

Programs = Data Structures + Algorithms

Recipe

Set of instructions to follow

Procedural programming

- 1) Sequence
- 2) Selection
- 3) Iteration



Set x to 1
Add 1 to x
Stop

If $x > 2$ then print x else add 1 to x
stop

Mid-test

```
graph TD
    Start(( )) --> Do[do]
    Do --> Print[print "what is your name"]
    Print --> Read[read name]
    Read --> Exit[exit if name is empty]
    Exit --> PrintName[print name]
    PrintName --> End[end]
    Exit --> Do
```

do
print "what is your name"
read name
exit if name is empty
print name
end

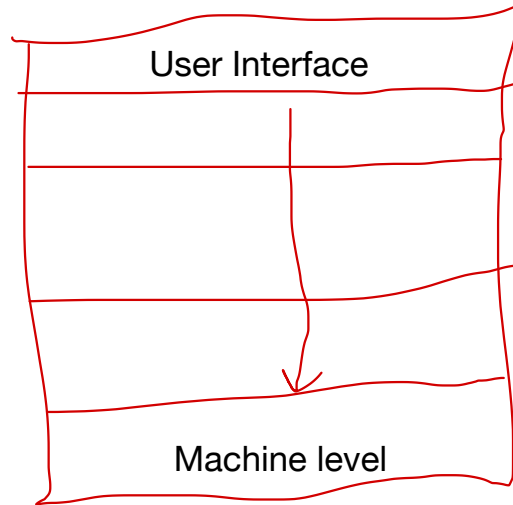
```
graph TD
    Start(( )) --> While[while x < 10]
    While --> Do[do]
    Do --> Print[print x]
    Print --> Add[add 1 to x]
    Add --> Until[until x >= 10]
    Until --> While
```

while $x < 10$ do
print x
do
print x
add 1 to x
until $x \geq 10$

pre-test

post-test

Computer



Human oriented

Programs

Binary

Interpreted languages

Compiler languages

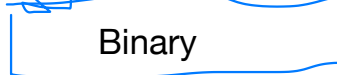
Python

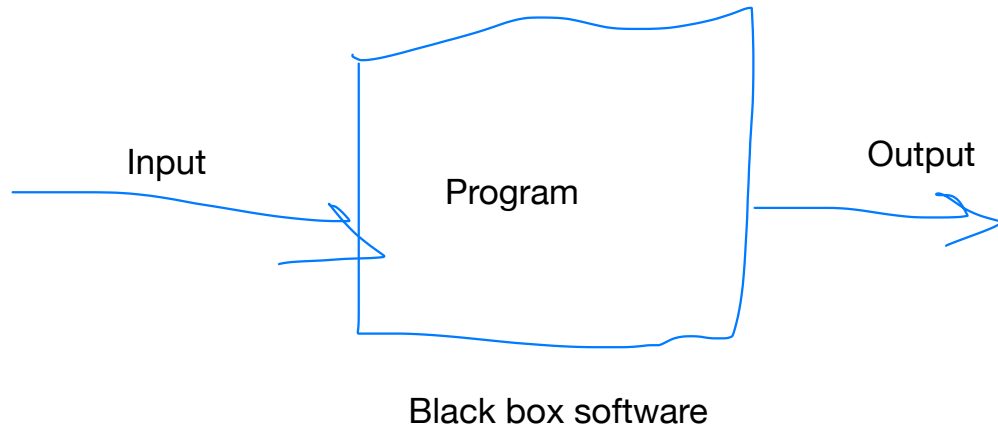
Java

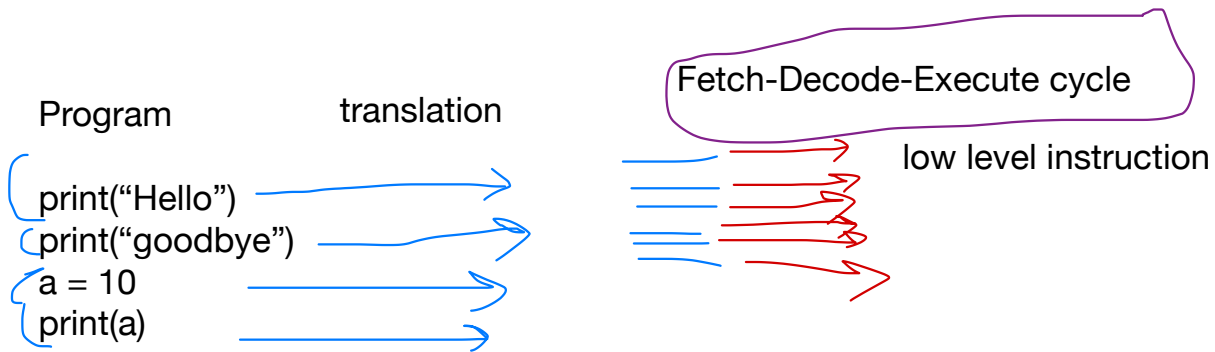
Line at a time

Binary

The whole program







Abstraction

