

# How Programming Works

cSplash 2011  
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# Introduction

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- Why programming languages

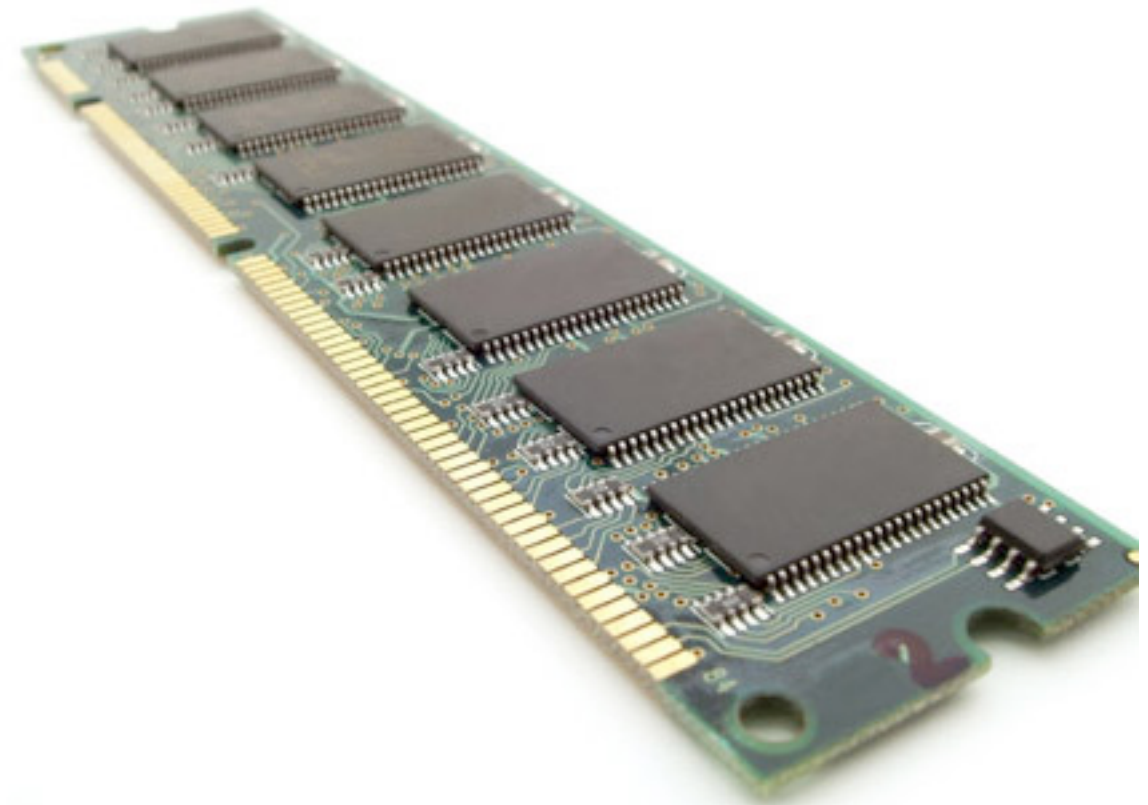
# Introduction

- What programming languages do you use?
- Challenges of programming
- Why programming languages
- Build a expression evaluator together

# Architecture



Processor



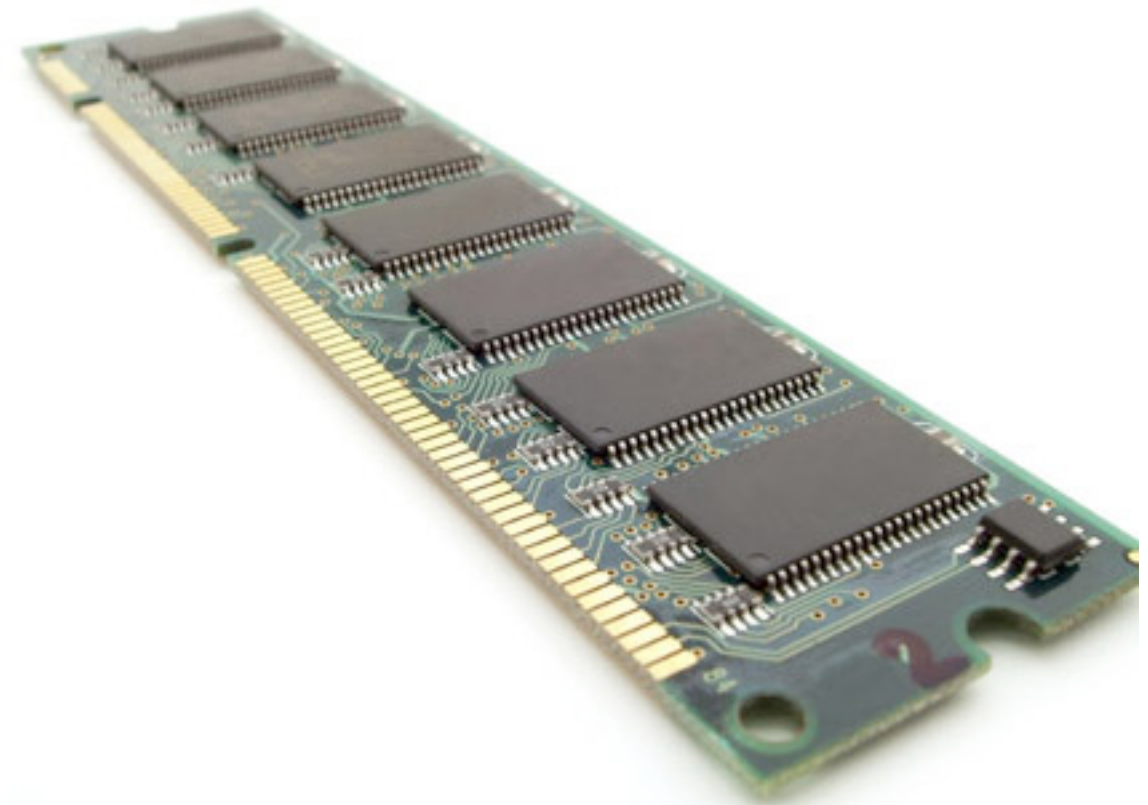
Memory

# Architecture



Processor

Crunching numbers



Memory

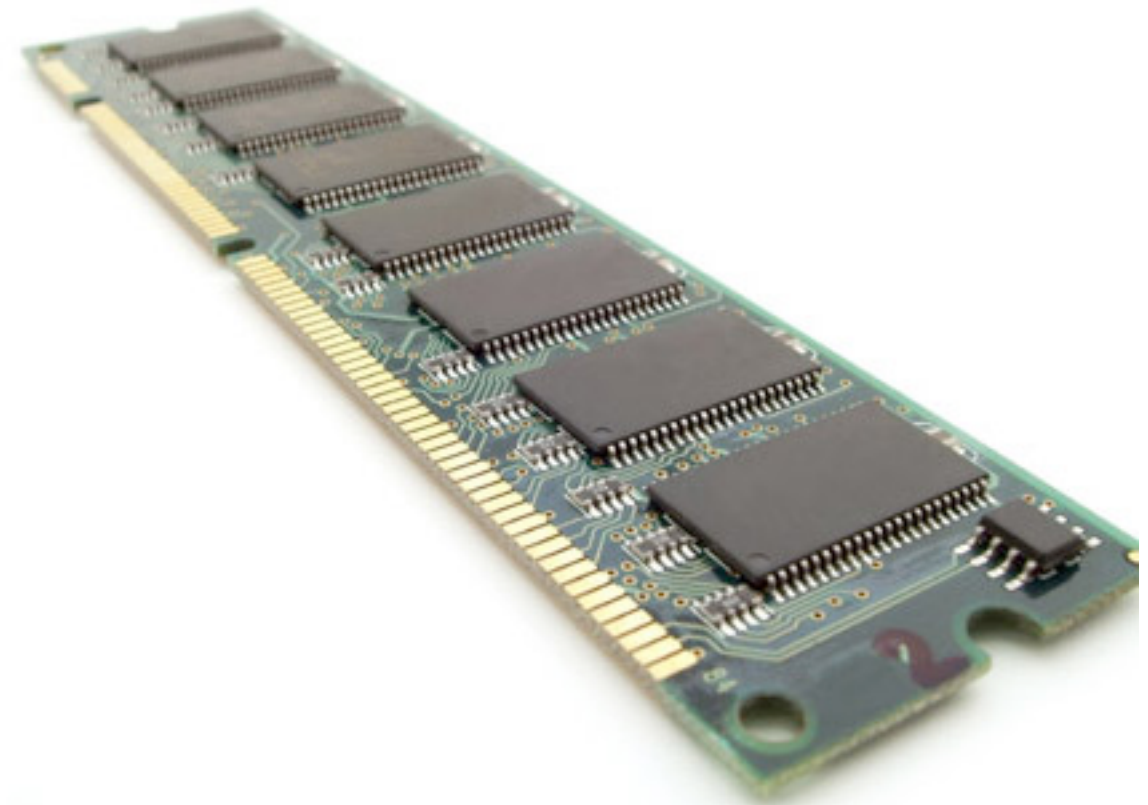


# Architecture



Processor

Crunching numbers



Memory

Storing numbers  
and programs

# Instruction Set



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Add, subtract, etc **two numbers**

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Compare two numbers

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Jump to another part of the program

Read and write a number to memory



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Processors only do single steps

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Compiler

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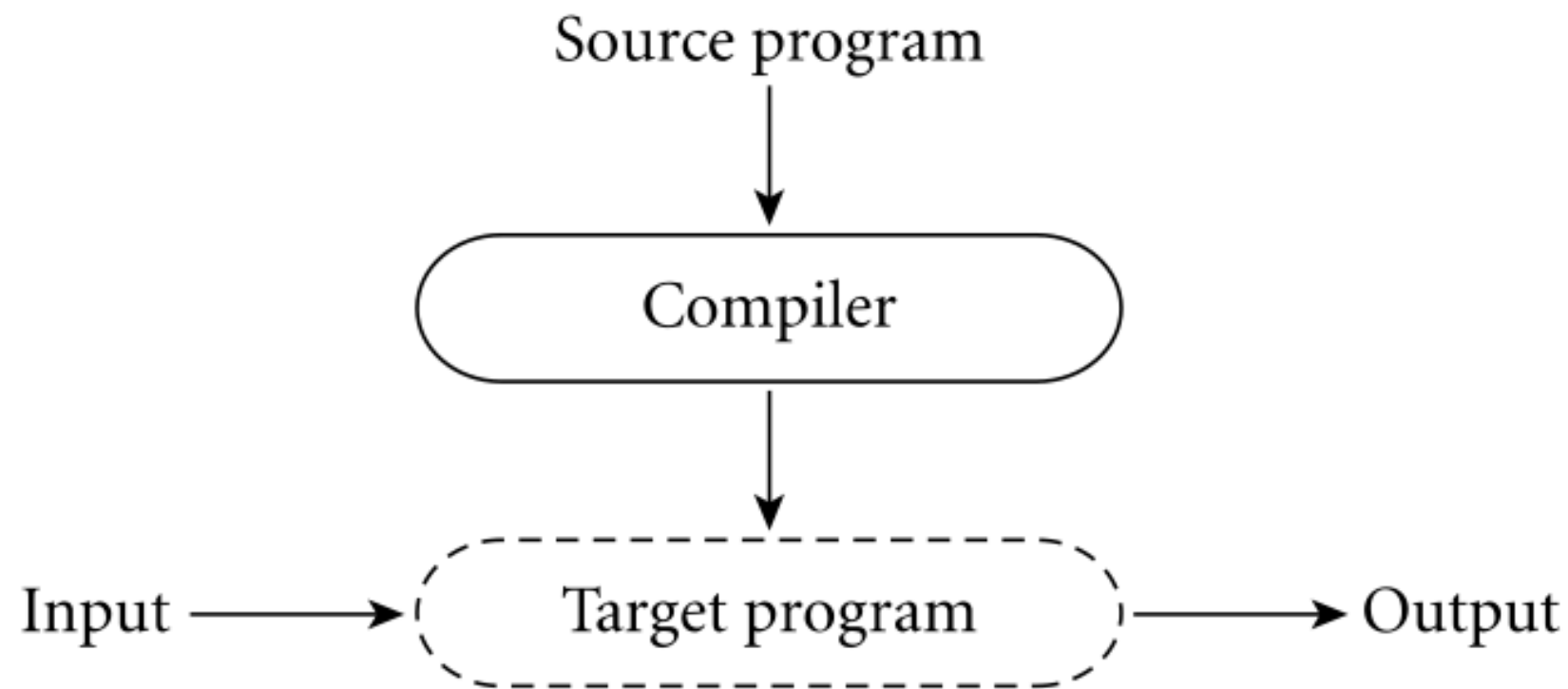
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- Faster, more convenient programming

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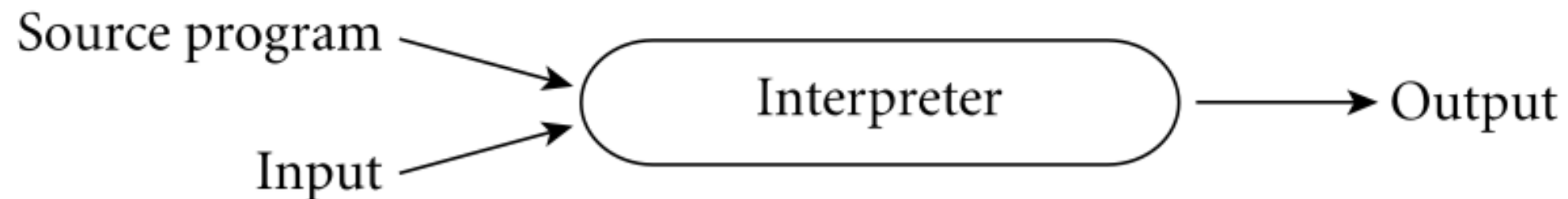
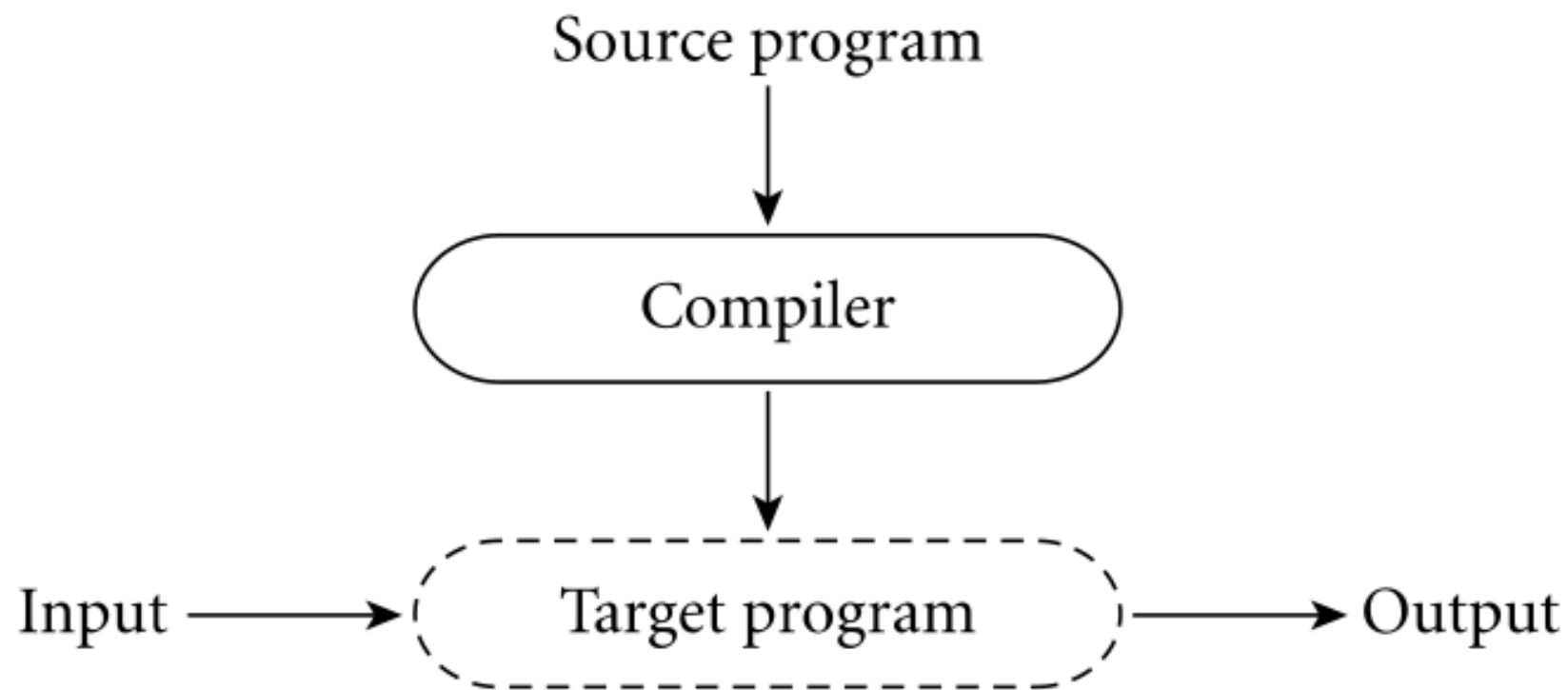
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- And computes the result, e.g.
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- We will be using a *stack*

# Stack



# Implementation Time!

Questions?