ...

0.73236
0.7954149
0.7675063
0.8954933
0.8234254
0.5626707
0.9654423
0.1474688
0.4902455
0.9746236
0.0941429
0.3388254
0.8748438
0.4267321
0.0249644
0.17092045
0.55265593
0.9643668
0.13466985
0.45448213
0.96937868
0.12474544
0.42348765
0.9533322
0.17278202
0.55342074
0.98274115
0.14205988
0.47532704
0.97362986
0.02083672
0.36281316
0.90170807
0.96937868
0.8820805
0.4056042
0.9624879
0.21510591
0.6667942
0.86586239
0.41296437
0.96637383
0.1267262
0.4316888
0.95674311
0.1612919
0.52734801
0.97203279
0.10602367
0.36984619
0.90873075
0.32346277
0.816345496
0.48777139
0.9744168
0.09322339
0.34230234
0.87801264
0.41771212
0.94859388
0.19027779
0.00683776
0.93549939
0.23532711
0.70179821
0.81418218
0.58511242
0.94614791
0.19624218
0.61605471
0.02247208
0.77801762
0.78437806
0.65969356
0.87354515
0.42464745
0.95285577
0.17519448
0.56555523
0.9524686
0.15348506
0.9294236
0.97483939
0.09528706
0.33829921
0.8709728
0.44020257
0.96036645
0.1462891
0.48976553
0.97447519
0.09747825
0.34510733
0.87000029
0.41479924
0.9468824
0.19682822
0.6163384
0.92203338
0.2839251

0.73125
0.7968481
0.69813501
0.82189542
0.57099032
0.95539875
0.16618872
0.5602791
0.96862893
0.11902901
0.40741204
0.94156713
0.21457204
0.85729042
0.87873786
0.41616663
0.94799007
0.1080451
0.6090525
0.92802801
0.2584919
0.74763587
0.73883826
0.7580323
0.17523288
0.79833174
0.03718842
0.90165291
0.34583227
0.88639692
0.40498423
0.09979081
0.20077796
0.84053844
0.86183533
0.46603043
0.97039582
0.1118787
0.38751124
0.9295098
0.26840489
0.76581773
0.09922852
0.81988847
0.57923833
0.95252199
0.17678791
0.56653574
0.95773868
0.11571594
0.51848805
0.97966695
0.09694652
0.35098292
0.8883924
0.38667869
0.92491721
0.27083692
0.77818871
0.69029244
0.8837927
0.54851427
0.96809852
0.11862018
0.4077488
0.94380517
0.21379566
0.6504889
0.880712
0.40955297
0.94309477
0.3090139
0.64542783
0.89251791
0.874268
0.91202718
0.30911334
0.12139697
0.45582699
0.94736531
0.19647071
0.03082927
0.92698812
0.26392218
0.75793484
0.7811599
0.79264652
0.64054948
0.89796866
0.8573217
0.89807032
0.36662991
0.9035326
0.33993688
0.87634747
0.426234757
0.95864975

-0.0999
-0.1580731
-0.7221506
-4.8502617
-100.66867
-4832.737
-9.058649
-2.2E+10
-3.99E+11
-6.22E+83
-1.51E+168





Write your Python code here:

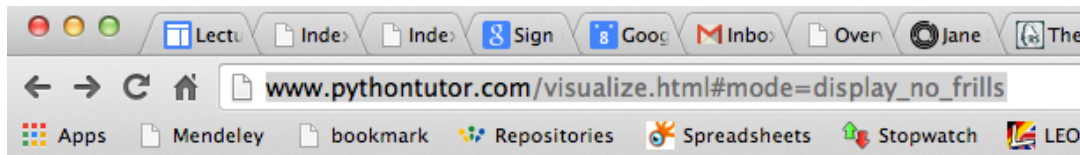
```
1 # File: chaos.py
2 # A simple program illustrating chaotic behavior
3 #
4 # ** this does no error checking **
5 #
6 # Matt Bishop, ECS 10, Spring 2014
7 #
8
9 # announce what the program does
10 print("This program illustrates a chaotic function")
11
12 # ask, and convert it to a float
13 x = float(input("Enter a number between 0 and 1: "))
14
15 #
16 # now apply the chaotic function 100 times
17 #
18 for i in range(100):
19     x = 3.9 * x * (1 - x)
20     print(x)
21
```

Python Tutor: Stepping through code ...

Execute code using , , ,
 , , and .

Here are some example Python code snippets to visualize:

- Basic: [hello](#) | [happy](#) | [intro](#) | [filter](#) | [tokenize](#) | [insertion sort](#)
- Math: [factorial](#) | [fibonacci](#) | [memoized fibonacci](#) | [square root](#) | [gcd](#) | [towers of hanoi](#)
- User Input: [raw input](#)
- Objects: [OOP 1](#) | [OOP 2](#) | [OOP 3](#) | [inheritance](#)



```
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```

Frames

... line by line

[Edit code](#)

<< First < Back Program terminated Forward > Last >>

ValueError: could not convert string to float: '0.3+0.5'

→ line that has just executed

→ next line to execute

Program output:

```
This program illustrates a chaotic function
Enter a number between 0 and 1: 0.3+0.5
```

The screenshot shows the Online Python Tutor interface. The code being executed is:

```
1 N = 5
2
3 rice = 1
4 total = rice
5
6 for i in range(N):
7     print("i =", i)
8     rice = rice * 2
9     total = total + rice
10    print("rice now:", rice, "total =", total)
```

The current state of the program is shown in the 'Global frame' table:

Global frame	
N	5
rice	32
total	63
i	4

The program output is:

```
i = 0
rice now: 2 total = 3
i = 1
rice now: 4 total = 7
i = 2
rice now: 8 total = 15
i = 3
rice now: 16 total = 31
i = 4
rice now: 32 total = 63
```

At the bottom of the interface, there are buttons for 'Generate URL' and 'Generate embed code', along with their respective input fields.

**Lots of rice: doubling
from one square to the
next**

Exception Handling

```
divby0.py - /Users/ludaesch/Dropbox/10-SQ-2014/programs/divby0.py
# File: divby0.py
# See what happens when you divide by 0
#
# Note: to get to the last two parts (where this catches the exception),
# comment out the first division
#
# Matt Bishop, ECS 10, Spring 2014
#
#
# this can be any integer
# -- if you want to see the difference between the two catches,
#    set this to a string like 'hello'
x = 7
#
# Divide, and bomb
y = x / 0
#
# Here's how you check for it
try:
    y = x / 0
except:
    print("Error occurred")
#
# And here you catch *only* the division by zero
try:
    y = x / 0
except ZeroDivisionError:
    print("You can't divide by 0!")
    print("Really, you can't!")
except TypeError:
    print("You can't divide these types!")
```



```
Python 3.2.3 (v3.2.3:3d0686d90f55, Apr 10 2012, 11:09:56)
```

```
[GCC 4.0.1 (Apple Inc. build 5493)] on darwin
```

```
Type "copyright", "credits" or "license()" for more information.
```

```
>>> ===== RESTART =====
```

```
>>>
```

```
Traceback (most recent call last):
```

```
  File "/Users/ludaesch/Dropbox/10-SQ-2014/programs/divby0.py", line 18, in <module
```

```
>
```

```
    y = x / 0
```

```
ZeroDivisionError: division by zero
```

```
>>> ===== RESTART =====
```

```
>>>
```

```
Error occurred
```

```
You can't divide by 0!
```

```
Really, you can't!
```

```
>>> |
```

```
Ln: 15 Col: 4
```

```
#
# Divide, and bomb
y = x / 0

#
# Here's how you check for it
try:
    y = x / 0
except:
    print("Error occurred")

#
# And here you catch *only* the division by zero
try:
    y = x / 0
except ZeroDivisionError:
    print("You can't divide by 0!")
    print("Really, you can't!")
except TypeError:
    print("You can't divide these types!")
```

```
Ln: 1 Col: 0
```

Points to remember

- Python variables and expressions have **types**
 - We can ask, e.g., **type(x)** to learn about x's type.
 - There are functions to convert between types
- Loops are used to execute the same steps over and over:
 - **for** loops:
 - do something a **number of times**, e.g., by stepping through a sequence values
 - **while** loops (later):
 - do something until a **condition** becomes true

Points to remember

- Sometimes Python “crashes” during program execution
- We get an **error message** which helps to fix the error (read the message carefully!)
- We can use **exception handling** to deal with situations that might raise a runtime warning or error.