

# **Agenda**

- Opening Prayer
- Spiritual Thought
- Q&A
- John von Neumann
- First Look at Code
- Book Quiz
- Looking Ahead



# **Spiritual Thought**

"Somewhere in your quest for spiritual knowledge, there is that "leap of faith" as the philosophers call it. It is the moment when you have gone to the edge of the light and stepped into the darkness to discover that the way is lighted ahead for just a footstep or two. 'The spirit of man' ... as the scripture says, indeed, 'is the candle of the Lord' (Prov 20:27)."

- Boyd K Packer





## John von Neumann



John von Neumann (1903-1957)

- Mathematics
- Computer Science
- Physics

One of the first proposals for a computer that could be programmed.



# **Automatic Computing System**

- 1.1 The considerations which follow deal with the structure of a very high speed automatic digital computing system, and in particular with its logical control. Before going into specific details, some general explanatory remarks regarding these concepts may be appropriate.
- 1.2 An automatic computing system is a (usually highly composite) device, which can carry out instructions to perform calculations of a considerable order of complexity—e.g. to solve a non-linear partial differential equation in 2 or 3 independent variables numerically.

The instructions which govern this operation must be given to the device in absolutely exhaustive detail. They include all numerical information which is required to solve the problem under consideration: Initial and boundary values of the dependent variables, values of fixed parameters (constants), tables of fixed functions which occur in the statement of the problem. These instructions must be given in some form which the device can sense: Punched into a system of punchcards or on teletype tape, magnetically impressed on steel tape or wire, photographically impressed on motion picture film, wired into one or more fixed or exchangeable plugboards—this list being by no means necessarily complete. All these procedures require the use of some code to express the logical and the algebraical definition of the problem under consideration, as well as the necessary numerical material (cf. above).

Once these instructions are given to the device, it must be able to carry them out completely and without any need for further intelligent human intervention. At the end of the required operations the device must record the results again in one of the forms referred to above. The results are numerical data; they are a specified part of the numerical material produced by the device in the process of carrying out the instructions referred to above.

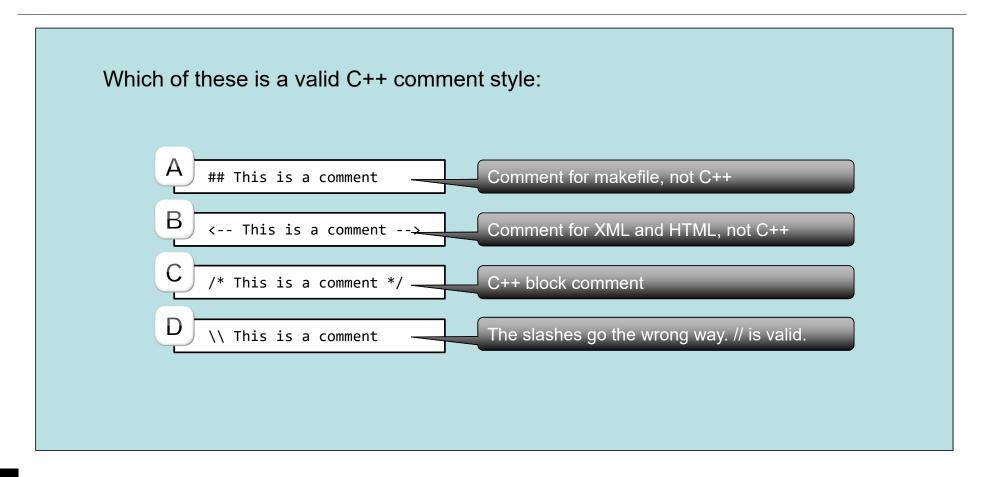


Source: http://library.si.edu/digital-library/book/firstdraftofrepo00vonn

Source: http://www.wiley.com/legacy/wileychi/wang archi/supp/appendix a.pdf

## **Parts of C++ Program**

```
Comments are added to document the Why and How. Only add
                                                                       Author:
  comments to improve understanding. You will always have
                                                                          Chad Macbeth
  block comments at the top of the file and before each function.
                                                                       Summary:
                                                                           Answer to Everything Question Checker
  Two kinds of comment style in C++.
            Block: /* ... */ (also called flowerboxes)
            Line: // ...
                                                                    #include <iostream>
 Read as "pound include". Identifies the libraries
                                                                     using namespace std;
 that we are using. "cout" and "cin" are part of
 the iostream library.
                                                                        Ask the user for the answer to everything and check it.
 Allows us to write "cout" instead of
                                                                     int main()
  "std::cout". You will always use this
  in this course.
                                                                         int answer;
 Every C++ program has a main
                                                                        cout << "What is the answer to everything?</pre>
 function. This is where the software
                                             Variables
 starts. Everything in the function is
                                                                        cin >> answer;
 enclosed in curly braces { ... }
                                                                         // Check the answer provided by the user
                                                                                                                                  Many code
                                                                        if (answer == 42)
                        Display to the screen
                                                                                                                                  statements must
                                                                            cout << "You are correct!";
                                                                                                                                  end with a
                        Read from the keyboard
                                                                                                                                  semicolon (;)
                                                                        else
                 Make decisions. Just like a
                                                                            cout << "You are wrong!";
                 function, the code in each case is
                 enclosed in curly braces { ... }
                                                                        return 0;
            Exit the main function. 0 means no error. Other
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IDAHO
            values mean error.
```

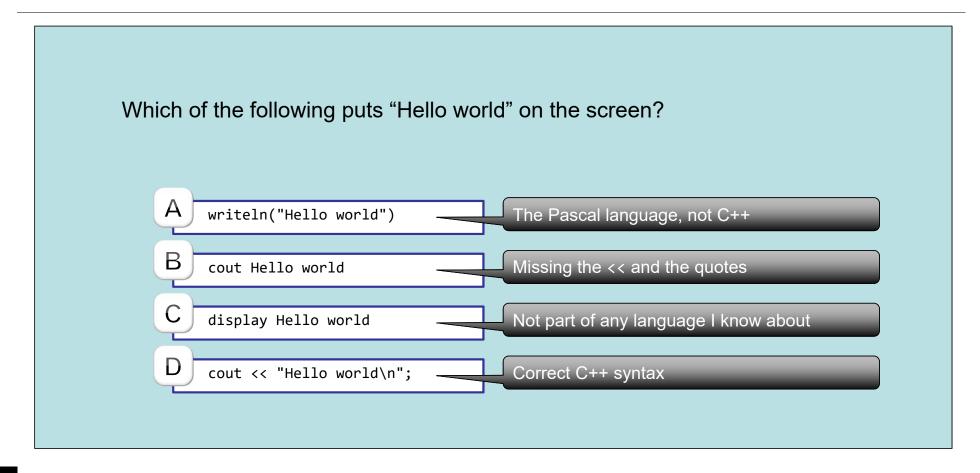




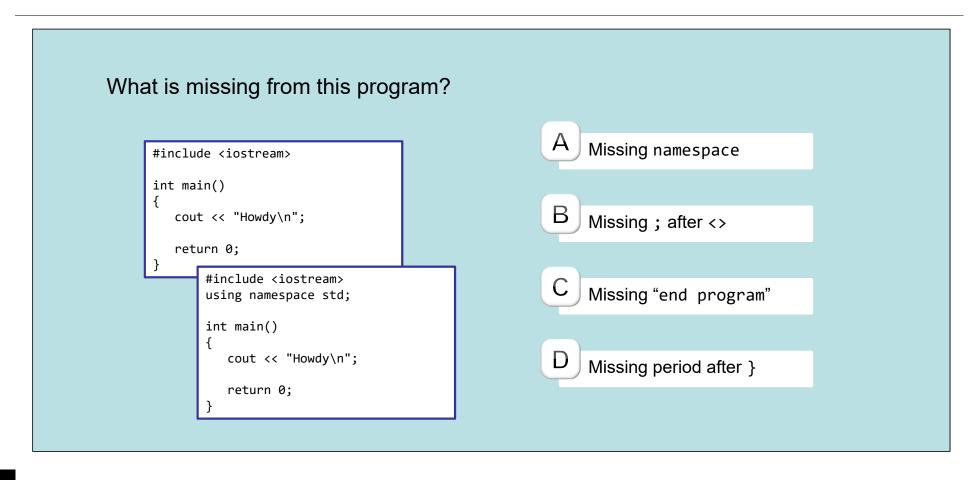
## What is the purpose of comments in a program?

- A Comments make the program more understandable
- Comments give instructions to the computer so it knows how to execute your program
- C Comments tell the compiler what libraries to include

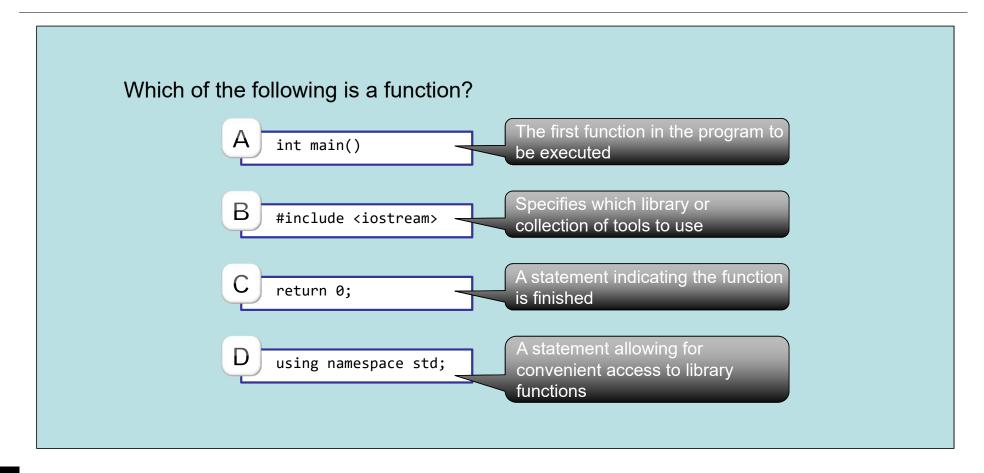




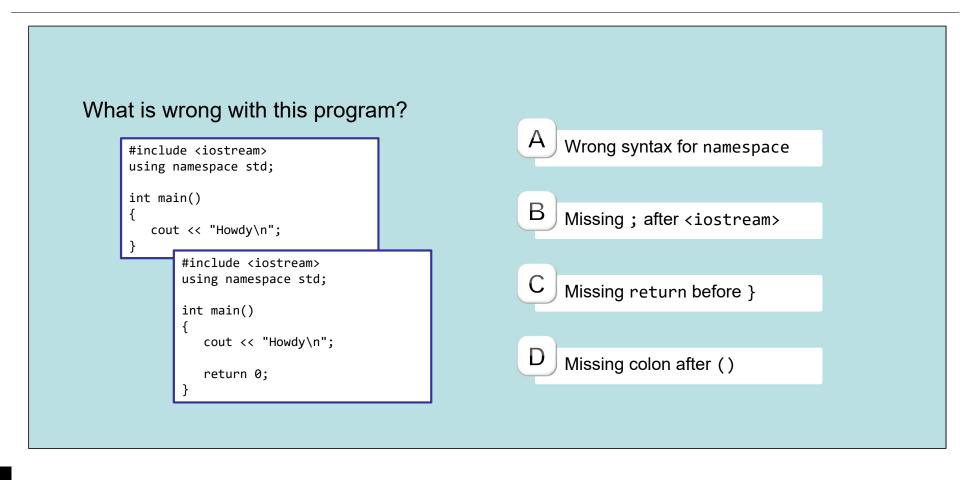














## **Looking Forward**

- You must bring your laptop on Friday. We will be setting up your programming environment!!
- Before Class on Friday
  - 0.2 Prepare
    - Read <a href="http://computingcareers.acm.org">http://computingcareers.acm.org</a> Top 10 Reasons to Major in Computing
    - · Read "Getting Set Up in the Linux Lab" in I-Learn
    - The quiz should be taken after class.
- Before Class on Monday
  - 1.0 Prepare
    - Read Chapter 1.0 First Program
    - Submit assign10 (\*)
- (\*) For the first assignment this can be submitted by 11:59pm instead of before class

