## 15-110 recitation 01

## Recap

- -syllabus, general policies \& resources
- -what is an algorithm? math, strings \& chars, booleans, types
- -editors v. interpreters
- -print statements \& variables


## Reminders!

Check1 due Monday!

## Problems

## algorithms

Problem
Suppose you have quarters, nickels, dimes, and pennies and want to make change for a certain number of cents, how would you get change in the fewest number of coins? Write an algorithm (in English, no code necessary) to solve this.

## programming basics

## Problem

1. Modulo cases: $5 \% 3,3 \% 5$
2. What is the difference between $20 / 3,20 / / 3$, and $20 \% 3$ ?
3. What is the result of $4^{* *} 3$ ?
4. Given $(x=1)$, what will be the value of $x$ after we run $(x=x+2)$ ?
5. What is the result of float(1)?
6. What is the result of bool("False")?
7. What is the result of $10==" 10$ "?
8. What is the result of $34>34$ ?
9. What is the correct way to output "Hello World" from the editor?
10. How do you create a variable named $x$ which is assigned the value 5 ?

## Bonus Questions:

What is the difference between $==$ and $=$ ?
What are the operators that can be used to compare numbers?

