



A2.6 Decomposition, composition and automation

Recursion and computational thinking · A level · OCR H446 2.1.3, AQA
7517 4.4.1.9 · about 20 min

Name _____

Class _____

Date _____

What this lesson is about

Thinking procedurally, compound procedures and compound data, and putting a model into action.

- Decomposition
- Composition
- Automation

Questions

5 marks in all

1. What is procedural decomposition? [1 mark]

- ☐ A Breaking a problem into sub-problems that each accomplish an identifiable task, which may be further subdivided
- ☐ B Combining procedures into a compound procedure
- ☐ C Removing unnecessary detail from a problem
- ☐ D Running a model to solve a problem

2. Which are examples of composition? [1 mark]

Tick every answer that is true.

- ☐ A A fetch procedure built from drive_to and grip
- ☐ B A tree made of nodes, each holding a list of smaller trees
- ☐ C A route stored as a list of shapes, each a list of legs
- ☐ D Removing the colours from a map

3. Put the steps of automation in order. [1 mark]

Number the lines 1 to 4 to put them in the right order.

- ___ Execute the code
- ___ Create an algorithm
- ___ Implement the model in data structures
- ___ Implement the algorithm in program code

4. What does this program print?

[1 mark]

```
def double(x):  
    return x * 2  
  
def add_three(x):  
    return x + 3  
  
def compose(f, g):  
    def both(x):  
        return f(g(x))  
    return both  
  
h = compose(double, add_three)  
print(h(4))
```

5. When thinking procedurally about a problem, what should you identify?

[1 mark]

Tick every answer that is true.

- ☐ A The components of the problem
- ☐ B The components of the solution
- ☐ C The order of the steps needed
- ☐ D The sub-procedures necessary
- ☐ E The programming language's keywords

The task: a route built from pieces

A **leg** is a tuple (direction, cm), where direction is one of "forward", "backward", "left" or "right" and cm is a distance. A **shape** is a list of legs. A **route** is a list of shapes. The starter builds this route from two shapes: `step = [("forward", 20), ("right", 20)]`, `square = [("forward", 20), ("right", 20), ("backward", 20), ("left", 20)]`, `route = [step, square, step]` Write three procedures, each built from the one before: - `drive_leg(leg)` prints `leg <direction> <cm>` and drives that leg at speed 60, sliding sideways for left and right (the robot never turns); - `drive_shape(shape)` drives every leg of a shape, using `drive_leg`; - `drive_route(route)` drives every shape of a route, using `drive_shape`. Drive the route, then print `route done: <shapes> shapes, <legs> legs`, which for this route is `route done: 3 shapes, 8 legs`. The robot should finish 40 cm right of and 40 cm up from where it started.

```
# the two lines every program starts with: the commands, then the robot
from bugbot import *
connect()

step = [("forward", 20), ("right", 20)]
square = [("forward", 20), ("right", 20), ("backward", 20), ("left", 20)]
route = [step, square, step]

def drive_leg(leg):
    direction, cm = leg

def drive_shape(shape):
    pass

def drive_route(route):
    pass
```

Plan your program here, then type it in and press Run.



Do it on the robot

www.bugbotlab.com/learn/a2-6-decomposition-composition-and-automation/

The simulator checks it and tells you when it passes. Nothing to install, no account.

Challenges

1. Add a shape `zigzag` and a new route that uses it twice, without changing any of the three procedures.
2. Draw the route as a tree like the tidy job. What are the leaves?
3. Decompose "play a game of robot football" as far as three levels. Which sub-procedures would two robots share?

