

# O Object O Oriented P Programming

S1 = Python with Bianca

S2 = Java with Bryan

DT228(TU856)/DT282(TU858) - 2

# Week 2

## Lab Revision and Python Foundations

# Objectives

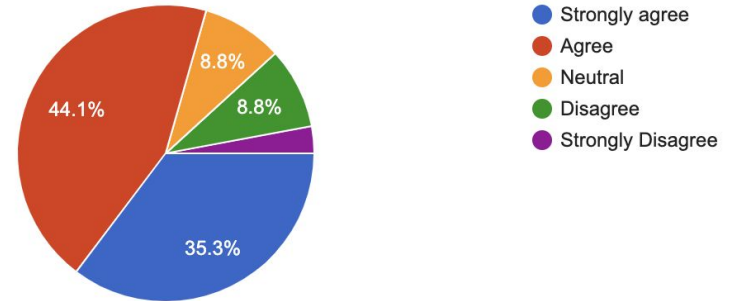
- Revise some concepts from the lab and general programming understanding
- Finish up on Wednesday's tutorial

The online lab session was an overall good experience for me.

34 responses

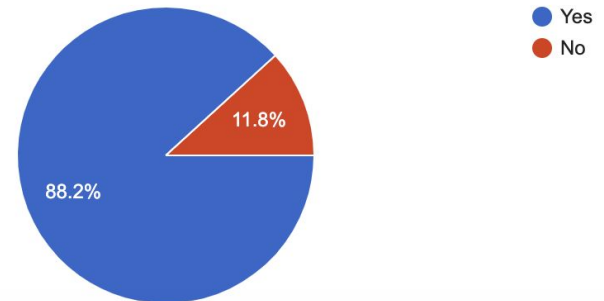
# Lab Feedback

- Stay in the lab group with one tutor
- More windows support



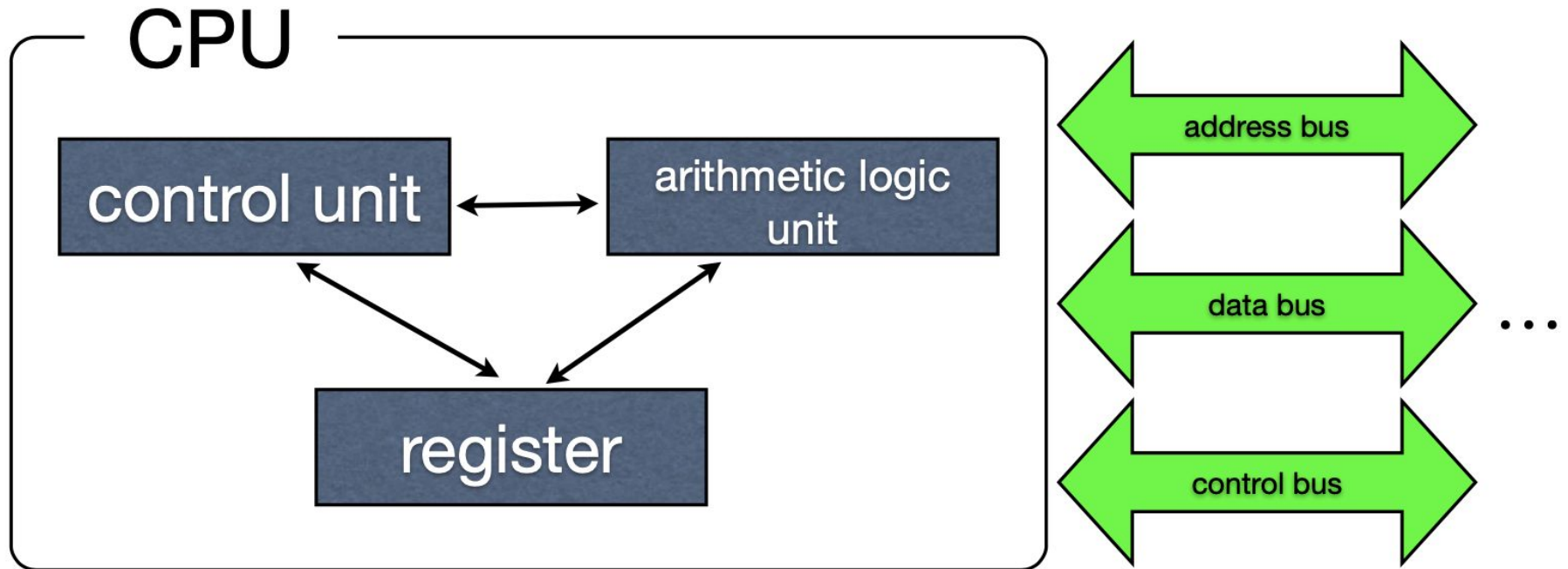
I accomplished the exercises in the allocated time

34 responses



# Programming Background

# Compilers, Interpreters and IDEs...



# What the CPU Sees

0CC1:0100	B4	09	BA	37	01	CD	21	B4-0A	BA	37	01	CD	21	B8	FF
0CC1:0110	FF	50	BE	39	01	BF	37	01-AC	3C	0D	74	03	50	EB	F8
0CC1:0120	58	3D	FF	FF	74	03	AA	EB-F7	B0	24	AA	B4	09	BA	35
0CC1:0130	01	CD	21	CD	20	0D	0A	42-69	74	74	65	20	67	69	62
0CC1:0140	20	65	69	6E	65	6E	20	6B-75	72	7A	65	6E	20	54	65
0CC1:0150	78	74	20	65	69	6E	3A	20-0D	0A	24	67	72	69	66	66
0CC1:0160	20	76	65	72	77	65	69	67-65	72	74	2F	6E	69	63	68
0CC1:0170	74	20	6D	94	67	6C	69	63-68	20	0D	0A	30	49	6E	68

# What Happens Inside the CPU

registers

Stack Pointer

AX=0000	BX=0000	CX=005B	DX=0000	SP=FFFE	BP=0000	SI=0000	DI=0000
DS=0CC1	ES=0CC1	SS=0CC1	CS=0CC1	IP=0100	NV UP EI PL NZ NA PO NC		

0CC1:0100 B409                      MOV            AH,09

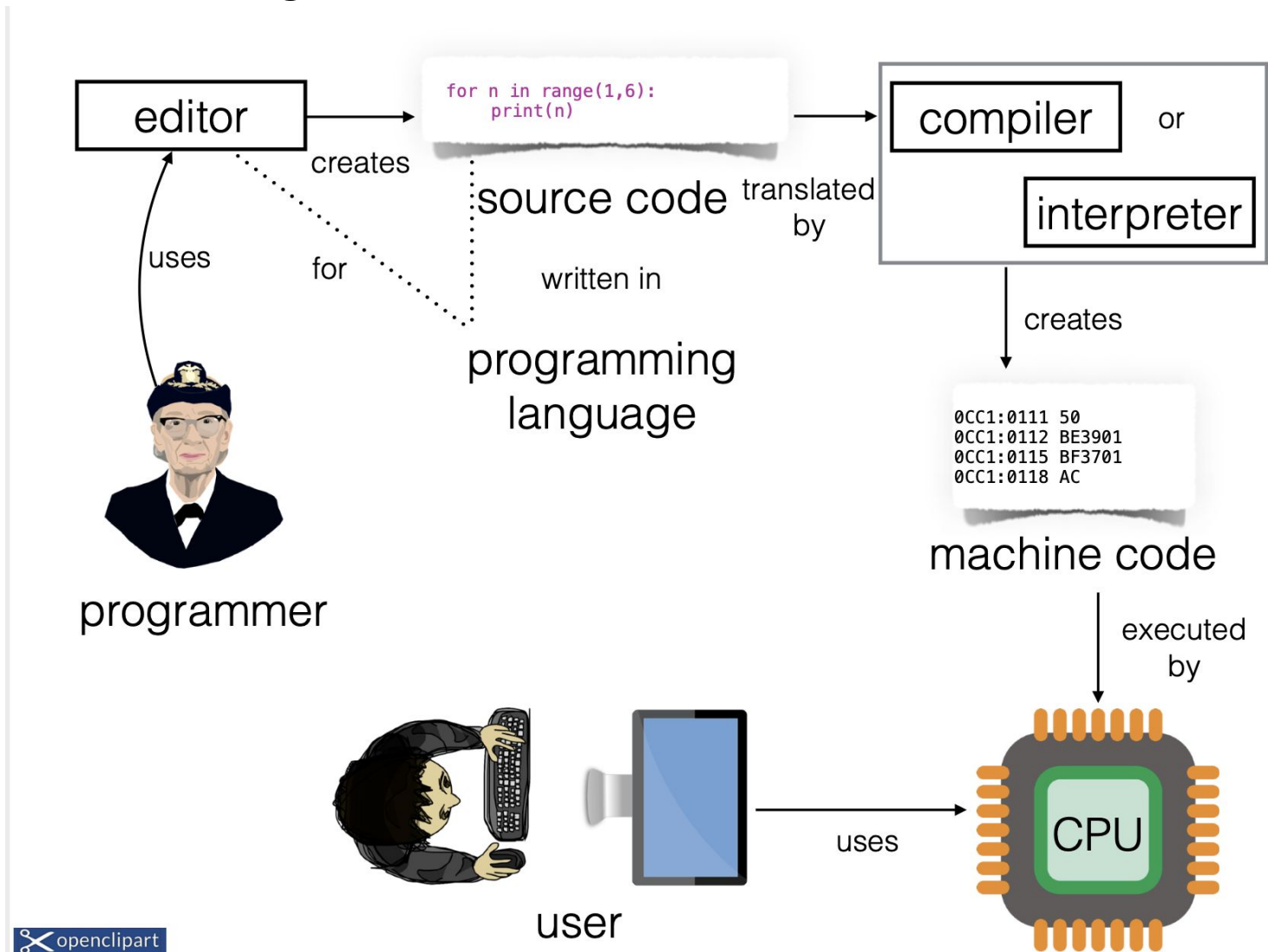
next instruction

Instruction Pointer

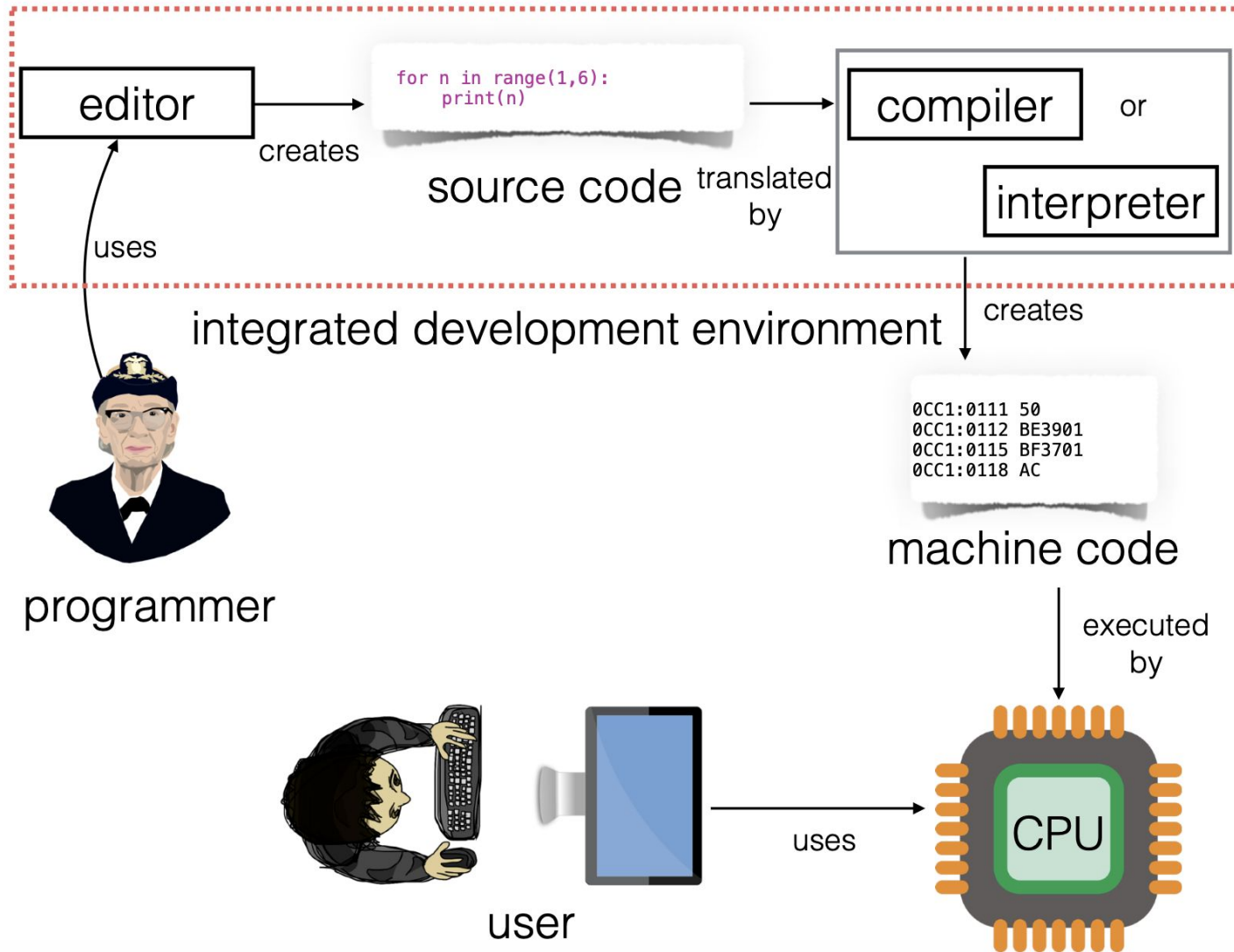
Flags



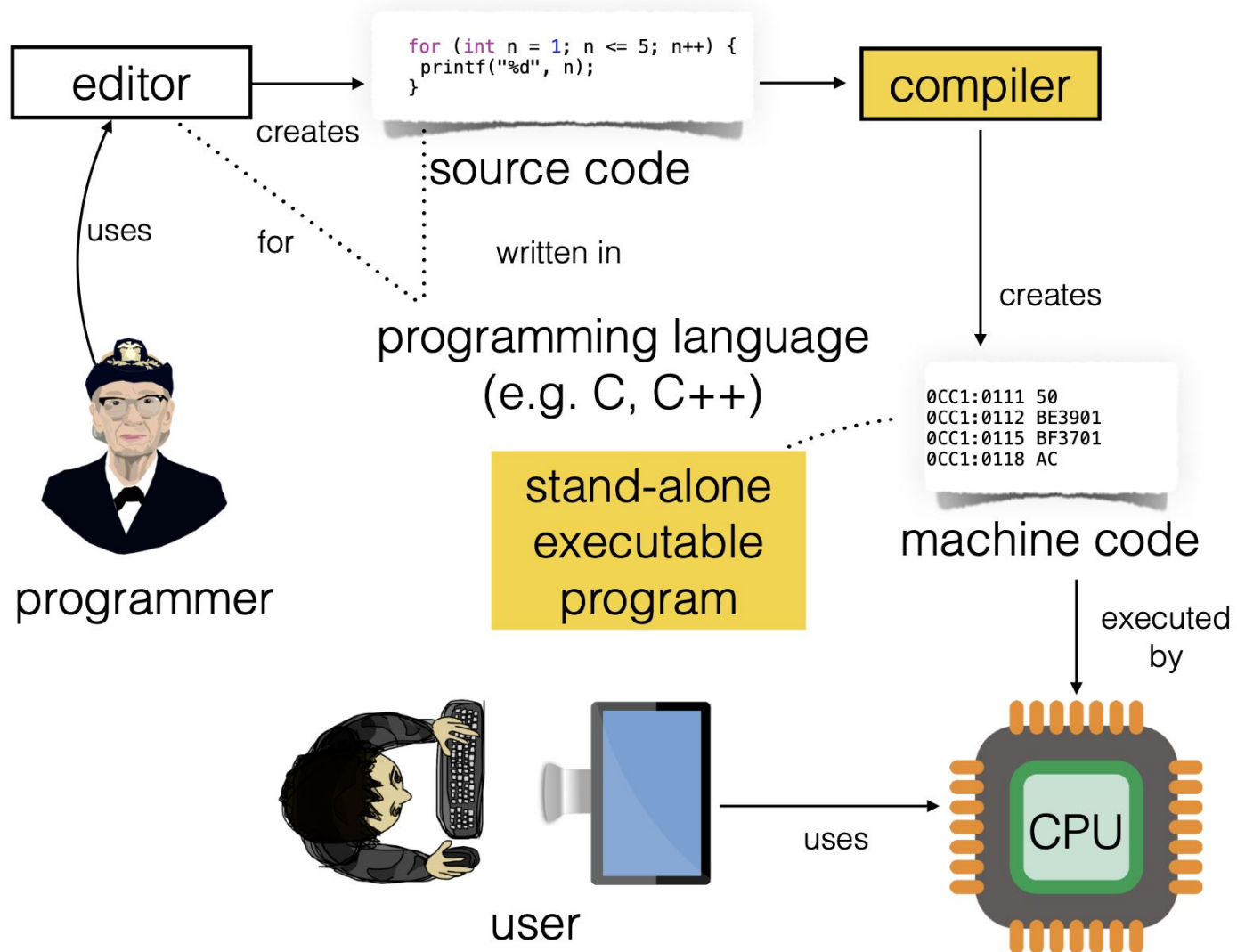
# How It Fits Together



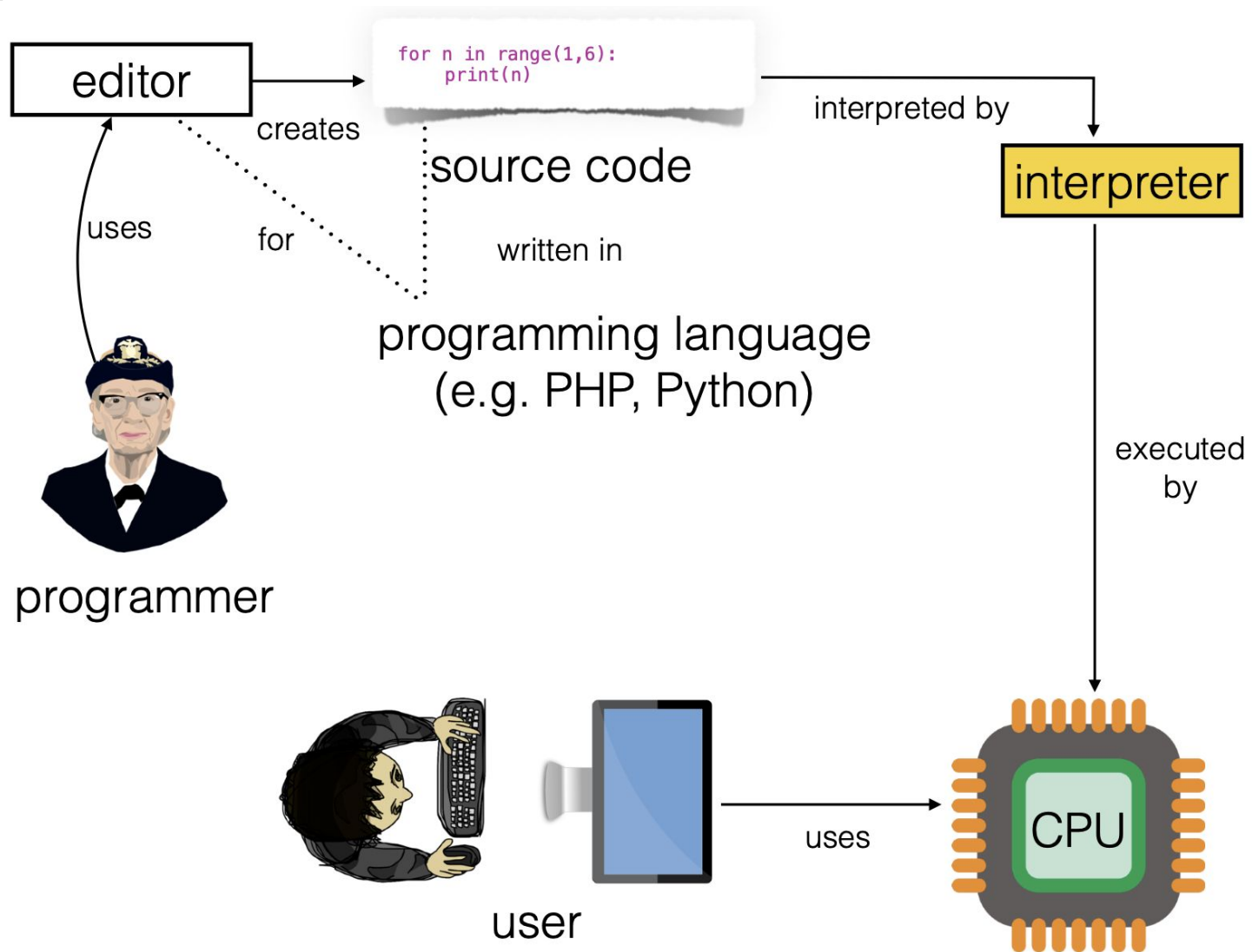
# Integrated Development Environment



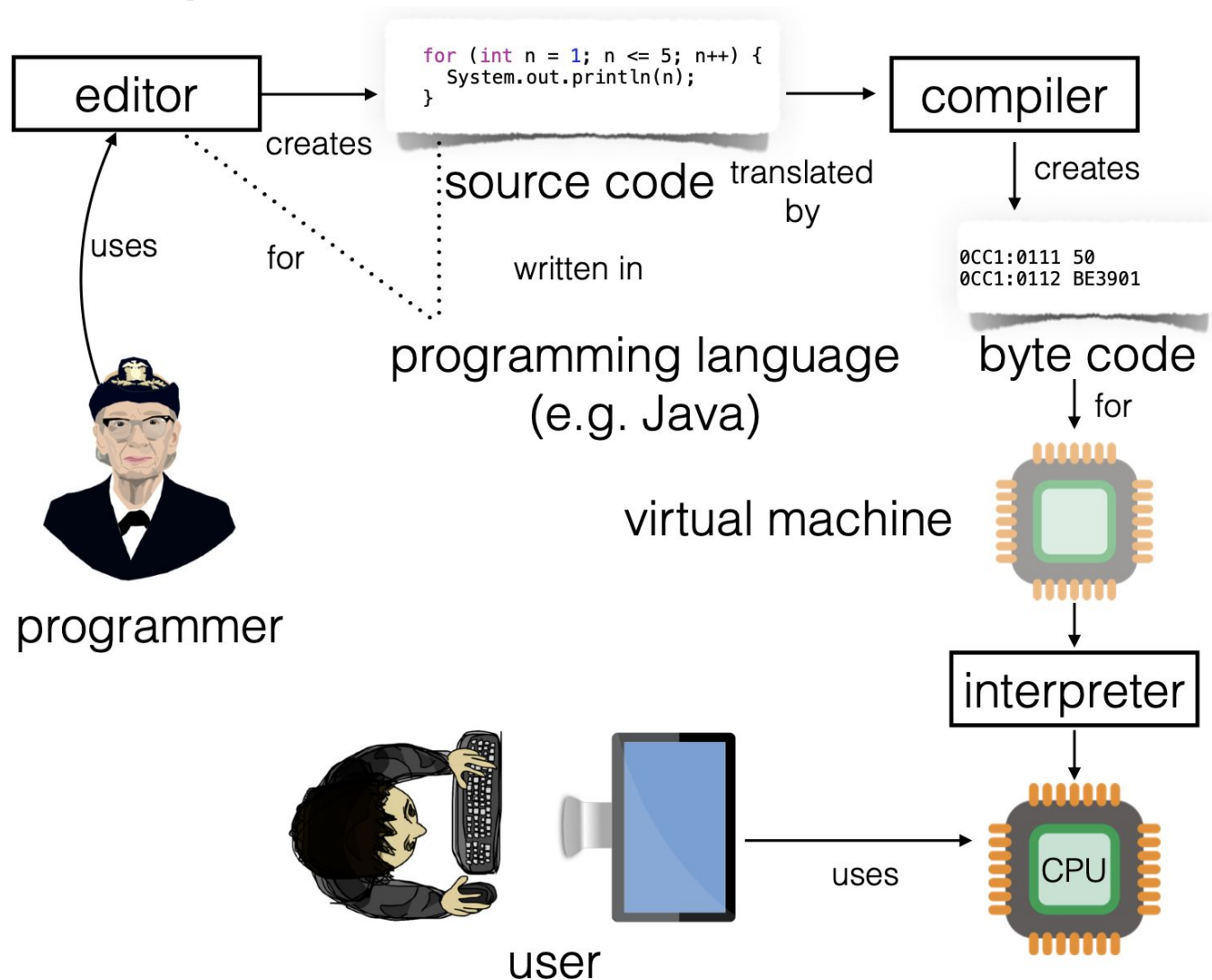
# Compiler



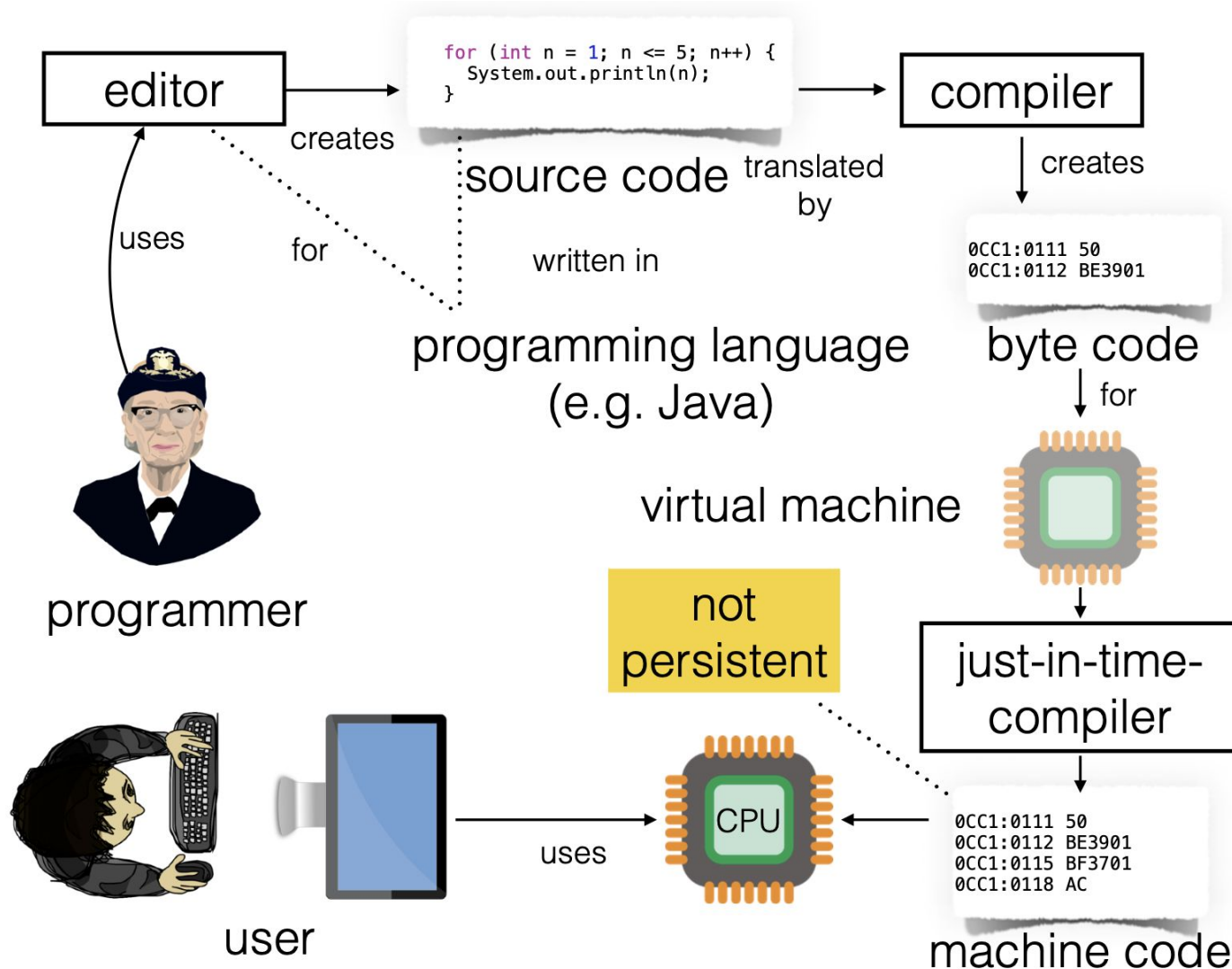
# Interpreter



# Java Example



# Just in Time Compiler



# Interpreter vs Compiler

[6]

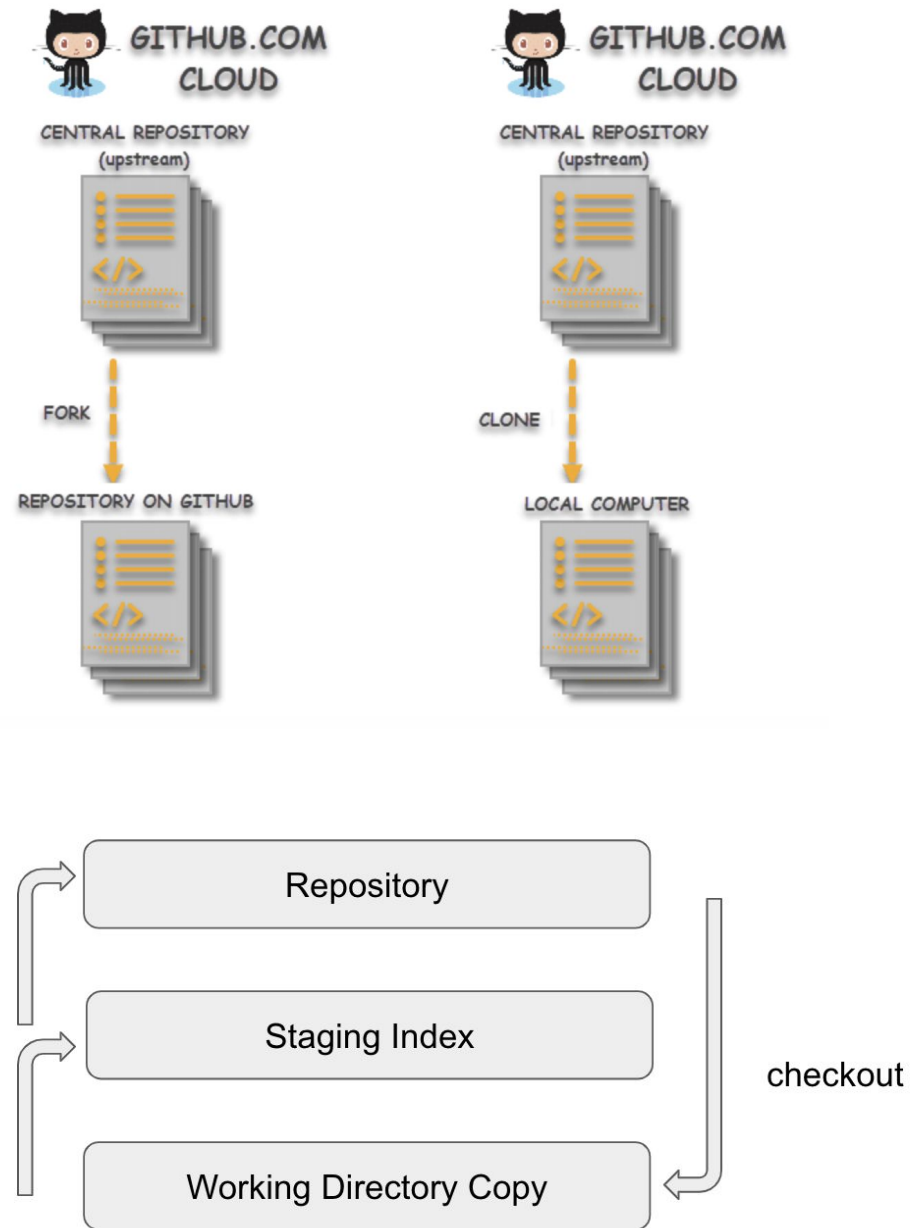
Interpreter	Compiler
Translates program one statement at a time.	Scans the entire program and translates it as a whole into machine code.
Interpreters usually take less amount of time to analyze the source code. However, the overall execution time is comparatively slower than compilers.	Compilers usually take a large amount of time to analyze the source code. However, the overall execution time is comparatively faster than interpreters.
No intermediate object code is generated, hence are memory efficient.	Generates intermediate object code which further requires linking, hence requires more memory.
Programming languages like JavaScript, Python, Ruby use interpreters.	Programming languages like C, C++, Java use compilers.

# Git and GitHub



# GitHub

- Where is the code?
  - Online repository
  - Locally on your machine
- Who can see a change?
  - Just you
  - Everyone
  - How about updates?
- When do I commit?
  - A unit of work has been completed
- So many commands to learn!
  - You really only need 4-5 and will reuse them over and over `git commit`
  - Don't use IDE to do it for you because next semester you are on a different language (and IDE) already `git add`



# Summary

- ★ Lab Changes
- ★ Programming Background
- ★ Finish GitHub example from Wednesday



# References

1. [Kenny Eliason, Difference between OOP and Procedural Programming, https://neonbrand.com/website-design/procedural-programming-vs-object-oriented-programming-a-review/](https://neonbrand.com/website-design/procedural-programming-vs-object-oriented-programming-a-review/), 2013, Accessed Sep 2020.
2. [The Real Python, 2012-2018, https://realpython.com/switching-to-python/](https://realpython.com/switching-to-python/), Accessed Sep 2020.
3. Learn Python in one day, Jamie Chan, 2014
4. Moutaz Haddara, Introduction to Object-oriented programming, slideshare, 2014.
5. Jamie Chan, Learn Python in one day, 2014.
6. Interpreter vs Compiler, <https://www.programiz.com/article/difference-compiler-interpreter>, accessed Sep 2020.