



# Introduction

FRA 142 Computer Programming for Robotics and Automation Engineering II

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# Learning Outcome for FRA 142

เมื่อนักศึกษาได้เรียนรายวิชานี้จบแล้ว นักศึกษาสามารถ

1. ผู้เรียนสามารถประยุกต์ใช้หลักการ เทคนิค และการเขียนโปรแกรมแบบเชิงออบเจ็ค
  - เขียนโปรแกรมโดยใช้ภาษา C/C++ ได้
  - ออกแบบและเขียนโปรแกรมแบบเชิงวัตถุได้ ในภาษาต่าง ๆ
  - ประยุกต์ใช้งานคุณสมบัติของ OOP ได้ (Encapsulation, Inheritance, Polymorphism)
2. ผู้เรียนสามารถประยุกต์ใช้ทฤษฎีในการพัฒนาซอฟต์แวร์
3. ผู้เรียนมีทักษะการพัฒนาซอฟต์แวร์ที่ซับซ้อน
4. ผู้เรียนสามารถพัฒนางานซอฟต์แวร์ร่วมกับผู้อื่นได้
5. ผู้เรียนนำความรู้ที่ได้ไปประยุกต์ใช้งานจริงกับปัญหาในชีวิตประจำวันได้

# Course Schedule

@ ห้องคอมพิวเตอร์ FB306

วันอังคาร

Sec 1 8:45 - 10:45 น.

Sec 2 10:45 - 12:45 น.

วันพฤหัสบดี

Sec 1 13:30 - 15:30 น.

Sec 2 15:30 - 17:30 น.

Week	Date	Topics
1	1/17	Class Introduction
	1/19	Lab 0: Preparation
2	1/24	Basic C++ Sytax: variable types, if-else, loop
	1/26	Lab 1: Basic C++ Programming
3	1/31	Pointer, References
	2/2	Lab 2: Pointer Manipulation
4	2/7	OOP (1): Abstraction, Encapsulation, Class
	2/9	Lab 3: Data Structure (1) - Node and Linked List
5	2/14	OOP (2): Inheritance
	2/16	Lab 4: Data Structure (2) - Stack and Queue
6	2/21	Exam Break
	2/23	Exam Break
7	2/28	OOP (3): Polymorphism
	3/2	Lab 5: Data Structure (3) - Sorting Algorithm
8	3/7	Software Dev (1)
	3/9	Lab 6: Version Control and Git Introduction
9	3/14	Software Dev (2)
	3/16	Lab 7: Building User Stories and Generating Requirements

Week	Date	Topics
10	3/21	Software Dev (3)
	3/23	Lab 8: Introduction to Pygame
11	3/28	Software Dev (4)
	3/30	Lab 9: Using Pygame Events
12	4/4	Exam Break
	4/6	Exam Break
13	4/11	Songkran Break
	4/13	Songkran Break
14	4/18	
	4/20	Project Time
15	4/25	
	4/27	Project Time
16	5/2	
	5/4	Project Time
17	5/9	
	5/11	Project Time
18	5/16	
	5/18	Project Time

# Textbook

## + Recommended book

P. Deitel and H. Deitel. (2013). C++ How to Program. 9th edition. Prentice-Hall.

D.S.Malik. (2013). C++ Programming: From Problem Analysis to Program Design. 6th edition. Cengage Learning.

Roger Pressman and Bruce Maxim. (2014). **Software Engineering: A Practitioner's Approach**. 8<sup>th</sup> edition. McGraw-Hill Education.

Bernd Bruegge, Allen Dutoit: (2003). **Object-Oriented Software Engineering: Using UML, Patterns, and Java**. Prentice Hall.

## + Additional books

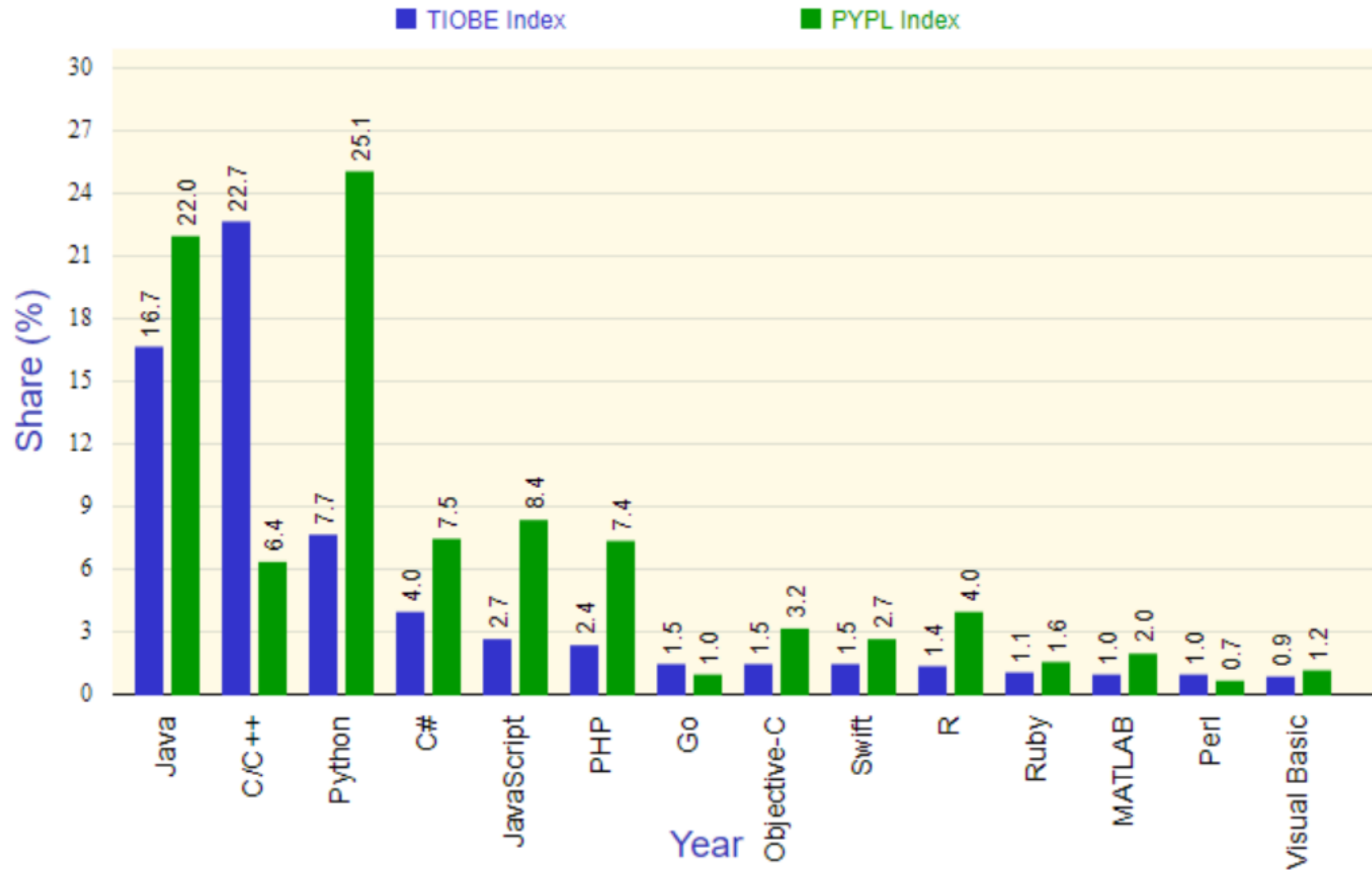
B. Eckel. (2000). Thinking in C++: Introduction to Standard C++, Volume One. 2nd edition. Printice-Hall.

B. Eckel. (2003). Thinking in C++: Practical Programming, Volume Two. 2nd edition. Printice-Hall.

# 7 Secrets to Staying Motivated When Learning to Code

- Make sure this is actually something you want to do
- Start small, celebrate the little things, and build, build, build!
- Get a mentor
- Maintain a Portfolio
- Just do it. Or just do nothing
- Balance
- Be a part of a supportive community

# Top Computer Language (Nov 2018)



# Top Computer Language (Dec 2022)

Dec 2022	Dec 2021	Change	Programming Language	Ratings	Change
1	1		 Python	16.66%	+3.76%
2	2		 C	16.56%	+4.77%
3	4	↑	 C++	11.94%	+4.21%
4	3	↓	 Java	11.82%	+1.70%
5	5		 C#	4.92%	-1.48%
6	6		 Visual Basic	3.94%	-1.46%
7	7		 JavaScript	3.19%	+0.90%
8	9	↑	 SQL	2.22%	+0.43%
9	8	↓	 Assembly language	1.87%	-0.38%
10	12	↑	 PHP	1.62%	+0.12%
11	11		 R	1.25%	-0.34%
12	19	↑↑	 Go	1.15%	+0.20%
13	13		 Classic Visual Basic	1.15%	-0.13%
14	20	↑↑	 MATLAB	0.95%	+0.03%
15	10	↓	 Swift	0.91%	-0.86%

<https://www.tiobe.com/tiobe-index/#2022>

Worldwide, Jan 2023 compared to a year ago:

Rank	Change	Language	Share	Trend
1		Python	27.93 %	-0.9 %
2		Java	16.78 %	-1.3 %
3		JavaScript	9.63 %	+0.5 %
4	↑	C#	6.99 %	-0.3 %
5	↓	C/C++	6.9 %	-0.5 %
6		PHP	5.29 %	-0.8 %
7		R	4.03 %	-0.2 %
8	↑↑↑↑	TypeScript	2.79 %	+1.0 %
9		Swift	2.23 %	+0.3 %
10	↓↓↓	Objective-C	2.2 %	-0.1 %
11	↑↑	Go	1.94 %	+0.7 %
12	↑↑↑↑	Rust	1.9 %	+0.9 %
13	↓	Kotlin	1.81 %	+0.1 %
14	↓↓↓↓↓	Matlab	1.63 %	-0.1 %
15	↑	Ruby	1.13 %	+0.3 %

<https://pypl.github.io/PYPL.html>





# Why C / C++

Choose a Ranking (choose a weighting or make your own)























IEEE Spectrum Trending Jobs Open Custom

Edit Ranking | Add a Comparison |  

Language Types (click to hide)

 Web  Mobile  Enterprise  Embedded

Embedded system developers

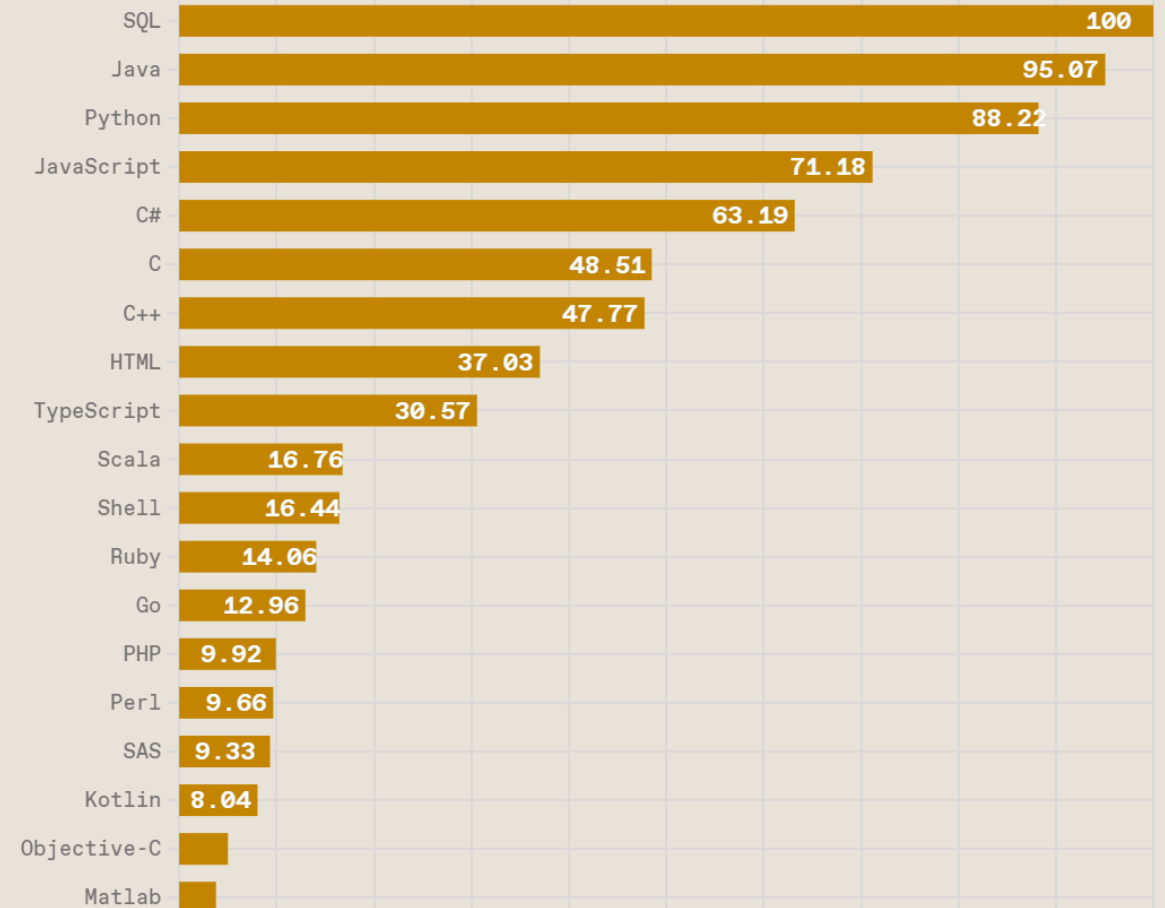
Language Rank	Types	Jobs Ranking
1. Python	  	100.0
2. Java	  	99.2
3. C	  	98.8
4. C++	  	94.6
5. C#	  	86.2
6. JavaScript	 	85.7
7. Assembly		83.4
8. PHP		83.1
9. HTML		81.3
10. Scala	 	76.5

<http://spectrum.ieee.org/static/interactive-the-top-programming-languages-2018>

## Top Programming Languages 2022

Click a button to see a differently weighted ranking

Spectrum Jobs Trending



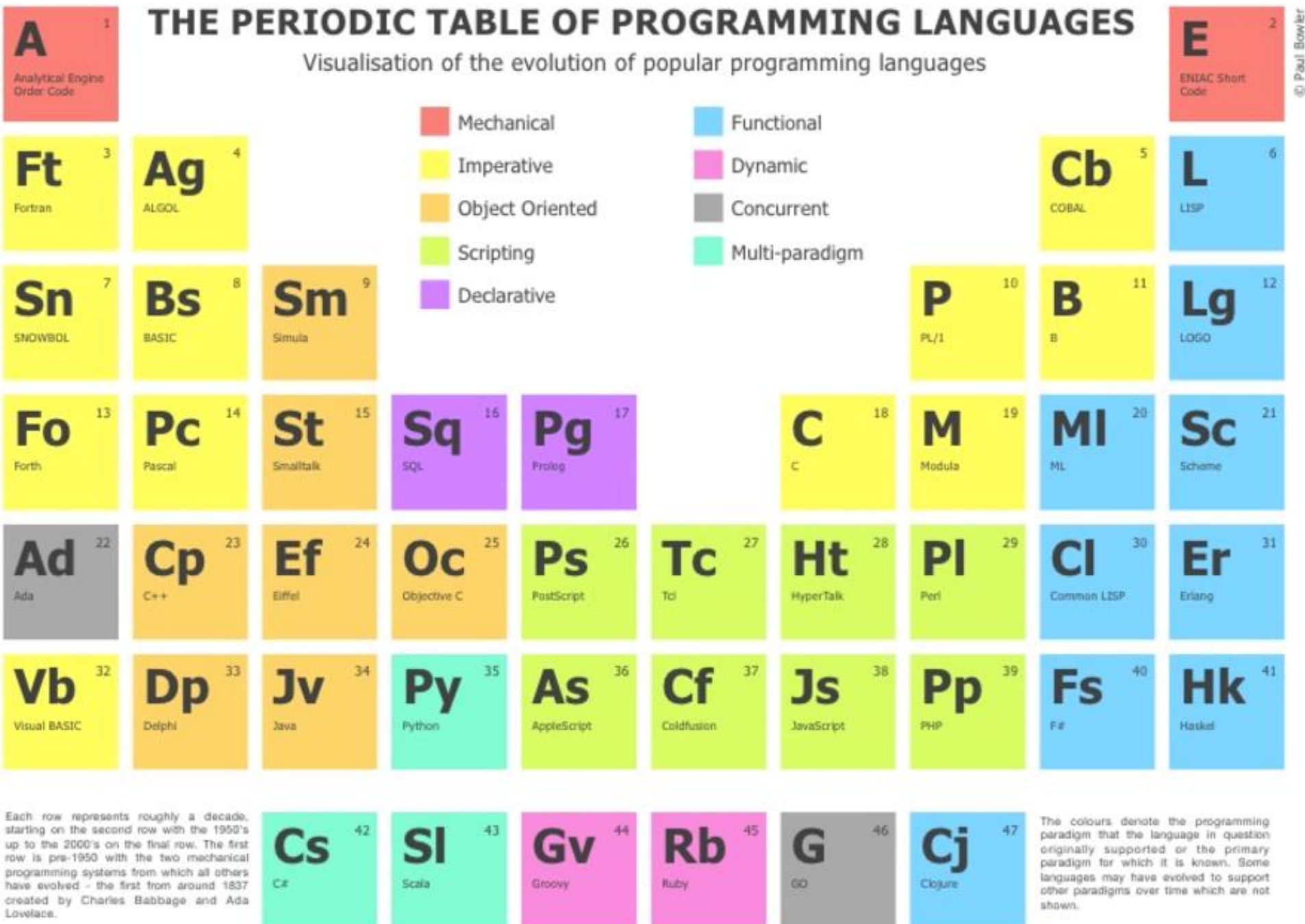
<https://spectrum.ieee.org/top-programming-languages-2022>



# Embedded System

The constraints in the real world of mission-critical embedded systems:

1. Speed
2. Response time (latency)
3. Limited Memory
4. Limited Power



# How Coding Work : Example

- Basic Mathematical Problems
- Adding two numbers,  $4+3 = 7$
- Convert to Equations,  $a+b = \text{Answer}$
- Build an algorithm, A little girl asking you how to add two numbers :
  1. ...
  2. ...
  3. ...
  4. ...
- Convert into Program

# How Coding Work : Example (cont.)

- Python

```
a = input("Enter first numbers : ")
b = input("Enter second numbers : ")
c = int(a)+int(b)
print("Final result is = " + str(c))
```

- C

```
void main()
{
    int a,b,c;
    printf("Enter two numbers");
    scanf("%d %d",&a,&b);
    c = a+b;
    printf("Final result is = %d",c);
}
```

# Convert Python to C / C++

- Add C code into Python
  - Cython
- Convert Python to C/C++ Using
  - Py2c
  - Nutika
  - Shed Skin
- Manual conversion
  - Python to C++ Guide <http://personal.denison.edu/~krone/cs173/files/PythontoC++.pdf>

# Learning to Code

- Increasing my touch-typing speed at [typingclub.com](https://typingclub.com).
- Watching a video about some compsci topic, such as those brilliant ones by [Computerphile](#).
- Coding and Coding

# Drawing with Turtle in Python

- “Turtle” is a python feature like a drawing board.

<https://www.pythonsandbox.com/turtle>

- You can use functions like `turtle.forward(...)` and `turtle.left(...)` to move the turtle around.

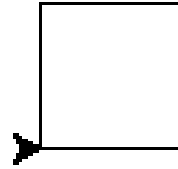
```
import turtle

t = turtle.Turtle()
t.speed(5) # 1:slowest, 3:slow, 5:normal, 10:fast, 0:fastest
t.forward(100)
t.left(30)
```



# Drawing with Turtle in Python

- Draw a square as in the following picture:



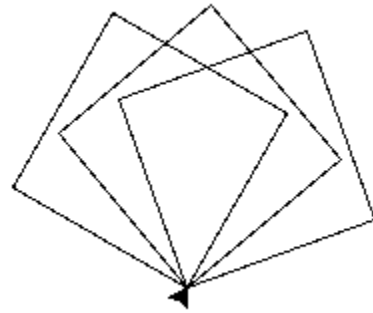
```
import turtle

t = turtle.Turtle()
t.forward(50)
t.left(90)
t.forward(50)
t.left(90)
t.forward(50)
t.left(90)
t.forward(50)
t.left(90)
```



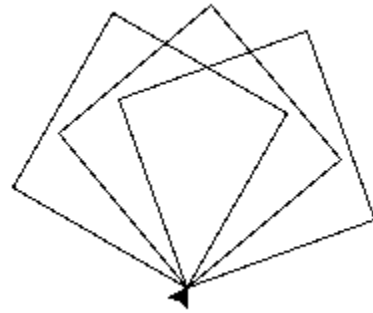
# Drawing with Turtle in Python

- Now, draw a tilted square. You can experiment with the angles between the individual squares.



# Drawing with Turtle in Python

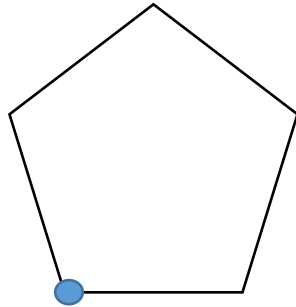
- Draw a tilted square by using function



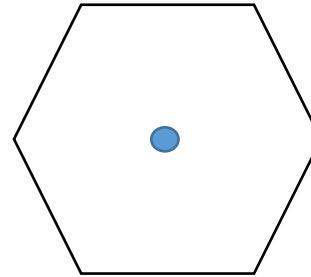
## Task 1-1

- Write a function for drawing a n-polygon with equal side length  $s$  at position  $(x, y)$

```
polygon(t, n, s, x, y)
```



Type 1



Type 2