

# The Programming Layer Chapter 6&7&9

Intro to Computer Science and Software Engineering

## **Programming Languages**



- Instructions to the machine directly relate to these
  - operations
  - Computer :Store ,retrieve and process,display data
  - User : enter data
- Machine Languages
  - A set of instructions executed directly by a computer's CPU



## The layer of languages



C/C++

Java

Python

.....

High-level Language

**Assembly Language** 

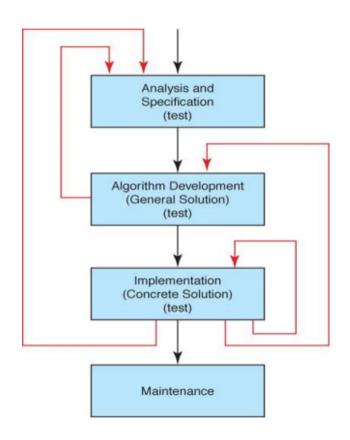
Machine Language

Hardware

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# **Computer problem-solving process**





#### **Abstract Step**

An algorithmic step containing unspecified details

#### Concrete Step

An algorithm step in which all details are specified

## Algorithm and pesudocode



- Algorithm
  - an ordered set of unambiguous steps that produces a result and terminates in a finite time.
- Pseudocode
  - an Englishlike representation for algorithm

#### **Algorithms with Simple Varibles:Three constructs**

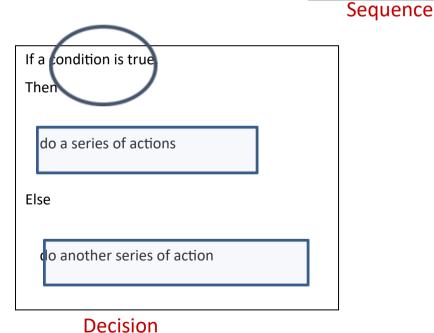


Sequence, Decision and Repetition (loop)

do action 1
do action 2
....

A variable must be used to store the value of current condition!

Simple variable is enough, e.g. int count = 0;



While a condition is true,

do action 1
do action 2
.....

Repetition

# **Basic Algorithms**



#### Searching Algorithms

- Sequential searching
  - Unordered list
  - Ordered list
- Binary searching (ordered list)

#### Sorting

- Basic Sorting
  - Selection sort
  - Bubble sort
  - Insertion sort
- Other sorting algorithm

# **Recursive Algorithms**



- a process in which an algorithm called itself
  - Quick sort
  - Shell sort
  - Factorial example

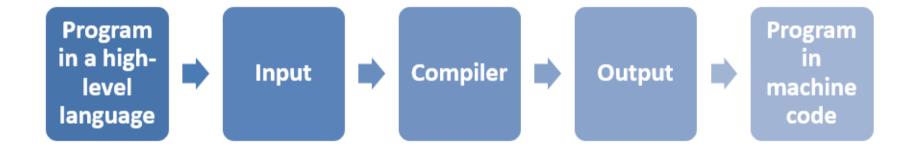
#### **Factorial**

```
Input: a positive integer num

1. if (num is equal to 0)
then
1.1 return 1
else
1.2 return num * Factorial (num-1)
End if
End
```

## **Compilers**





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2022 Intro to CS and SE

## **Programming Language Paradigms**



Imperative(命令式)

Declarative(声明式)

## **Programming Language Paradigms**



- Categorized according to the approach they
  use in solving a problem and the category of
  problem they solve.
  - Procedural (imperative)
  - Object-Oriented
  - Functional
  - Logic (declarative)

## **Key Points**



#### • Chapter 6

- Programming Language (Machine Language, Assembly Language, High-level Language)
- CPU instructions and Programs
- Algorithm and Expressing Algorithm using Pseudocode

#### Chapter 7

- Simple variables and Composite variables (Array and Record)
- Concepts of Sorting and Searching
- Sequential Searching and Binary Searching (Array-based and Tree-based)

## **Key Points**



#### • Chapter 9

- Translation Process (Complier and Interpreter)
- Programing Language Paradigms (Imperative and Declarative)