



BABEȘ-BOLYAI UNIVERSITY

Faculty of Mathematics and Computer Science



Algorithms and Programming

Lecture 1: Introduction

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Outline

- Course organization
 - Objectives
 - Content
 - Activities and evaluation
- Programming process
 - What is programming?
 - Basic elements of Python

Objectives

- Learning the most important concepts of programming
- Getting familiar with software engineering concepts (*architecture, implementation, maintainance*)
- Understanding the basic software elements
- Learning the Python programming language and using it to implement, run, test and debug programmes
- Learning and improving a programming style

Course content

- Introduction & Basic elements of Python
- Procedural programming
- Modular programming
- Abstract data types, exceptions, classes
- Software development principles
- Testing and debugging
- Recursion
- Complexity of algorithms
- Search and sorting algorithms
- Backtracking
- Recap

Course bibliography

1. The Python Programming Language - <https://www.python.org/>
2. The Python Standard Library - <https://docs.python.org/3/library/index.html>
3. The Python Tutorial - <https://docs.python.org/3/tutorial/>
4. M. Frentiu, H.F. Pop, Fundamentals of Programming, Cluj University Press, 2006.
5. M.L. Hetland, Beginning Python: From Novice to Professional, Apress, 2005.
6. MIT OpenCourseWare, Introduction to Computer Science and Programming in Python, <https://ocw.mit.edu>, 2016.
7. J. Elkner, A.B. Downey, C. Meyers, How to Think Like a Computer Scientist: Learning with Python, Samurai Media Limited, 2016.
8. K. Beck, Test Driven Development: By Example. Addison-Wesley Longman, 2002.
http://en.wikipedia.org/wiki/Test-driven_development
9. M. Fowler, Refactoring. Improving the Design of Existing Code, Addison-Wesley, 1999.
<http://refactoring.com/catalog/index.html>

Schedule

- Timetable
 - *Lectures: 2 hours / week*
 - *Seminars: 2 hours / week* (except Psychology students: 1 hour/week)
 - *Labs: 2 hours / week* (except Psychology students: 1 hour/week)
- Teachers
 - Camelia Chira, camelia.chira@ubbcluj.ro
 - Adel Bajcsi, adel.bajcsi@ubbcluj.ro
 - Andrei Mihai, andrei.mihai@ubbcluj.ro
- Microsoft Teams
 - **MIE:** Team 2022_MIE1_Algorithms_and_Programming, Team code: **6x9zycg**
 - **Psychology:** Team 2022_Psihologie_AlgorithmsProgramming, Team code: **o2p5bky**
- <http://www.cs.ubbcluj.ro/~cchira>

Activities and evaluation

- All activities are mandatory
 - **Laboratory attendance mandatory: 90%**
Attendance list, upload lab materials online during the lab hours according to instructions received.
 - **Seminar attendance mandatory: 75%**
Attendance list, respond to the quiz given during the seminar.
- Lab grading
 - **Lab assignments** are given and they each receive a grade from 1 to 10
 - Each assignment has several iterations with clear deadlines
 - There will be a penalty of 2 points for each lab delay in submitting assignments

Activities and evaluation

- **Lab activities – 30%**
 - Several assignments (work during the lab & homework)
 - **Lab grade = Average of Assignment Grades**
- **Practical exam – 30 %**
 - Practical test in last week of semester – **grade must be at least 5**
- **Final exam – 40%**
 - Conditions
 - Practical exam grade should be at least 5
 - Minimum required attendance at labs and seminars
 - Final exam grade **must be at least 5**
- **Final grade = $0.3 * \text{Lab grade} + 0.3 * \text{Practical exam} + 0.4 * \text{Exam} + \text{Bonus}$ (≥ 5)**

Software development process

- What is programming?
- Basic elements of Python

Software development

- Hardware
 - Computers (desktops, laptops, etc) and related devices
- Software
 - Programs and systems that run on the hardware
- Programming language
 - Rules and notations to define the syntax and semantics of computer programs
- Python
 - High-level programming language
 - *Python Interpreter*: a program that allows running other programs
 - *Python Libraries*: built-in functions and types

What computers do

- Perform computations and remember results
- Store data and information in:
 - Internal memory
 - External memory (hard, memory stick, etc)
- Operate
 - With the help of the processor
- Communicate
 - Via keyboard, mouse, display
 - Network connections

Data and information

- Information – interpreting some data
 - The number 12
 - The string “abc”
- Data – a collection of symbols stored in the computer (using a certain representation)
 - 12 – 1100
 - “abc” – 97 98 99
- Processing data and information
 - Input devices transform information in data
 - Data are stored in memory
 - Output devices produce information from data
- Basic operations of processors
 - Binary representation
 - Ex. AND, OR, NOT, XOR, etc.

What is programming?

- Telling a computer what to do
 - You have to feed the computer an algorithm in some language it understands
 - Recipes and algorithms consist of ingredients (object, things) and instructions (statements)
- Creating recipes
 - a *programming language* provides a set of primitive operations
 - *expressions* are legal combinations of primitives in a programming language
 - expressions and computations have *values* and meanings

Programming languages

- Primitive constructs
 - English: words
 - Numbers, strings, simple operators
- Syntax
 - English: “Girls cat dog” vs. “Girl hugs dog”
 - $3*5$ (syntactically valid)
 - “dog”5 (*not syntactically valid*)
- Semantics (which syntactically valid things have meaning)
 - English: “I are hungry”
 - $3+5$
 - “dog”+5 (*semantic error*)

Where things can go wrong...

- Syntactic errors
 - Common but easy to identify and fix
- Runtime errors
 - Also called exceptions
- Semantic errors
 - Can sometimes cause unpredictable behavior
- **Programming languages:** a syntactically correct string of symbols has only one meaning but may not be what programmer intended
 - **Different meaning** than what the programmer intended
 - Program stops running (crashes)
 - Program runs forever
 - Program gives different answer than the expected one

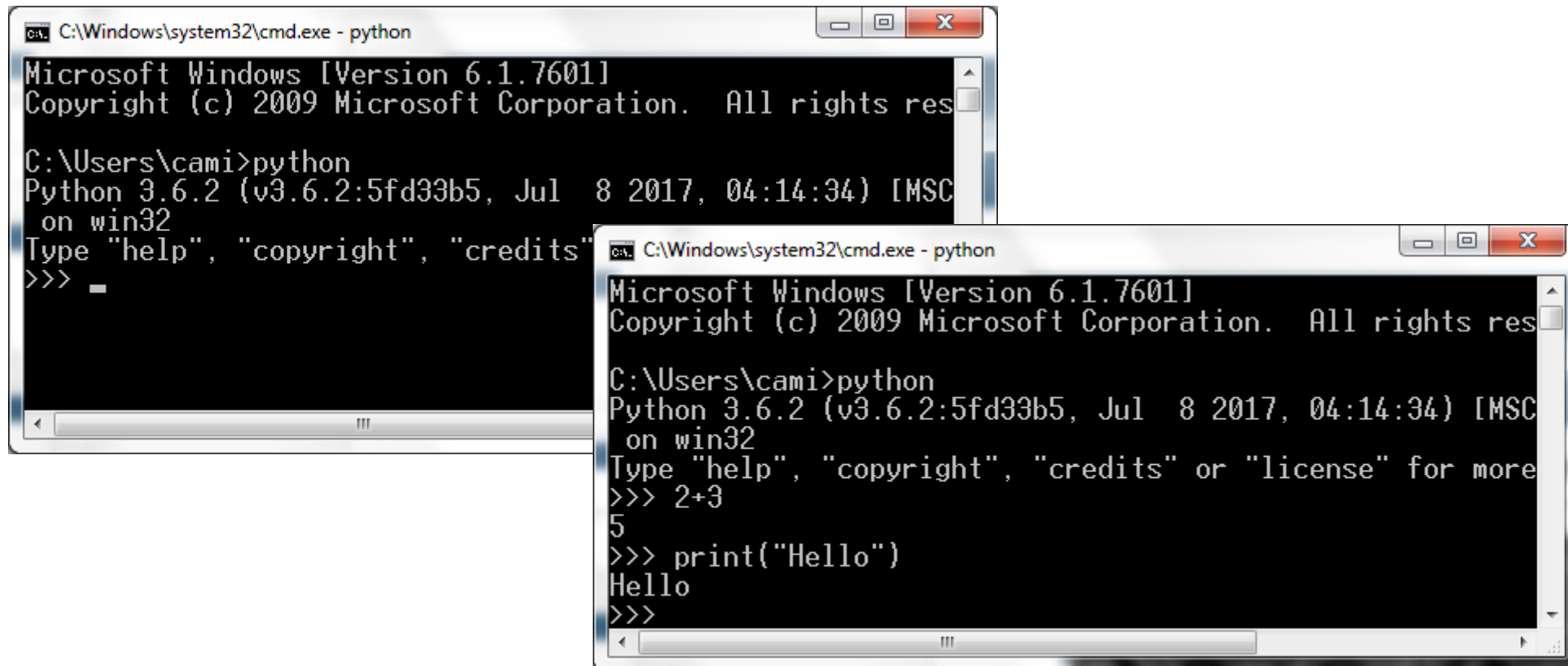
Why Python?



- Python is a high-level programming language
 - **Interpreted**: processed at run time by the interpreter
 - **Interactive**: you can directly interact with the interpreter to write programs
 - Supports many paradigms e.g. structured, object-oriented, functional programming
 - Garbage collection
- Features
 - Easy to learn, easy to read, easy to maintain
 - Broad standard libraries
 - Portable, extendable, databases, GUI programming
- Who uses Python?
 - *Linux*: system administration tasks in several Linux distributions
 - *NASA*: as the standard scripting language in its Integrating Planning System
 - *Industrial Light & Magic*: production of special effects for large-budget feature films
 - *Google*: many components of the Web crawler and search engine
 - Computer games and bioinformatics...etc.*who isn't using it?*

The Interactive Interpreter

- Shell mode (interactive programming)



The image displays two overlapping screenshots of a Windows command prompt window. The window title is 'C:\Windows\system32\cmd.exe - python'. The text in the command prompt shows the execution of the 'python' command, which launches the Python 3.6.2 interactive shell. The shell displays the version and build information: 'Python 3.6.2 (v3.6.2:5fd33b5, Jul 8 2017, 04:14:34) [MSC on win32]'. It then prompts the user to type 'help', 'copyright', 'credits', or 'license' for more information. The first screenshot shows the prompt '>>> ' with a cursor. The second screenshot shows the same prompt with the user input '2+3', which results in the output '5'. Below that, the user input 'print("Hello")' results in the output 'Hello'. The prompt '>>> ' is shown again at the bottom of the second screenshot.

```
C:\Windows\system32\cmd.exe - python
Microsoft Windows [Version 6.1.7601]
Copyright (c) 2009 Microsoft Corporation. All rights reserved.

C:\Users\cami>python
Python 3.6.2 (v3.6.2:5fd33b5, Jul 8 2017, 04:14:34) [MSC on win32]
Type "help", "copyright", "credits"
>>> _

C:\Windows\system32\cmd.exe - python
Microsoft Windows [Version 6.1.7601]
Copyright (c) 2009 Microsoft Corporation. All rights reserved.

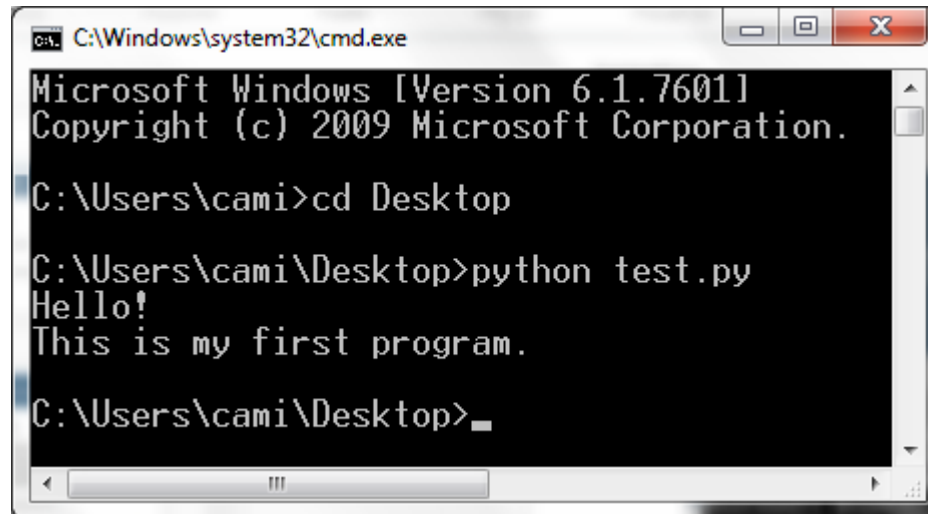
C:\Users\cami>python
Python 3.6.2 (v3.6.2:5fd33b5, Jul 8 2017, 04:14:34) [MSC on win32]
Type "help", "copyright", "credits" or "license" for more
>>> 2+3
5
>>> print("Hello")
Hello
>>>
```

The Interactive Interpreter

- Script mode programming

test.py

```
print("Hello!")  
print("This is my first program.")
```

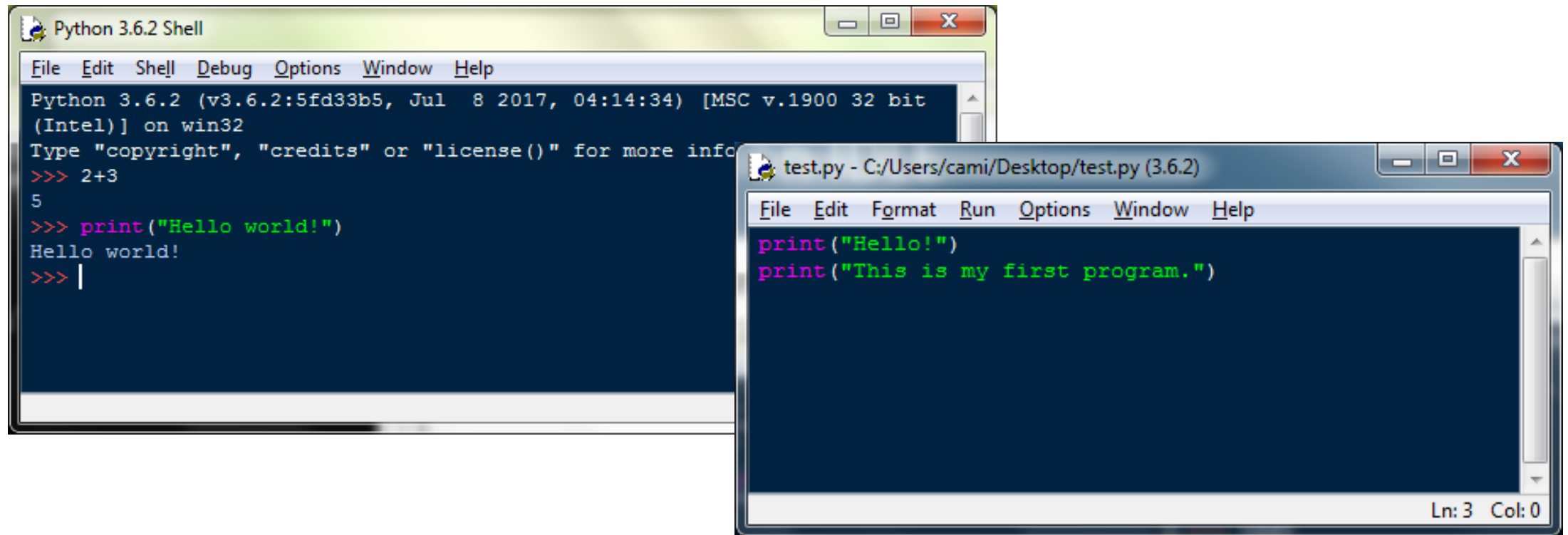


A screenshot of a Windows Command Prompt window titled "C:\Windows\system32\cmd.exe". The window shows the following text:

```
Microsoft Windows [Version 6.1.7601]  
Copyright (c) 2009 Microsoft Corporation.  
  
C:\Users\cami>cd Desktop  
  
C:\Users\cami\Desktop>python test.py  
Hello!  
This is my first program.  
  
C:\Users\cami\Desktop>_
```

Python IDLE (Integrated DeveLopment Environment)

- IDLE is the standard Python development environment
- Use interactive mode or script mode programming



Python programs

- A sequence of definitions and statements. Example:

```
# takes two integers and prints their sum
a = 3
b = 4
c = a + b
print("The sum of ", a, " and ", b, " is ", c)
```

- **Lexical elements** – a Python program can have several lines
- **Comments**
 - Start with # and last to the end of line
 - Start with ''' and last several lines until another '''
- **Identifiers**
 - Name used to identify a variable, function, class, module
 - Character sequences (letters, numbers, _) starting with a letter or _
- **Literals**
 - Notations for constant values or user-defined types

Python programs

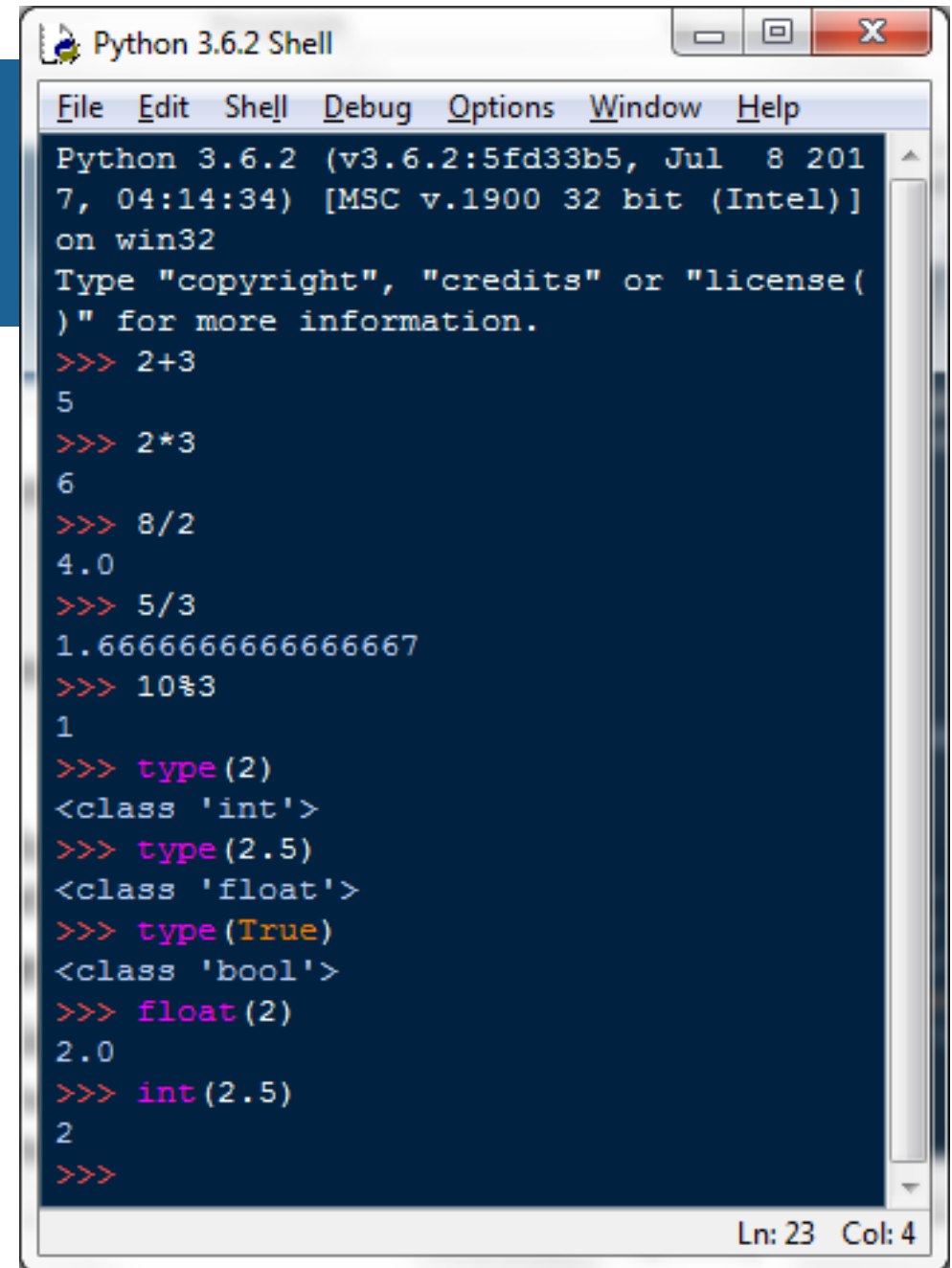
- Programs manipulate data objects
- Objects have:
 - An identity – address of the object in the memory
 - A type – determines the values the object can take and the operations possible on that object
 - A value
- Once created, the identity and type of the object can not be changed
- The value of some objects can be modified
 - Mutable objects
 - Immutable objects

Data types

- Domain – set of values
- Operations
- **Standard data types**
 - Number
 - String
 - List
 - Tuple
 - Dictionary
- **Taxonomy**
 - *Numbers* - immutable
 - *Sequences* – mutable and immutable
 - Let **s** be a sequence:
 - **len(s)** returns the number of elements in **s**
 - **s[0], s[1], ..., s[len(s)-1]** are the elements of **s**
 - Example: **s=[1, 'a', 23, "abc"]**

Numeric data types

- **int**
 - represent integers ex. 1, 23
 - +, -, *, /
- **float**
 - represent real numbers ex. 3.27
 - +, -, *, /
- **bool**
 - represent Boolean values ex. True, False
 - Logic operations (and, or, not,...)
- **type()** - to see the type of an object
- Type conversions (cast)
 - float(2)
 - int(2.5)



```
Python 3.6.2 Shell
File Edit Shell Debug Options Window Help
Python 3.6.2 (v3.6.2:5fd33b5, Jul 8 2017, 04:14:34) [MSC v.1900 32 bit (Intel)]
on win32
Type "copyright", "credits" or "license()" for more information.
>>> 2+3
5
>>> 2*3
6
>>> 8/2
4.0
>>> 5/3
1.6666666666666667
>>> 10%3
1
>>> type(2)
<class 'int'>
>>> type(2.5)
<class 'float'>
>>> type(True)
<class 'bool'>
>>> float(2)
2.0
>>> int(2.5)
2
>>>
```

Ln: 23 Col: 4

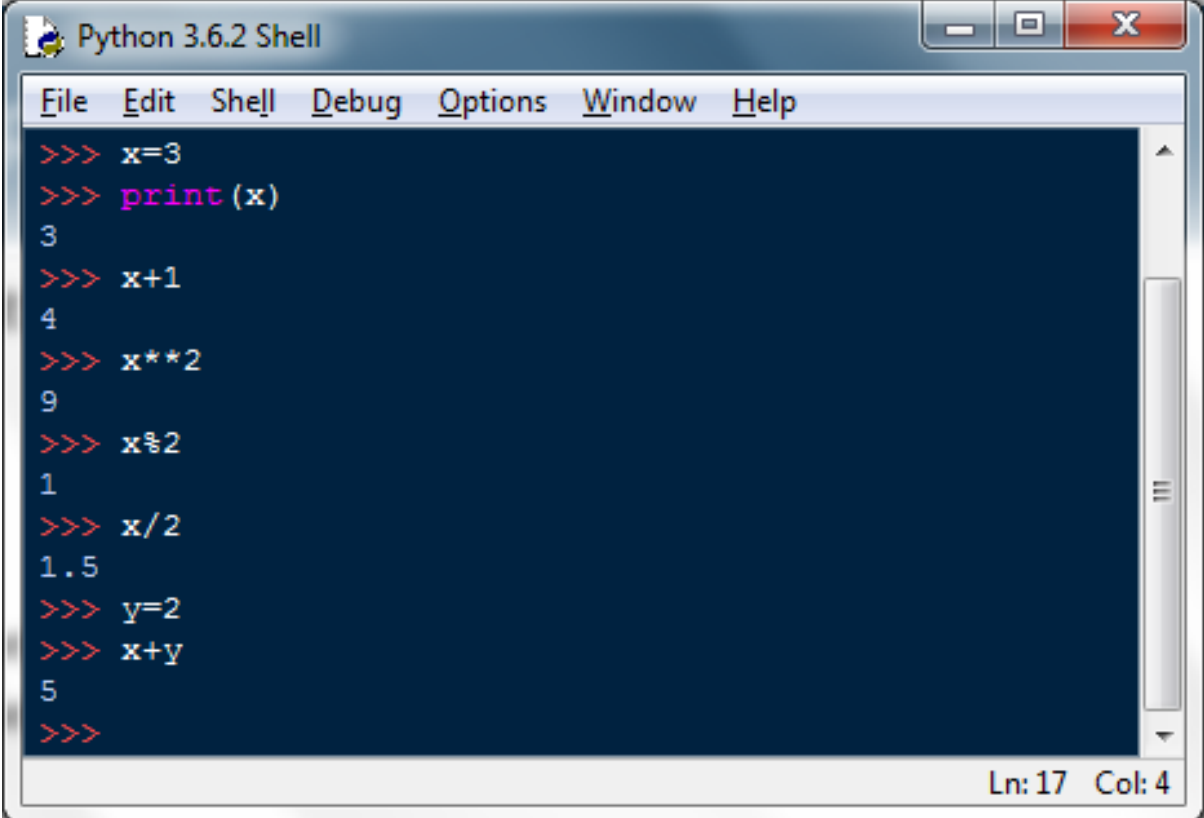
Basic elements of a Python program

- Variables
 - Locations in memory where data is stored
 - Have a name, a datatype and a value
 - Introducing a variable in a program – [assignment](#)
- Expressions
 - A combination of values, constants, variables, operators and functions which are interpreted according to precedence rules, computed and evaluated to a value
 - Examples
 - Numerical expression: `1 + 2`
 - Boolean expression : `1 < 2`
 - String expression : `"1" + "2"`
- [Statements](#)

Variables and expressions

- A variable is a name that represents some value
- Assignment: `x=3`
- Expressions
 - Combine objects and operators
 - An expression has a value -> type
 - Ex. `x+1`, `x**2`

<code>x+y</code>	sum (result is int if both x and y are int, float if x or y is float)
<code>x-y</code>	Difference
<code>x*y</code>	Product
<code>x/y</code>	division (result is float)
<code>x%y</code>	remainder
<code>x**y</code>	power



```
Python 3.6.2 Shell
File Edit Shell Debug Options Window Help
>>> x=3
>>> print(x)
3
>>> x+1
4
>>> x**2
9
>>> x%2
1
>>> x/2
1.5
>>> y=2
>>> x+y
5
>>>
```

Ln: 17 Col: 4

Statements

- The basic operations of a program
- Taxonomy
 - Assignments
 - (Re-)binding variable names to values and changing the value of mutable objects
 - Binding: `x = 1, s = [1, 2]`
 - Re-binding: `x = x + 2, s[0] = 3`
 - Blocks
 - Part of a program executed as a unit
 - Sequence of statements
 - Identified using indentation
 - Conditional statements
 - Loops

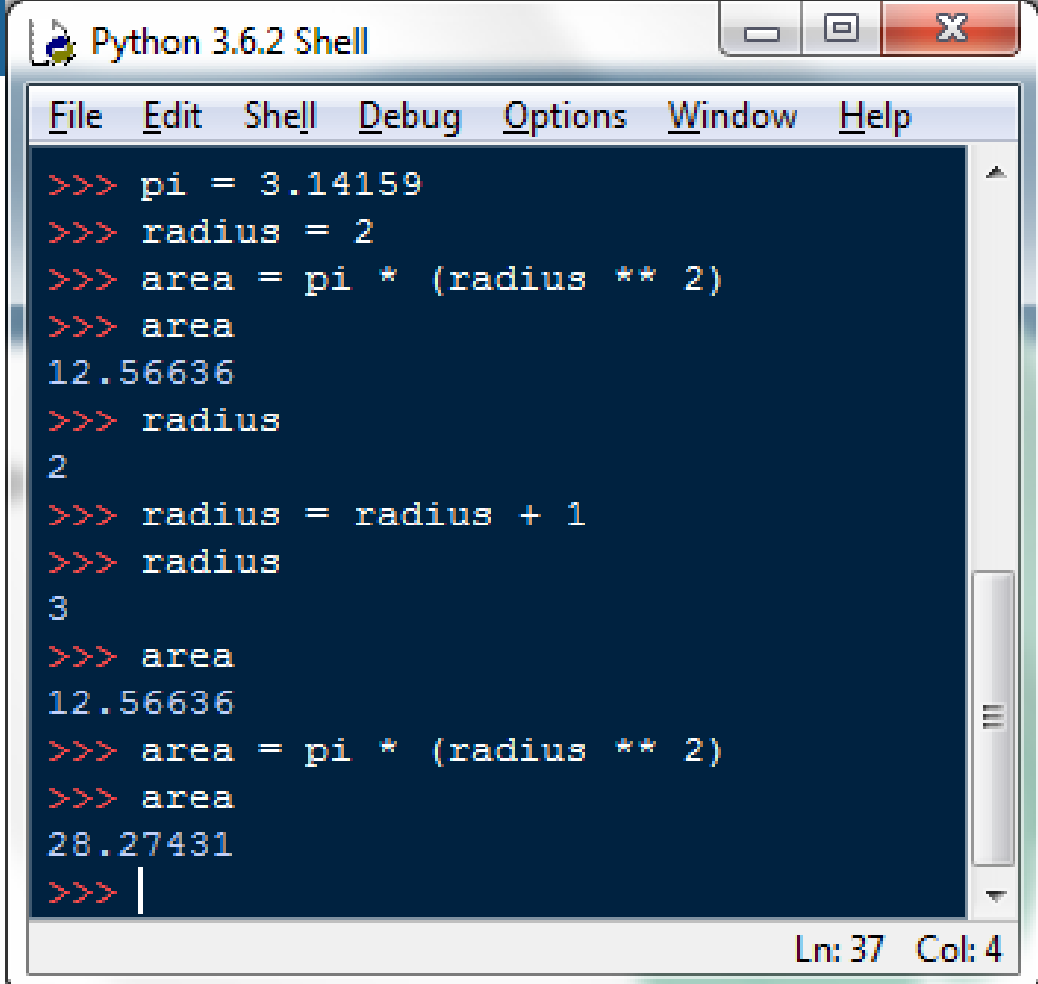
Assignments

- *On the left:* variable name
- *On the right:* expression, evaluated to a value

```
pi = 3.14159
radius = 2
# area of circle
area = pi * (radius ** 2)
radius = radius + 1
```

- Changing bindings:
 - Re-bind variables using new assignment statements
 - Previous value may still be stored – no handle to it
- Multiple assignments:

```
a = b = c = 1
a, b, c = 1, 2, "Zara"
```



```
Python 3.6.2 Shell

File Edit Shell Debug Options Window Help

>>> pi = 3.14159
>>> radius = 2
>>> area = pi * (radius ** 2)
>>> area
12.56636
>>> radius
2
>>> radius = radius + 1
>>> radius
3
>>> area
12.56636
>>> area = pi * (radius ** 2)
>>> area
28.27431
>>> |
```

Ln: 37 Col: 4

Comparison and logic operators

- Comparison operators (int, float, string)

`a > b`

`a >= b`

`a < b`

`a <= b`

`a == b` (equality test, True if `a` is the same as `b`)

`a != b` (inequality test, True if `a` is not the same as `b`)

- Logic operators (bool)

`not a` (True if `a` is False, False if `a` is True)

`a and b` (True if both are True)

`a or b` (True if either or both are True)

```
my_age = 40
your_age = 20
print(my_age < your_age) # False

age = my_age >= 18 # True
license = False

b = age and license
print(b) # False
```

Conditional statements

```
if <condition>:  
    <expression>  
    <expression>  
    ...
```

- Control flow – branching

```
# takes two integers and prints their max  
a = 3  
b = 4  
if (a < b):  
    c = b  
else:  
    c = a  
print("The max of ", a, " and ", b, " is ", c)
```

```
if <condition>:  
    <expression>  
    ...  
else:  
    <expression>  
    ...
```

```
if <condition>:  
    <expression>  
    ...  
elif <condition>:  
    <expression>  
    ...  
else:  
    <expression>  
    ...
```

Indentation

- Important in Python
- Blocks of code are identified using indentation

```
if a == b:  
    print("a and b are equal")  
    if b != 0:  
        print(", meaning a/b =", a/b)  
elif (a < b):  
    print("a = ", a, " is smaller")  
else:  
    print("b = ", b, " is smaller")  
print("The end")
```

Control flow: while and for Loops

- while

```
i = 0
while i < 10:
    print(i)
    i = i + 1
```

```
while <condition>:
    <expression>
    <expression>
    ...
```

- for

```
for i in range(10):
    print(i)
```

```
for <variable> in range(<some_num>):
    <expression>
    <expression>
    ...
```

range(start, stop, step)

- Starts with `value = start` (default `start = 0`)
- Each step, `value = value + step` (default `step = 1`)
- Loops until `value = stop - 1`

```
s = 0
for i in range(5):
    s += i
print(s)
```

```
s = 0
for i in range(1, 5, 2):
    s += i
print(s)
```


Example

```
# computes the gcd of two numbers
a = 42
b = 18
if a == 0:
    gcd = b
else:
    if b == 0:
        gcd = a
    else:
        while a != b:
            if a > b:
                a = a - b
            else:
                b = b - a
        gcd = a
print("gcd = ", gcd)
```

break Statement

- Exits a loop and skips the rest of the block

```
while <condition_1>:  
    while <condition_2>:  
        <expression_a>  
        break  
        <expression_b>  
    <expression_c>
```

```
s = 0  
for i in range(2, 10, 2):  
    s += i  
    if s == 2:  
        break  
    s = s + 1  
s += 10
```

Recap today

- Programming process
 - What is programming?
 - Basic elements of Python

Next time

- More on Python basics
- Procedural programming
 - Functions
 - Variables
 - Parameters
 - Testing

Reading materials and useful links

1. The Python Programming Language - <https://www.python.org/>
2. The Python Standard Library - <https://docs.python.org/3/library/index.html>
3. The Python Tutorial - <https://docs.python.org/3/tutorial/>
4. M. Frentiu, H.F. Pop, Fundamentals of Programming, Cluj University Press, 2006.
5. M.L. Hetland, Beginning Python: From Novice to Professional, Apress, 2005.
6. MIT OpenCourseWare, Introduction to Computer Science and Programming in Python, <https://ocw.mit.edu>, 2016.
7. J. Elkner, A.B. Downey, C. Meyers, How to Think Like a Computer Scientist: Learning with Python, Samurai Media Limited, 2016.