

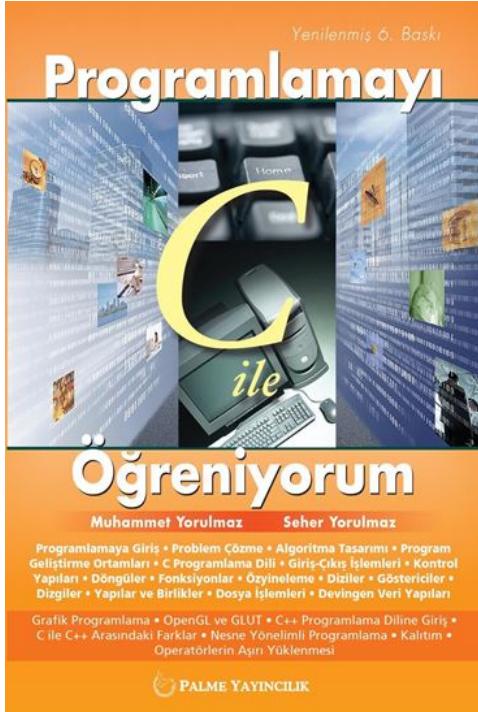
# Programlama



**Suhap SAHIN  
Onur GÖK**

# Kaynaklar

<http://www.palmeyayinevi.com/programlamayı-c-Ile-ogreniyorum>



# Kaynaklar

[https://www.tutorialspoint.com/computer\\_programming/index.htm](https://www.tutorialspoint.com/computer_programming/index.htm)

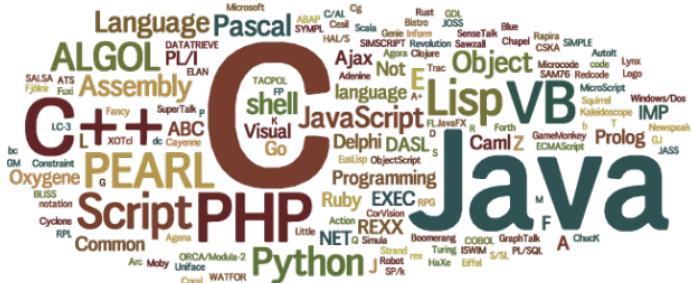
The screenshot shows the homepage of tutorialspoint.com. At the top, there's a navigation bar with links for HOME, TUTORIALS LIBRARY, CODING GROUND, and a search bar. The main header features the text "LEARN COMPUTER PROGRAMMING" and "simply easy learning". Below the header, there are two large circular icons with "gear" symbols. The left icon has a red border and the right one has a blue border. A red button labeled "LEARN COMPUTER PROGRAMMING writing computer programs" is visible. On the left side, there's a sidebar with a navigation menu for "Computer Programming Tutorial" and a list of sub-topics: Home, Overview, Basics, Environment, Syntax, Data Types, Variables, Keywords, Operators, and Decisions. The main content area contains text about what computer programming is and who it's for, followed by a section titled "Audience" which describes the target audience for the tutorial.



# Konular

## 1. Giriş

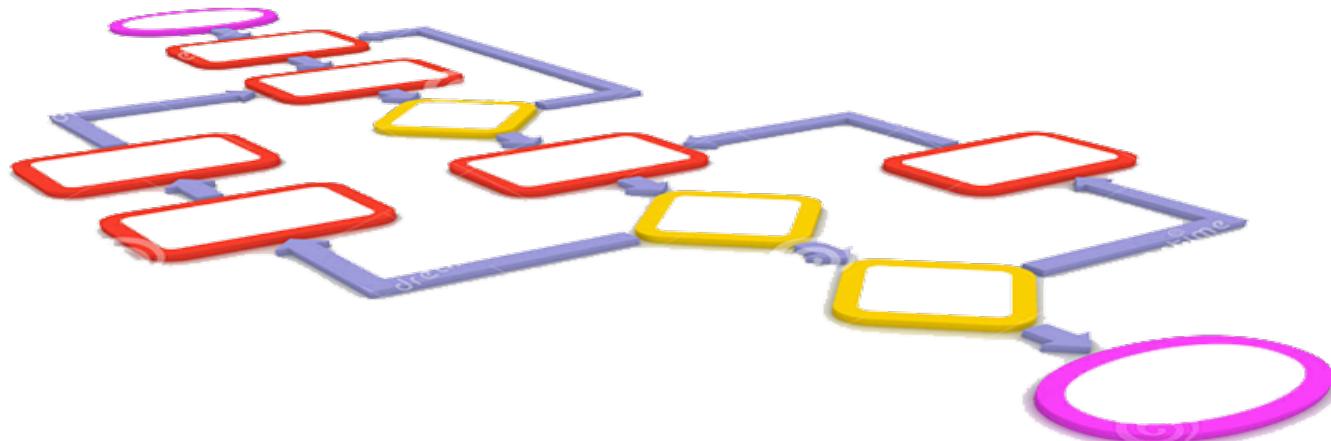
## a. Temel Kavramlar



# Konular

## 1. Giriş

- a. Temel Kavramlar
- b. Akış Semaları

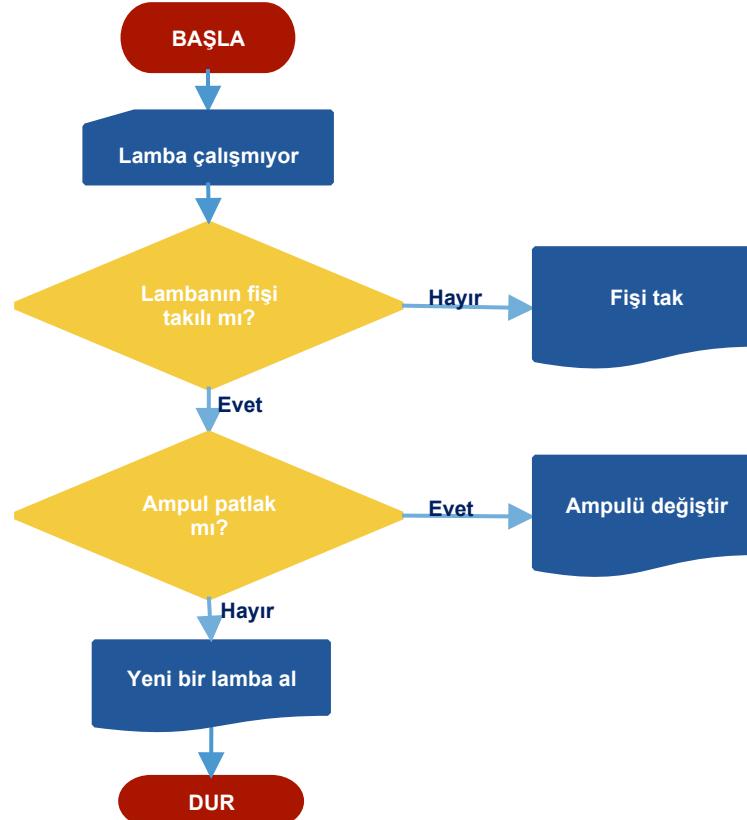


# Konular

## 1. Giriş

- a. Temel Kavramlar
- b. Akış Semaları

## 2. Algoritma Geliştirme



# Konular

## 1. Giriş

- a. Temel Kavramlar
- b. Akış Semaları

## 2. Algoritma Geliştirme

## 3. Programlama Diline Giriş

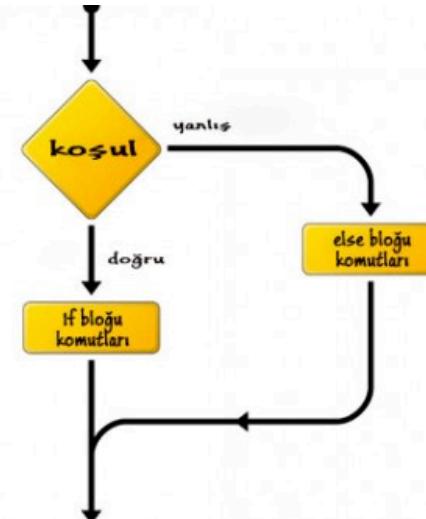


# Konular

1. Giriş
  - a. Temel Kavramlar
  - b. Akış Semaları
2. Algoritma Geliştirme
3. Programlama Diline Giriş
4. Program Akış Kontrol Yapıları

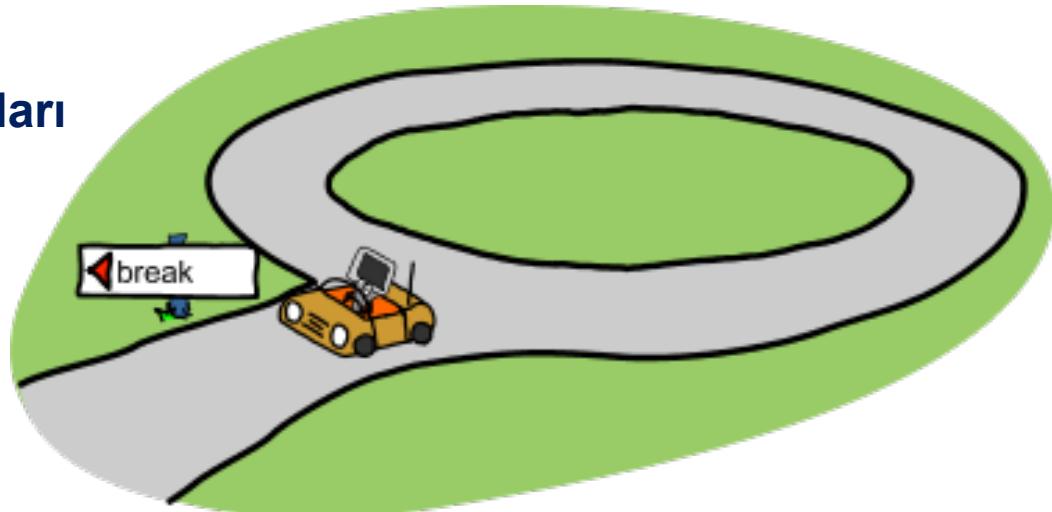
{ if & else }

```
RETURNS TABLE  
FOR EVENT AS CALLER...  
var name = null; var; Name;  
if (_termName != null) and (name != null)  
    _termName = name;  
foreach (var child in children)  
    visitNode(child);
```



# Konular

- 1. Giriş**
  - a. Temel Kavramlar**
  - b. Akış Semaları**
- 2. Algoritma Geliştirme**
- 3. Programlama Diline Giriş**
- 4. Program Akış Kontrol Yapıları**
- 5. Döngüler**



# Konular

- 1. Giriş**
  - a. Temel Kavramlar
  - b. Akış Semaları
- 2. Algoritma Geliştirme**
- 3. Programlama Diline Giriş**
- 4. Program Akış Kontrol Yapıları**
- 5. Döngüler**
- 6. Fonksiyonlar**



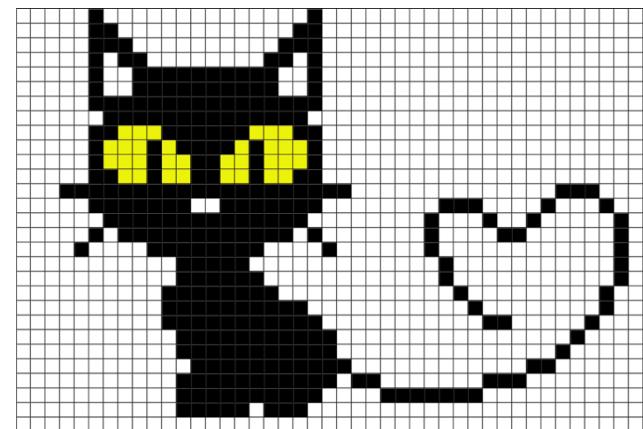
# Konular

- 1. Giriş**
  - a. Temel Kavramlar**
  - b. Akış Semaları**
- 2. Algoritma Geliştirme**
- 3. Programlama Diline Giriş**
- 4. Program Akış Kontrol Yapıları**
- 5. Döngüler**
- 6. Fonksiyonlar**
- 7. Diziler**



# Konular

- 1. Giriş**
  - a. Temel Kavramlar**
  - b. Akış Semaları**
- 2. Algoritma Geliştirme**
- 3. Programlama Diline Giriş**
- 4. Program Akış Kontrol Yapıları**
- 5. Döngüler**
- 6. Fonksiyonlar**
- 7. Diziler**
- 8. Matrisler**



# Giris



Suhap SAHIN  
Onur GÖK



# Giris

## Toplumun Gördüğü



# Giris

## Yakın Çevrenin Gördüğü



# Giris

## Hocaların & Patronun Gördüğü



# Giris

## Senin Gördügün



# Giris

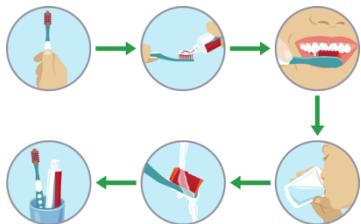
## Gerçekte olan



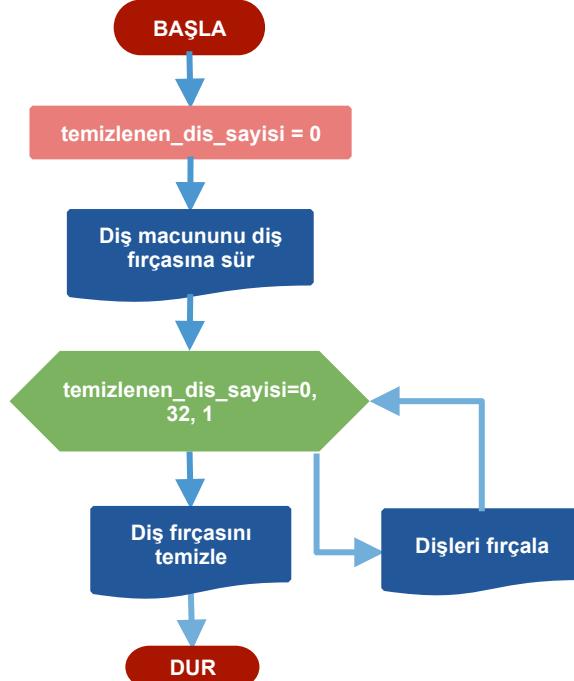
# Programlama

## Talimatlar

### Dizisi



### Algoritma



### Kod

```
#include <stdio.h>
#include <stdlib.h>

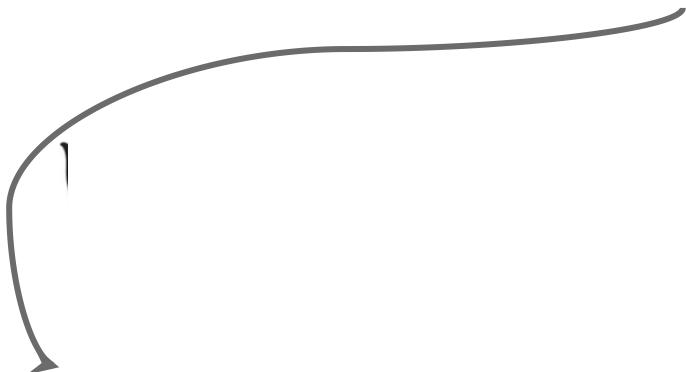
int main()
{
    int temizlenen_dis_sayisi;
    temizlenen_dis_sayisi=0;

    printf("Diş macunuń diş fırçasına sürü\n");

    while(temizlenen_dis_sayisi != 32){
        temizlenen_dis_sayisi=temizlenen_dis_sayisi+1;
        printf("%d . dişi fırçala\n",temizlenen_dis_sayisi);
    }
    printf("Diş fırçasını temizle\n");
    return 0;
}
```

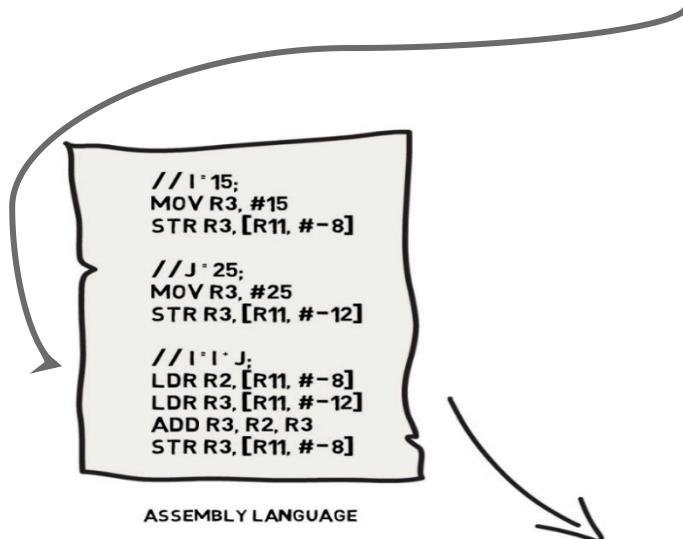
# Programlama

```
printf( "Hello, World!" );
```



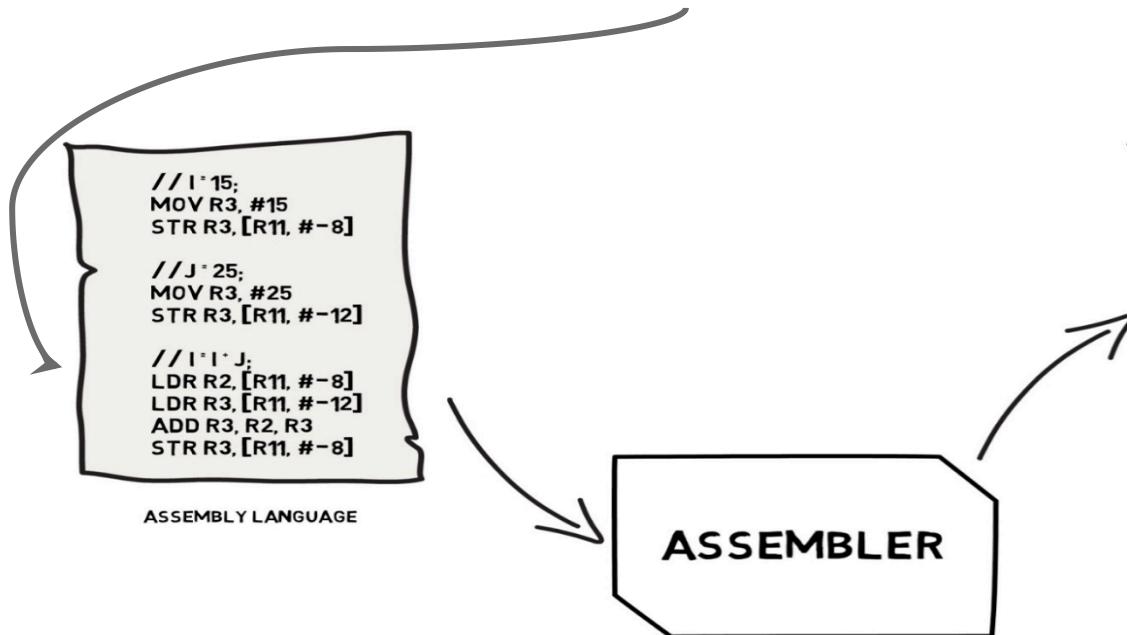
# Programlama

```
printf( "Hello, World!" );
```



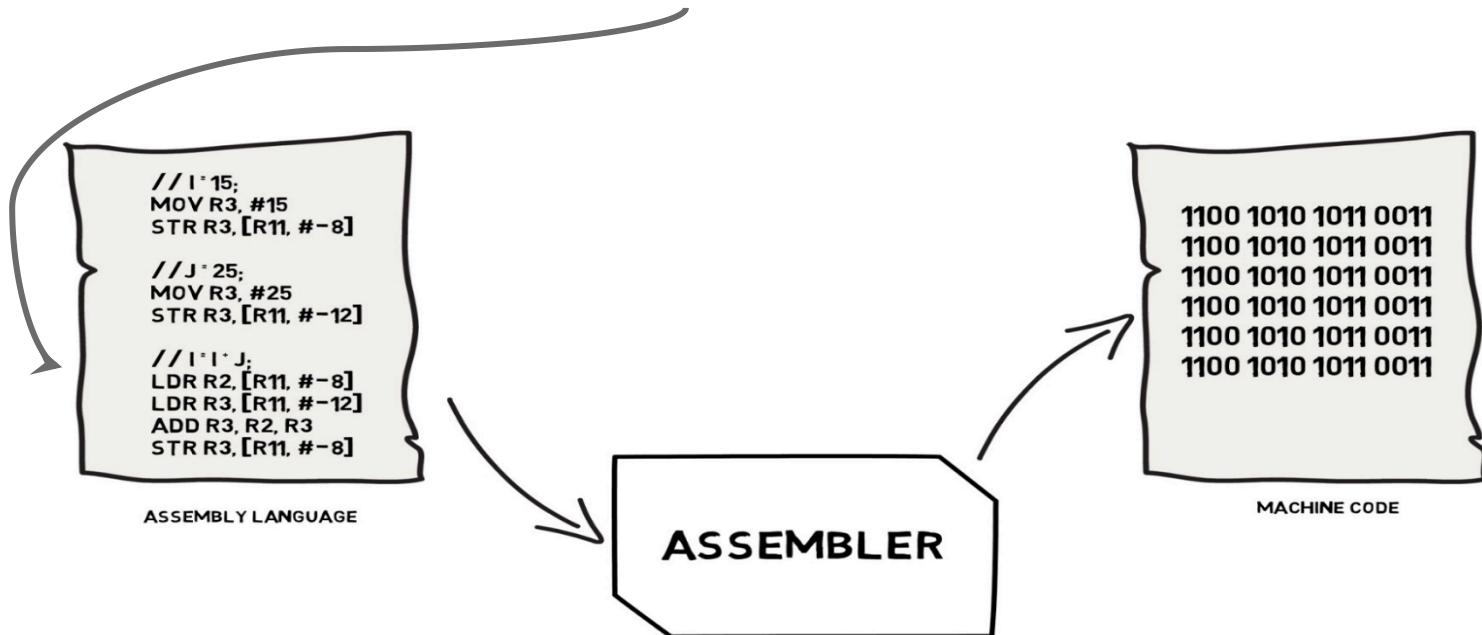
# Programlama

```
printf( "Hello, World!" );
```



# Programlama

```
printf( "Hello, World!" );
```



# Programlama Dilleri



# Programlama Dilleri



C#



C++



C



Objective-C



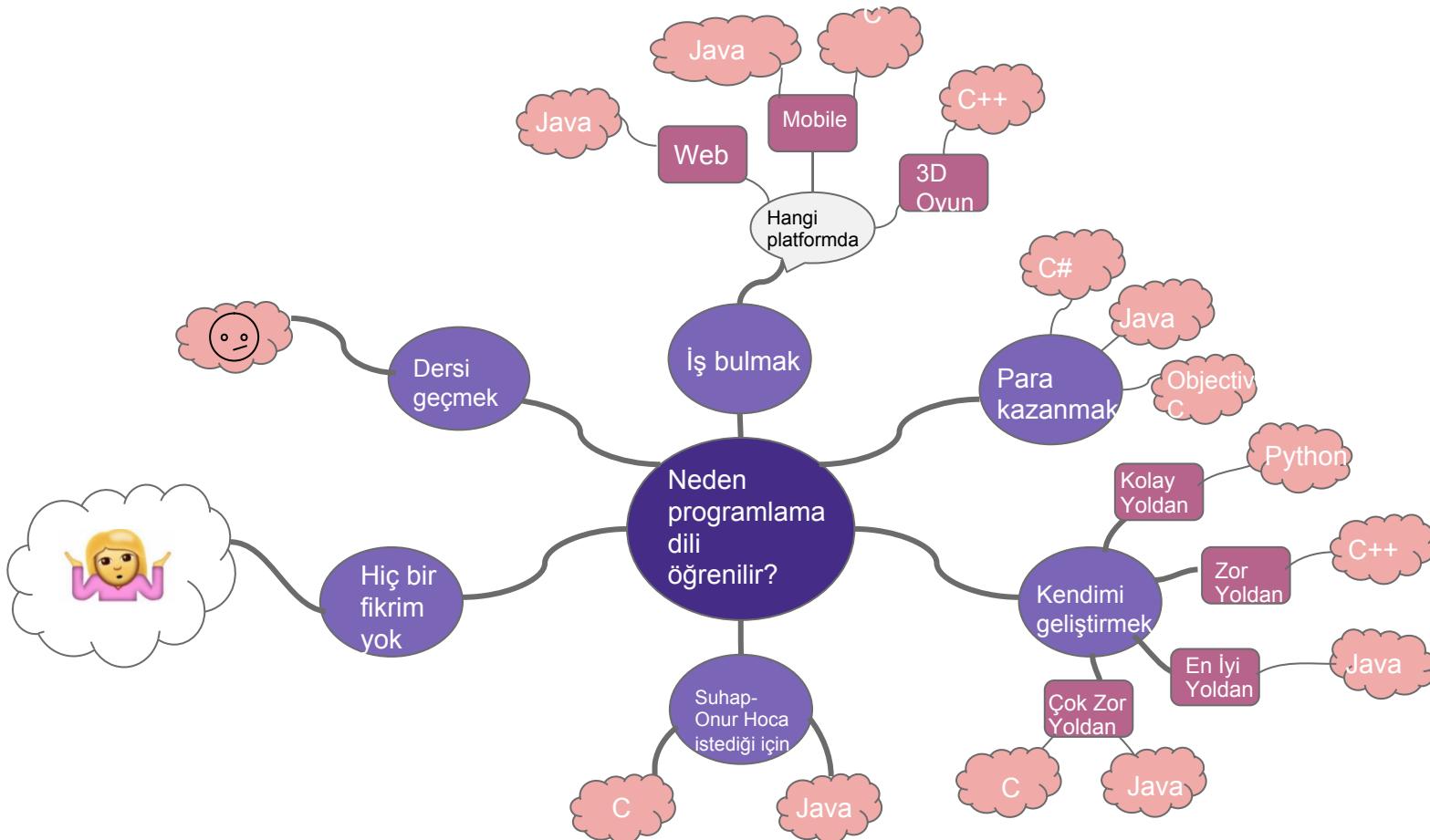
JavaScri  
pt



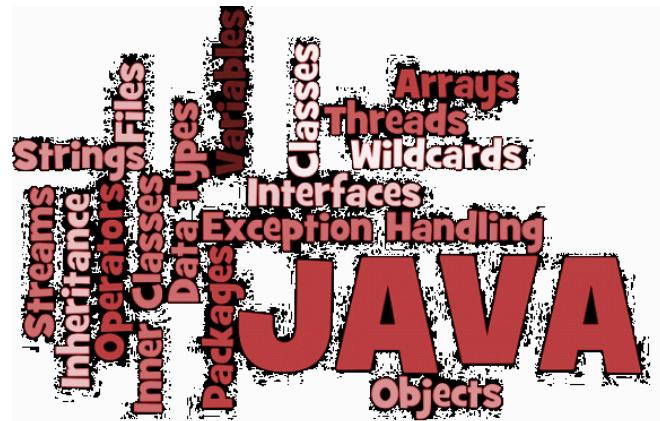
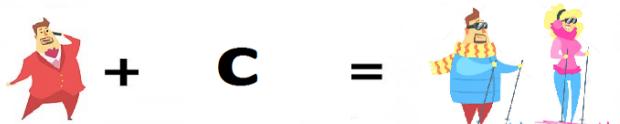
# Bilgisayar Programları



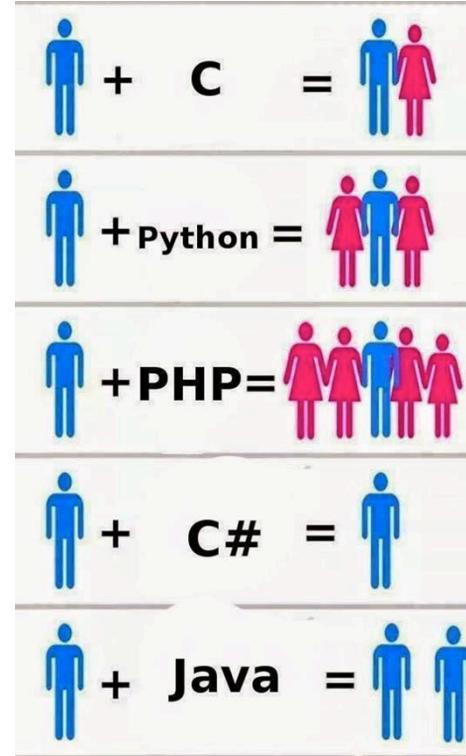
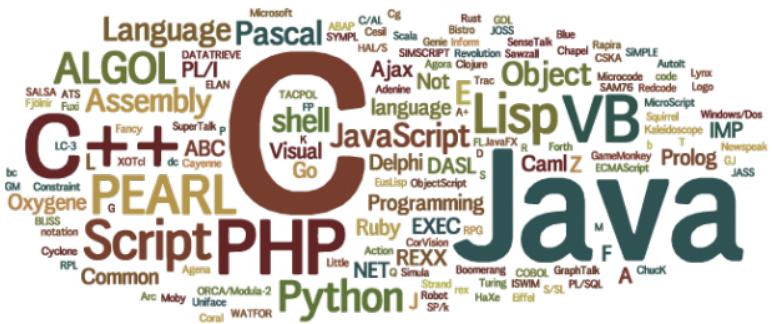
# Programcı



# Programci



# Programci



# Algoritma

istenilen sonucu almak için belirli sırayla gerçekleşlenecek  
talimatlar dizisi



# Algoritma Ornek

**iki sayıyı toplayıp sonucu gösteren algoritma**

**adım 1 – START**

**adım 2 – declare three integers a, b & c**

**adım 3 – define values of a & b**

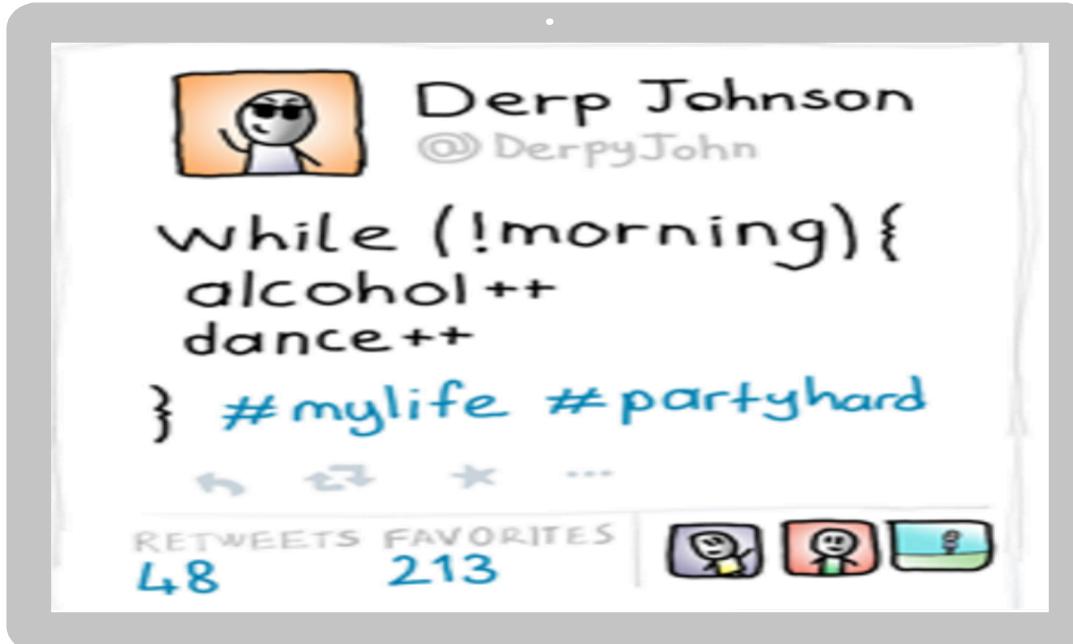
**adım 4 – add values of a & b**

**adım 5 – store output of step 4 to c**

**adım 6 – print c**

**adım 7 – STOP**

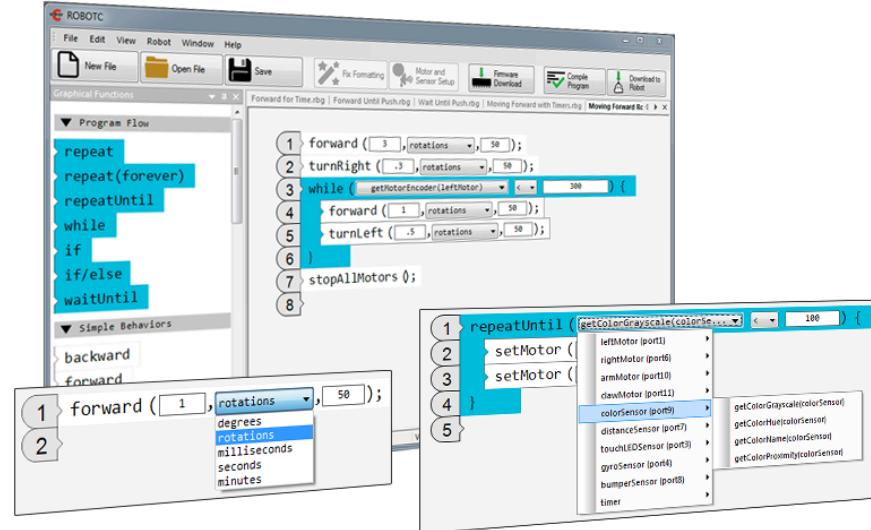
# Algoritma Ornek



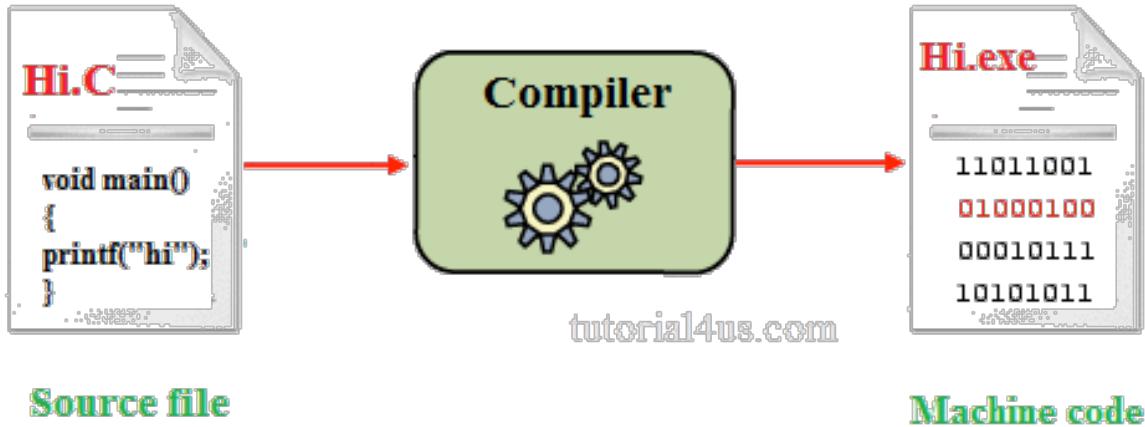
# Programlama

Dogal diller benzer sekilde, Bilgisayar Programlama Dilleri de birçok elemana sahiptir.

- ❖ Gelistirme ortamı
- ❖ Temel Sözdizilimi
- ❖ Veri Tipleri
- ❖ Degiskenler
- ❖ Temel Islemler
- ❖ Karar Mekanizmaları
- ❖ Döngüler
- ❖ Sayılar
- ❖ Karakterler
- ❖ Diziler
- ❖ Katar
- ❖ Fonksiyonlar
- ❖ Giriş Çıkıslar I/O



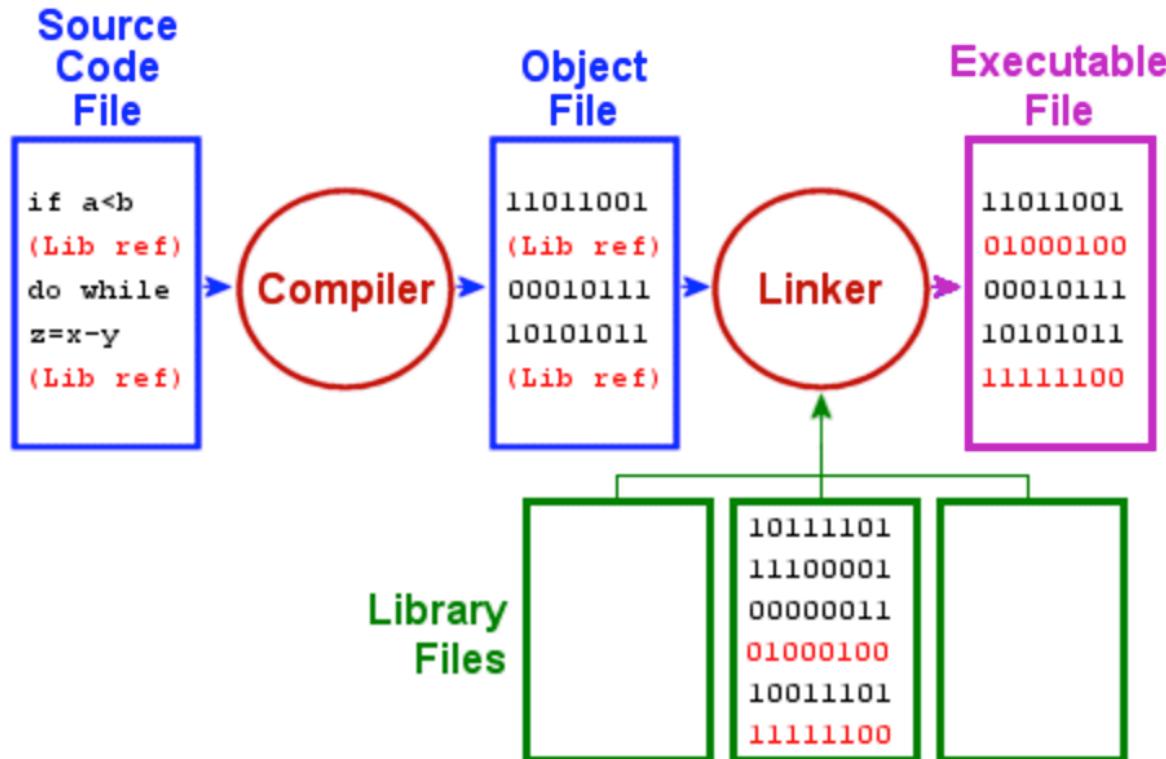
# Compiler(Derleyici)



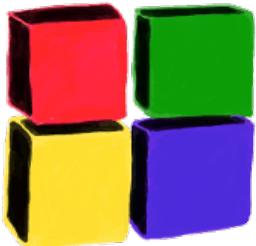
# Interpreter(Çevirici)



# Gelistirme Ortamı

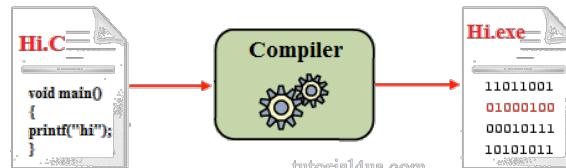


# Gelistirme Ortamı



Code::Blocks

```
#!/usr/bin/env python3
def main():
    print("Hello World")
if __name__ == '__main__':
    main()
```

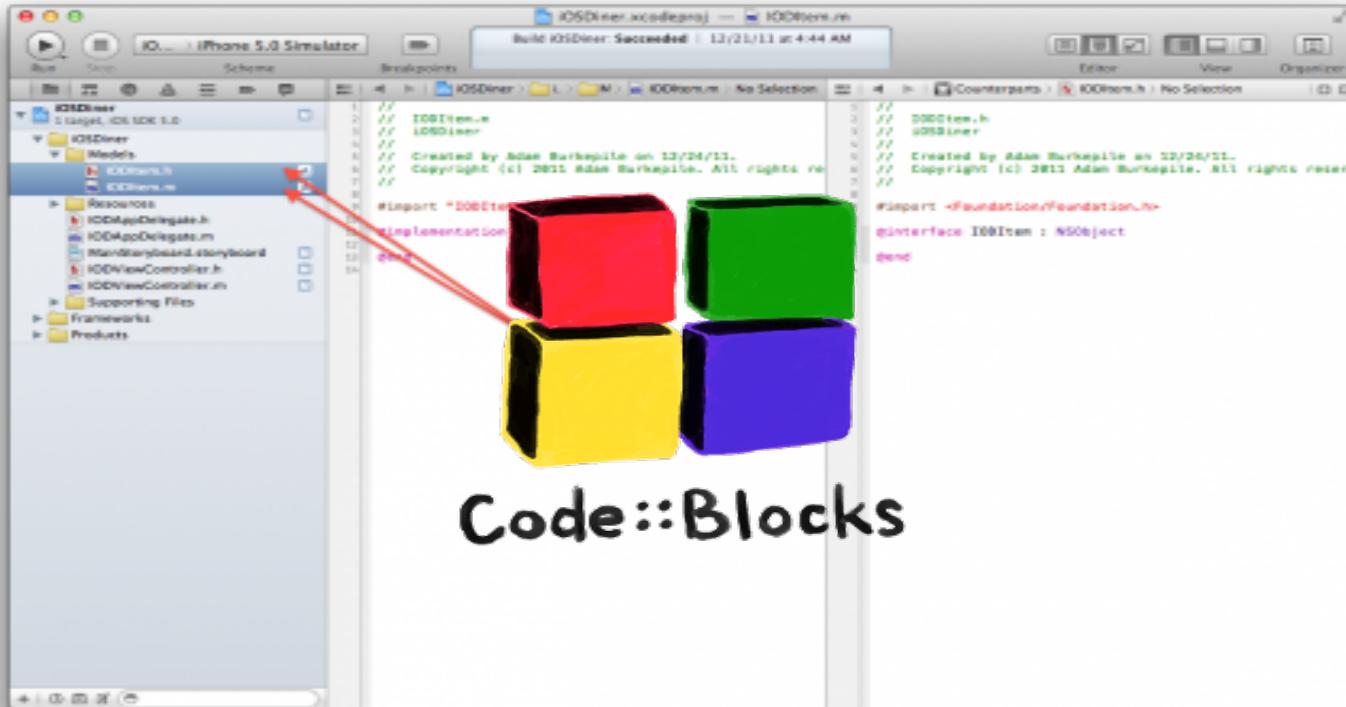


Source file

Machine code



# Gelistirme Ortamı



# Temel Kavramlar

Computer		Programmers		
Address	Content	Name	Type	Value
90000000	00			
90000001	00			
90000002	00			
90000003	FF			
90000004	FF	sum	int (4 bytes)	000000FF (255 <sub>10</sub> )
90000005	FF	age	short (2 bytes)	FFFF (-1 <sub>10</sub> )
90000006	1F			
90000007	FF			
90000008	FF			
90000009	FF	averge	double (8 bytes)	1FFFFFFFFFFFFFFF (4.45015E-308 <sub>10</sub> )
9000000A	FF			
9000000B	FF			
9000000C	FF			
9000000D	FF			
9000000E	90			
9000000F	00	ptrSum	int* (4 bytes)	90000000
90000010	00			
90000011	00			

# Sorular

