

Hello, World

Things All Developers (and Other People) Should Know

Chapter Information

Learning Goals

1. Learn how to use GitHub
2. Learn how to install and use IntelliJ
3. Learn how to write an Hello World application in Java, run it from IntelliJ, from the command line and debug it
4. How to read from console using Scanner
5. How to do basic String operations
6. How to use variables and constants
7. Do Loop
8. Learn some of the basics of computer design and architecture
9. Comments and when to use them (and when NOT to use them)
10. Java Packages, versions

Final Project

Animation:

Show a single line animation on the console

Tools to Install

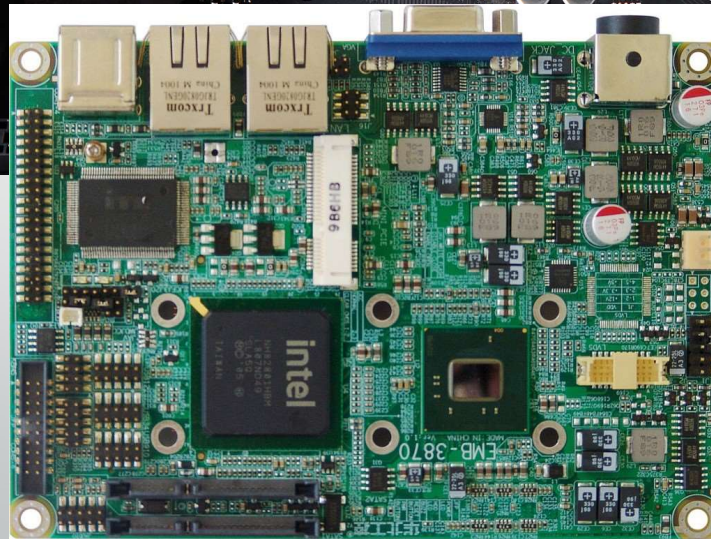
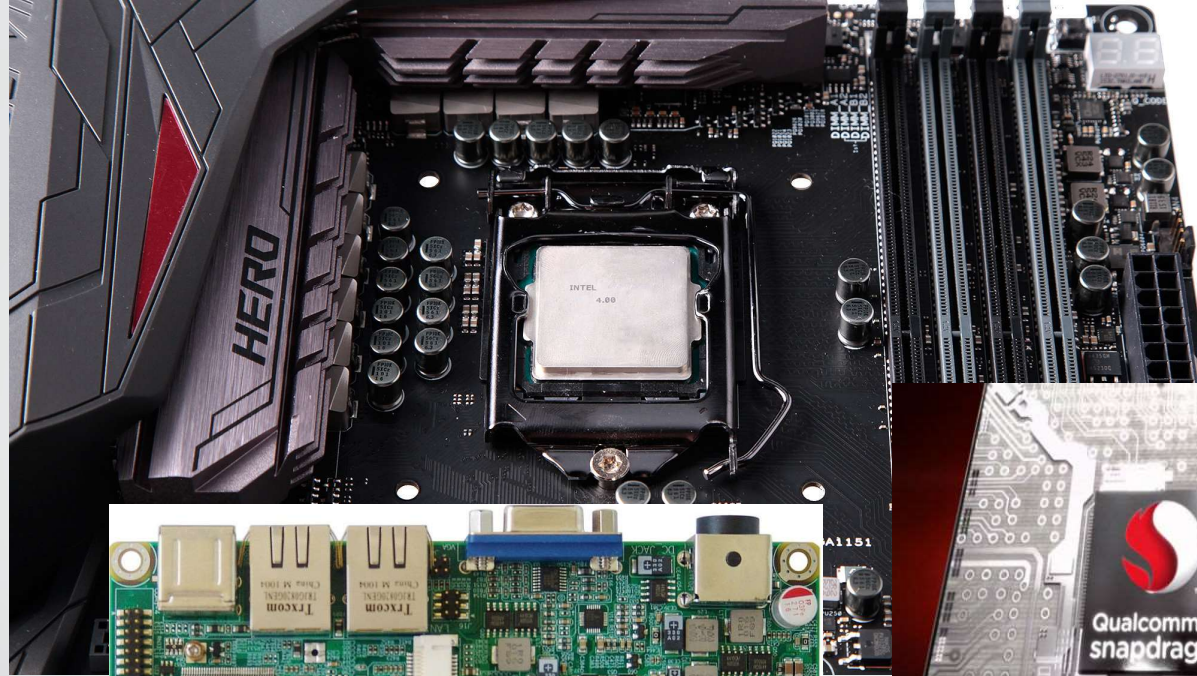
1. Java SDK version 8 unless your team works with 11
2. IntelliJ (from JetBrains or local repository)
3. Create GitHub account
4. Git (from GitHub)
5. TortoiseGit (makes it easy to view repositories in Explorer)
6. Notepad++ (quick editor with syntax highlighting)

Computer Hardware

- CPU
- Assembly Language
- Registers & Memory
- Virtual Memory
- Von Neumann Model
- I/O and Interrupts
 - Disk I/O
 - Graphics
 - Networking

CPU

- Central Processing Unit
- Sits on Motherboard and controls most everything
- Processes ***Machine Instructions***
 - Recipes with predefined steps
 - Compare
 - Read and Write to memory
 - Jump around
 - Arithmetic



Assembly Language

- A very primitive programming language
 - Instructions that directly translate to machine language
 - Macros
- Very efficient
- Very hard to write long meaningful programs
- CPU specific
- Assembler: Assembly -> Machine Code


```

68 0x52ac76: movl 7306562(%ebx), %eax
69 0x52ac7c: movl %eax, -20(%ebp)
70 0x52ac7f: movl $0, (%edi,%eax)
71 0x52ac86: testl %esi, %esi
72 0x52ac88: je 0x52ad21 ; -
    [UINavigationController_updateScrollViewFromViewController:
    toViewController:] + 425
73 0x52ac8e: movl 7306542(%ebx), %eax
74 0x52ac94: movl (%edi,%eax), %eax
75 0x52ac97: movl %eax, -24(%ebp)
76 0x52ac9a: movl 7212558(%ebx), %eax
77 0x52aca0: movl %eax, 4(%esp)
78 0x52aca4: movl %esi, (%esp)
79 0x52aca7: calll 0x9bff06 ; symbol stub for:
    objc_msgSend
80 0x52acac: movl %eax, -28(%ebp)
81 0x52acaf: movl %edx, -32(%ebp) Thread 1: instruction step ov
82 0x52acb2: movl 7211062(%ebx), %eax
83 0x52acb8: movl %eax, 4(%esp)
84 0x52acbc: movl %esi, (%esp)

```

```

MONITOR FOR 6802 1.4          9-14-80  TSC ASSEMBLER  PAGE    2

C000                                ORG    ROM+$0000 BEGIN MONITOR
C000 8E 00 70  START  LDS    #STACK

*****
* FUNCTION: INITA - Initialize ACIA
* INPUT: none
* OUTPUT: none
* CALLS: none
* DESTROYS: acc A

0013  RESETA EQU    %00010011
0011  CTLREG EQU    %00010001

C003 86 13  INITA  LDA A  #RESETA  RESET ACIA
C005 B7 80 04      STA A  ACIA
C008 86 11          LDA A  #CTLREG  SET 8 BITS AND 2 STOP
C00A B7 80 04      STA A  ACIA

C00D 7E C0 F1      JMP    SIGNON   GO TO START OF MONITOR

*****
* FUNCTION: INCH - Input character
* INPUT: none
* OUTPUT: char in acc A
* DESTROYS: acc A
* CALLS: none
* DESCRIPTION: Gets 1 character from terminal

C010 B6 80 04  INCH  LDA A  ACIA      GET STATUS
C013 47        ASR A                   SHIFT RDRF FLAG INTO CARRY
C014 24 FA      BCC  INCH              RECIEVE NOT READY
C016 B6 80 05      LDA A  ACIA+1      GET CHAR
C019 84 7F        AND A  #$7F        MASK PARITY
C01B 7E C0 79      JMP    OUTCH      ECHO & RTS

*****
* FUNCTION: INHEX - INPUT HEX DIGIT
* INPUT: none
* OUTPUT: Digit in acc A
* CALLS: INCH
* DESTROYS: acc A
* Returns to monitor if not HEX input

C01E 8D F0  INHEX  BSR    INCH      GET A CHAR
C020 81 30      CMP A  #'0          ZERO
C022 2B 11      BMI  HEXERR        NOT HEX
C024 81 39      CMP A  #'9          NINE
C026 2F 0A      BLE  HEXRTS        GOOD HEX
C028 81 41      CMP A  #'A          # 'A
C02A 2B 09      BMI  HEXERR        NOT HEX
C02C 81 46      CMP A  #'F          # 'F
C02E 2E 05      BGT  HEXERR        NOT HEX
C030 80 07      SUB A  #7           FIX A-F
C032 84 0F  HEXRTS AND A  #$0F      CONVERT ASCII TO DIGIT
C034 39        RTS

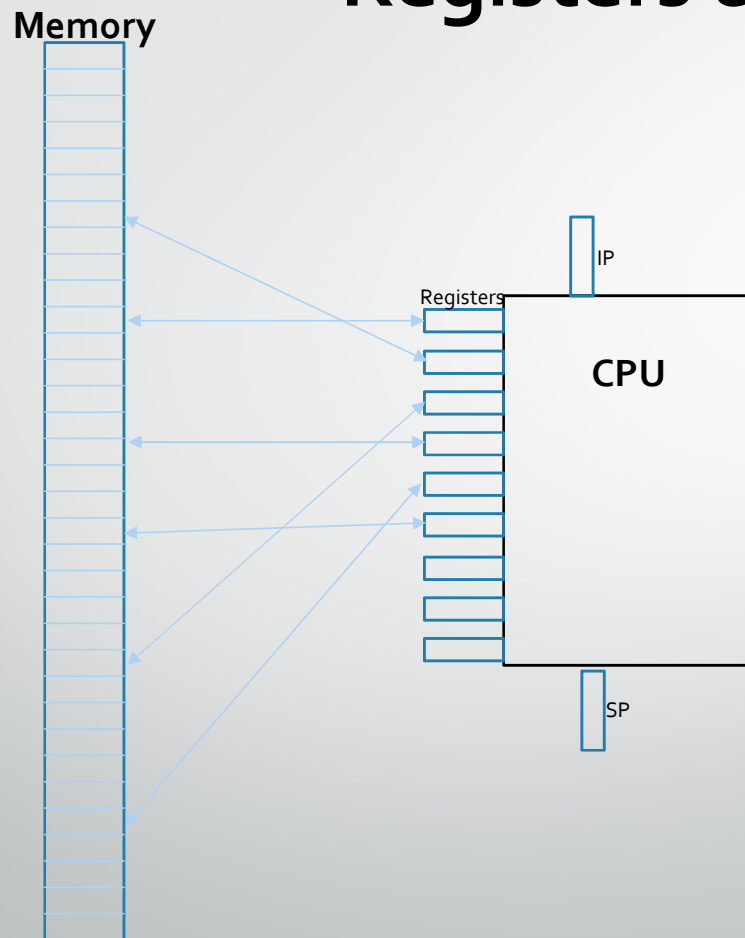
C035 7E C0 AF  HEXERR JMP    CTRL    RETURN TO CONTROL LOOP

```

Registers & Memory

- Memory – holds binary data
- Manipulated by CPU
 - In Registers
 - Directly
- Registers
 - How CPU manipulates data
 - Special
- CPU Cache

Registers & Memory



Word!

- A **word** is the natural unit of data used by a particular processor design
- **A** comprises a set number bits N (8,9,16,32,64) as dictated by the processor design
- The word describes either
 - Data in the range
 - Memory addresses in the range $0..2^N-1$
 - A representation of a machine code instruction

Addition (without overflow)

addu rd, rs, rt

0	rs	rt	rd	0	0x21
6	5	5	5	5	6

Put the sum of registers *rs* and *rt* into register *rd*.

Refresher on Radix Systems

Radix is a Latin word for "root". *Root* can be considered a synonym for *base* in the arithmetical sense.

In a system with radix b ($b > 1$), a string of digits $d_1...d_n$ denotes the number $d_1b^{n-1} + d_2b^{n-2} + ... + d_nb^0$, where $0 \leq d_i < b$.^[1] In contrast to decimal, or radix 10, which has a ones' place, tens' place, hundreds' place, and so on, radix b would have a ones' place, then a b^1 's' place, a b^2 's' place, etc.^[2]

2, 10, 16

Decimal {0..9} $\rightarrow d_1 10^{n-1} + d_2 10^{n-2} + \dots + d_n 10^0$

$$\begin{aligned} 77 &= 77_{10} \\ &= 7 \cdot 10^1 + 7 \cdot 10^0 \\ &= 70 + 7 = 77_{10} \end{aligned}$$

Binary {0..1} $\rightarrow d_1 2^{n-1} + d_2 2^{n-2} + \dots + d_n 2^0$

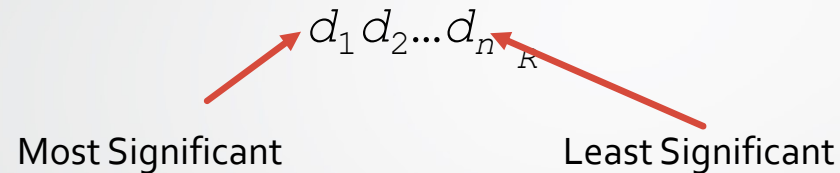
$$\begin{aligned} 0B01001101 &= 01001101_2 \\ &= 0 \cdot 2^7 + 1 \cdot 2^6 + 0 \cdot 2^5 + 0 \cdot 2^4 + 1 \cdot 2^3 + 1 \cdot 2^2 + 0 \cdot 2^1 + 1 \cdot 1 \cdot 2^0 \\ &= 2^6 + 2^3 + 2^2 + 1 = 77_{10} \end{aligned}$$

Hexadecimal {0..9, A..F} $\rightarrow d_1 16^{n-1} + d_2 16^{n-2} + \dots + d_n 16^0$

$$\begin{aligned} 0X4D &= 4d_{16} \\ &= 4 \cdot 16^1 + 13 \cdot 16^0 \\ &= 4 \cdot 16 + 13 = 77_{10} \end{aligned}$$

Significance in Radix R

$$d_1 R^{n-1} + d_2 R^{n-2} + \dots + d_n R^0 =$$



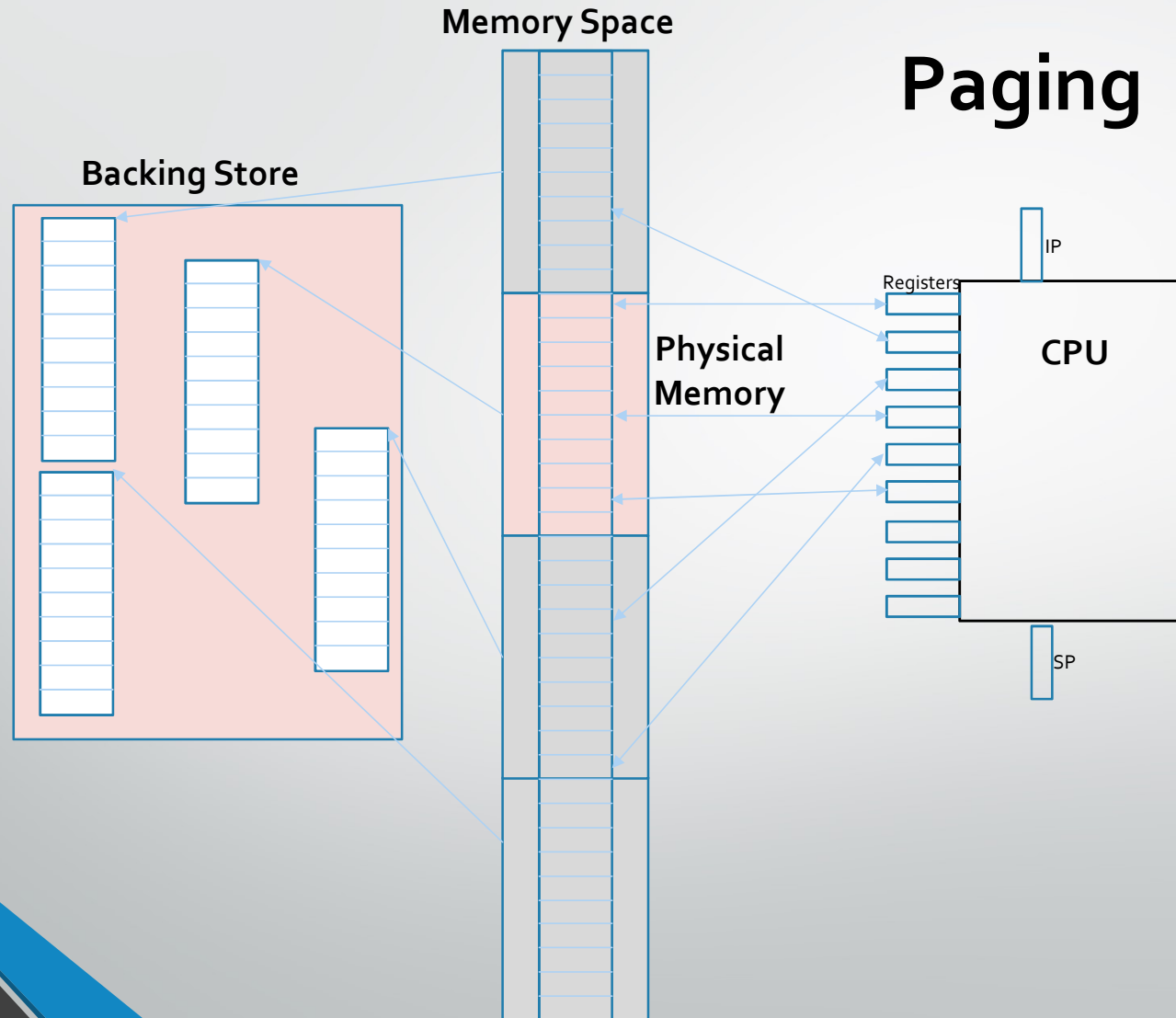
A digit of a binary number in the context of computer systems is called a Bit (Binary Digit)

We often talk about the most, and least significant bit, as indicated above...

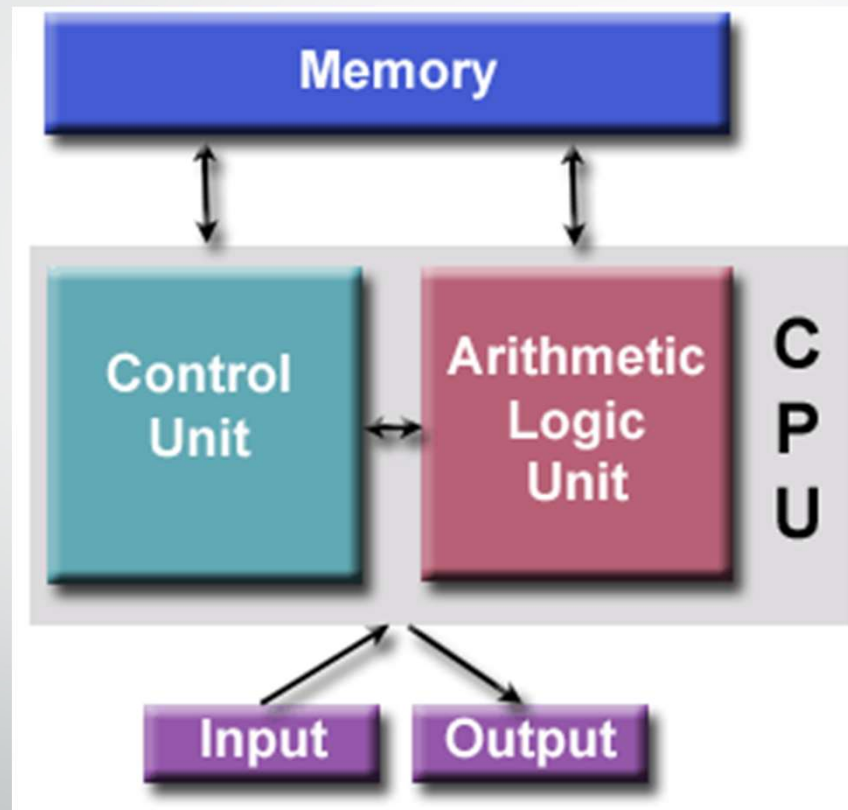
Virtual Memory

- Size of the address space
 - $2^{32} = 4,294,967,296$
(4 GigaBytes, 4 Billion Bytes)
 - $2^{64} = 18,446,744,073,709,551,616$
(18 ExaBytes, 18 Quintillion Bytes)
- Address spaces larger than 32 bit are impossible to maintain in physical memory.
 - OS and HW supports way less (2^{40})
 - Cost would be prohibitive (@1\$/GB)
 - 18ExaBytes would cost \$1,073,741,824
 - It would be huge, and draw a huge amount of power and cooling...
- Virtual Memory allows maintaining a large address space with much smaller physical memory

Paging



Von Neumann Model





I/O and Interrupts

- Interrupts
- Memory mapped I/O
- Devices
 - Graphics
 - Disks
 - Network

Procedural Programming

- **Some History**
- **What is Compiling**
 - Creating Binaries
- **What is Linking**
 - Putting things together
- **What is Loading**
 - Putting things where CPU can get them
- **Executing code**
 - Starting the program
- **Procedures and calling**
- **Basic Procedural Programming Constructs**

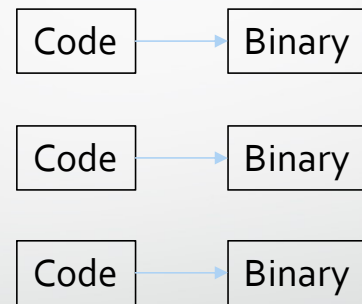


History

- 60's (Algol, ForTran, BASIC)
- 70's (Pascal, C)
- 80's (Ada)

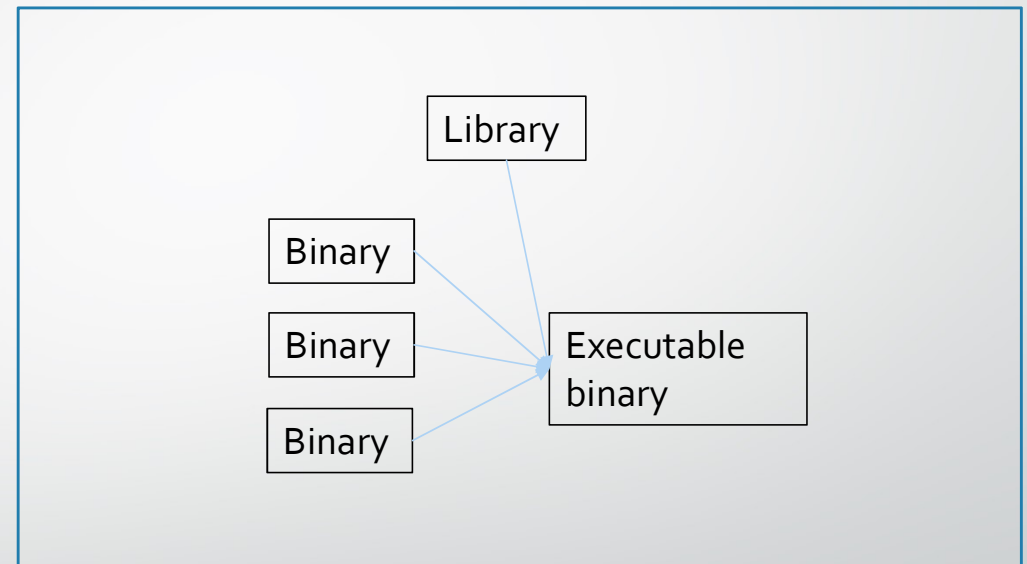
Compile

- Turn text (code) to binary



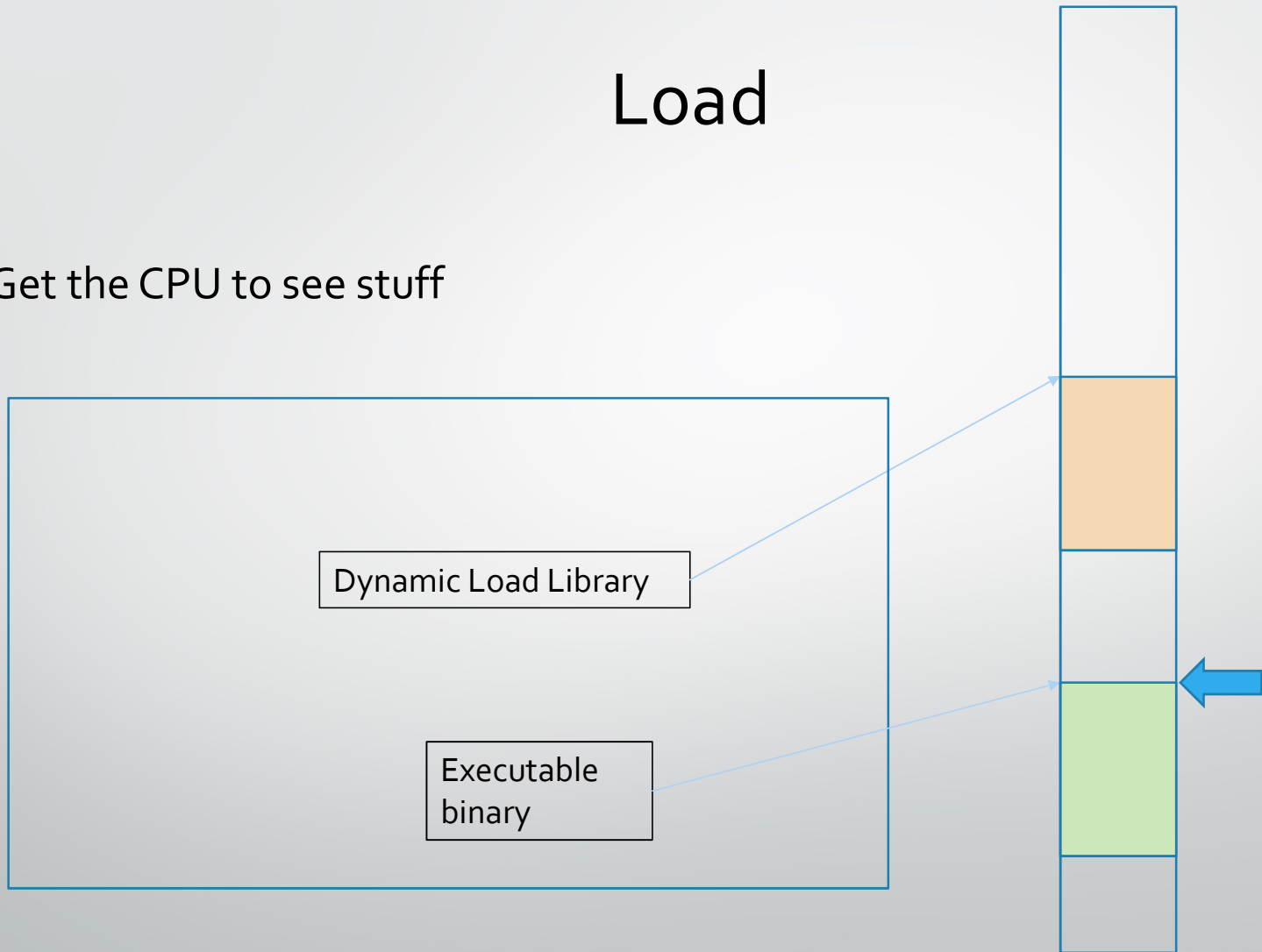
Link

- Bring things together

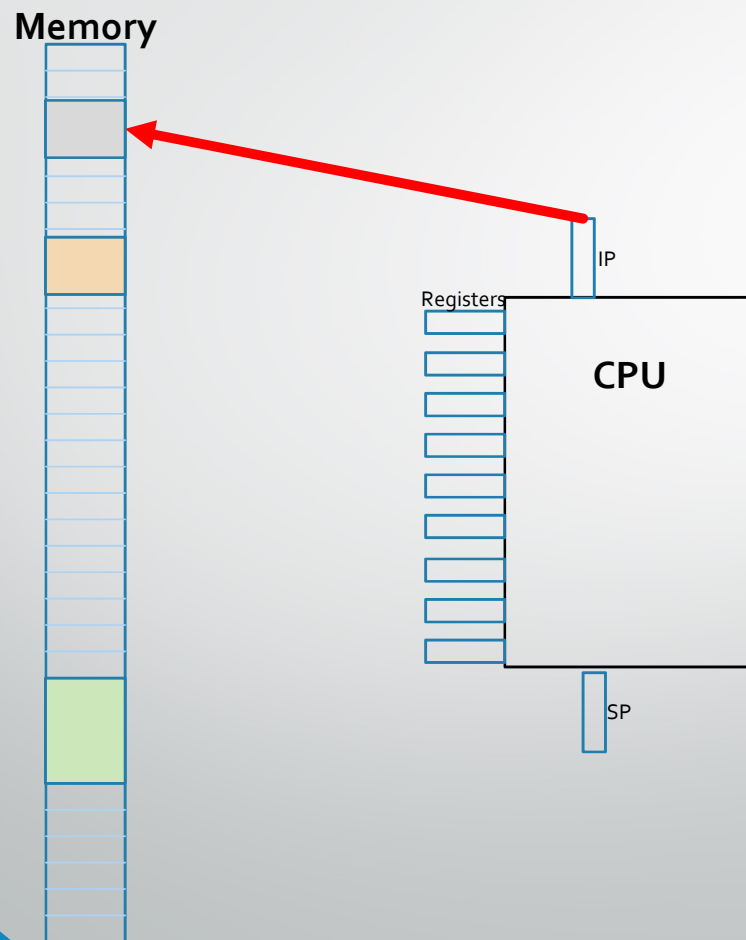


Load

- Get the CPU to see stuff



Running – The IP



Notation

- X = reference to X
 - Address
 - Register
- (X) = content of X

E.g.

R_1 ,

(R_1) ,

R_1
 4544454

(4544454)

Memory

4544454 99AB



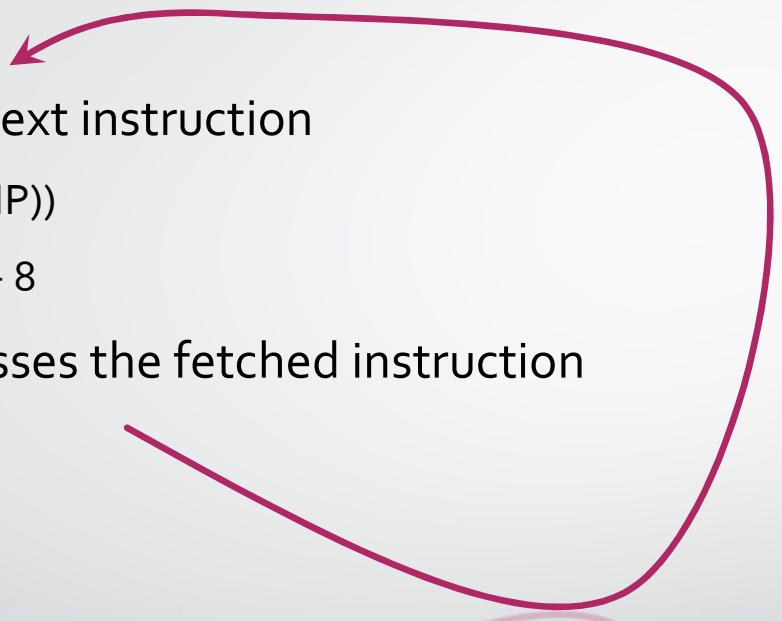
Instruction Processing by the CPU

Fetch the next instruction

$\text{CPU} \leftarrow ((\text{IP}))$

$\text{IP} = (\text{IP}) + 8$

CPU Processes the fetched instruction



Example

R1 = 4000016

IP = 4000000

4000000 Mov R1,IP

4000008 Mov, 3, R1

4000016 Mov, 2, R1

Fetch the next instruction

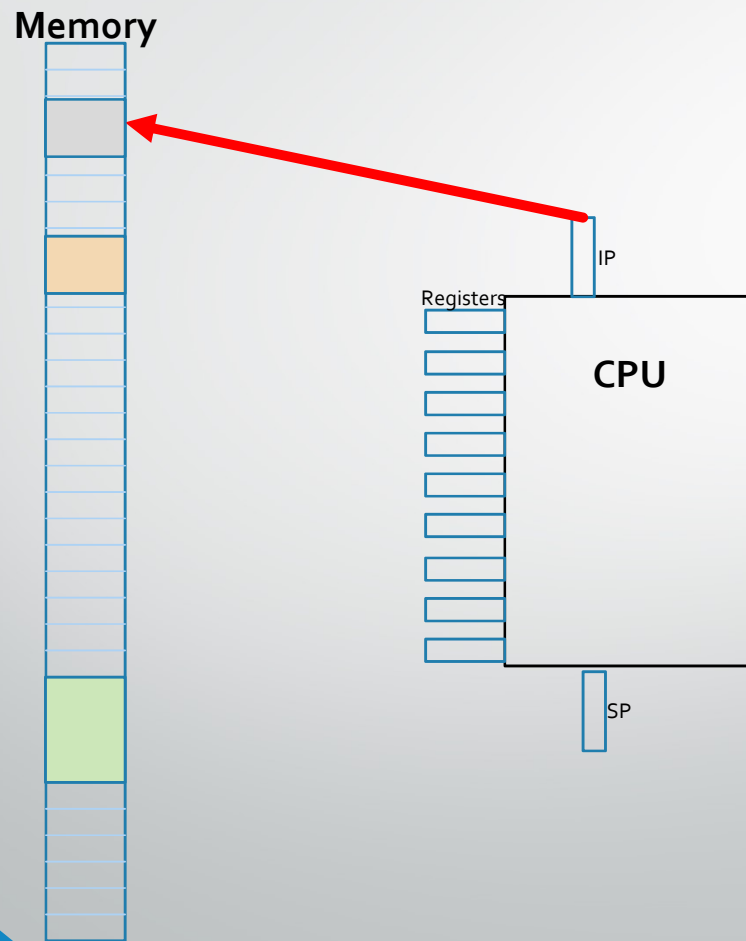
$\text{CPU} \leftarrow ((\text{IP}))$

$(\text{IP}) = (\text{IP}) + 8$

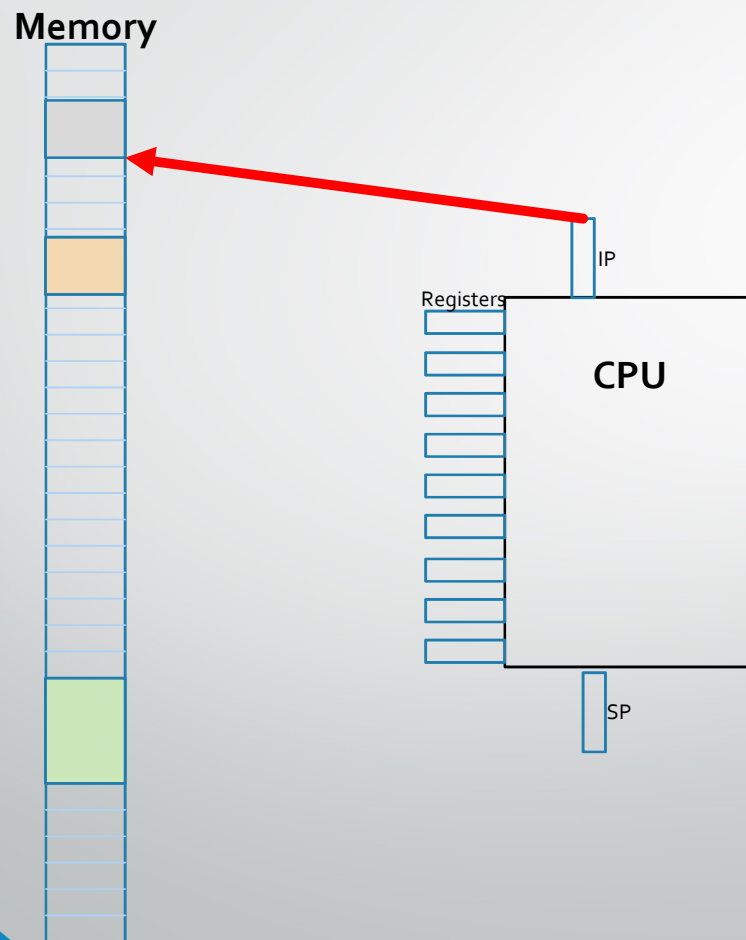
CPU processes the instruction

What are IP, R1 after FETCH?

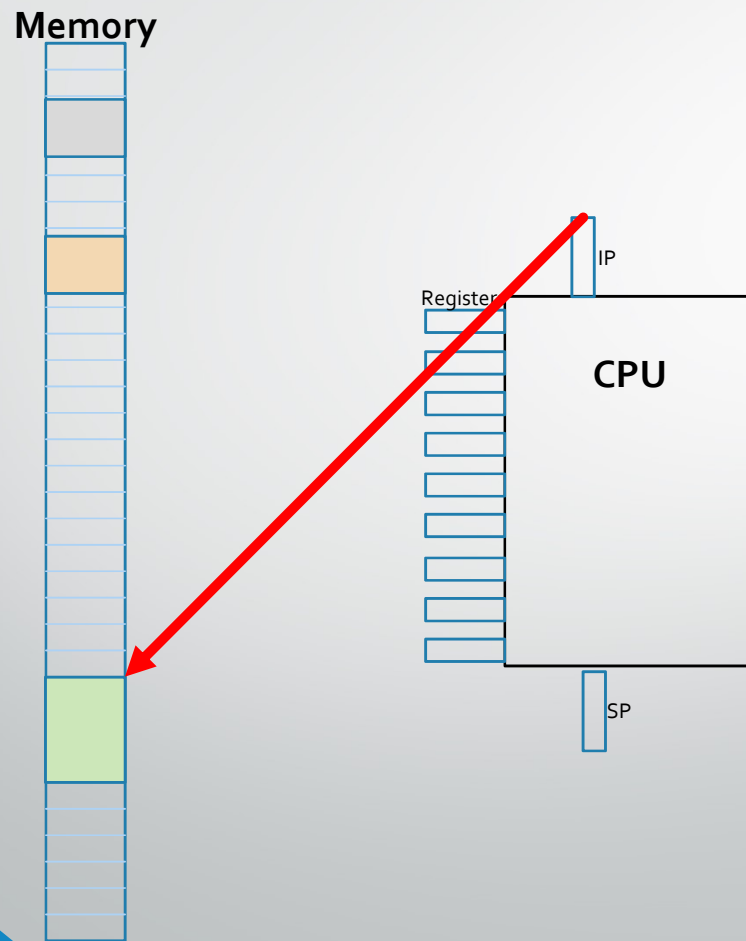
Running – The IP



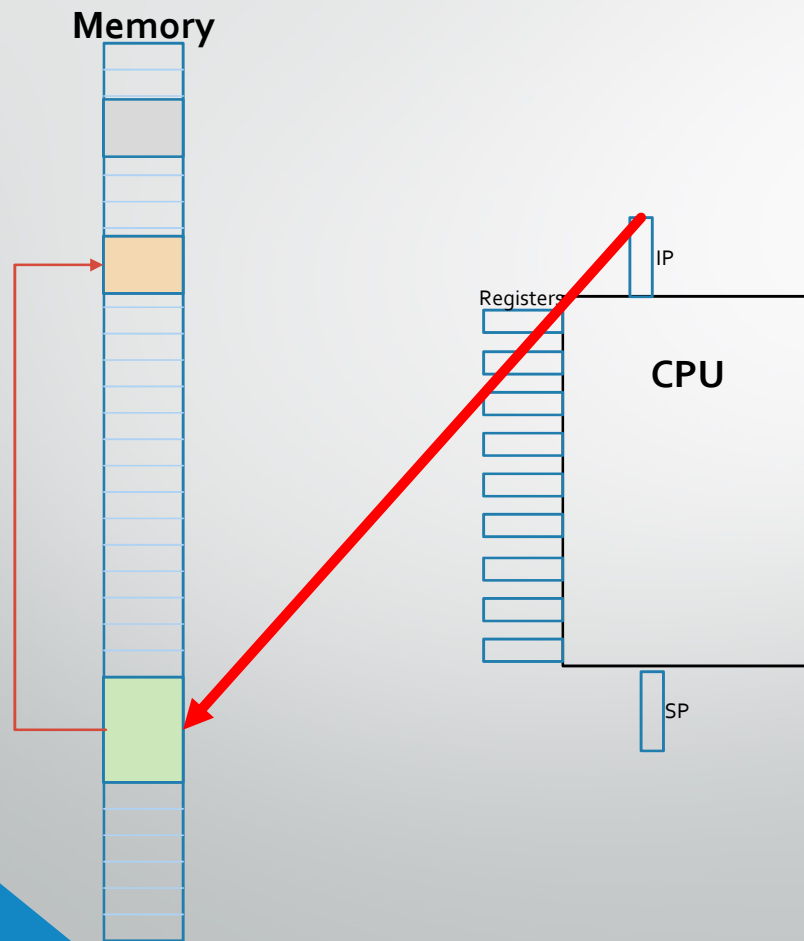
Running – The IP



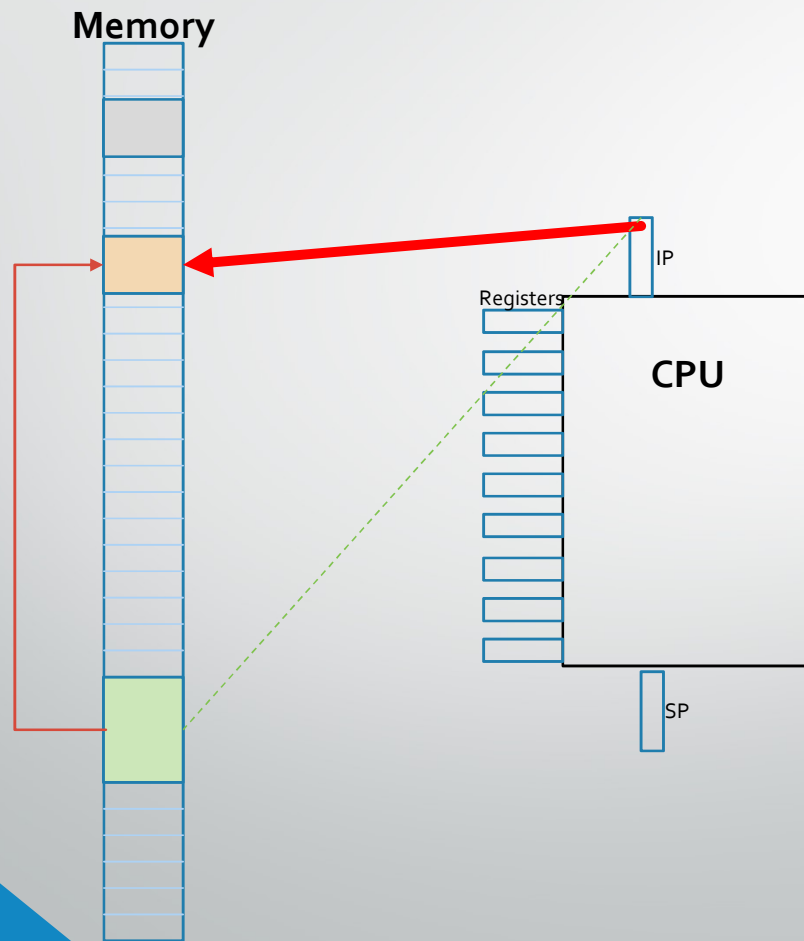
Running – The IP



Running – The IP



Calling a Procedure

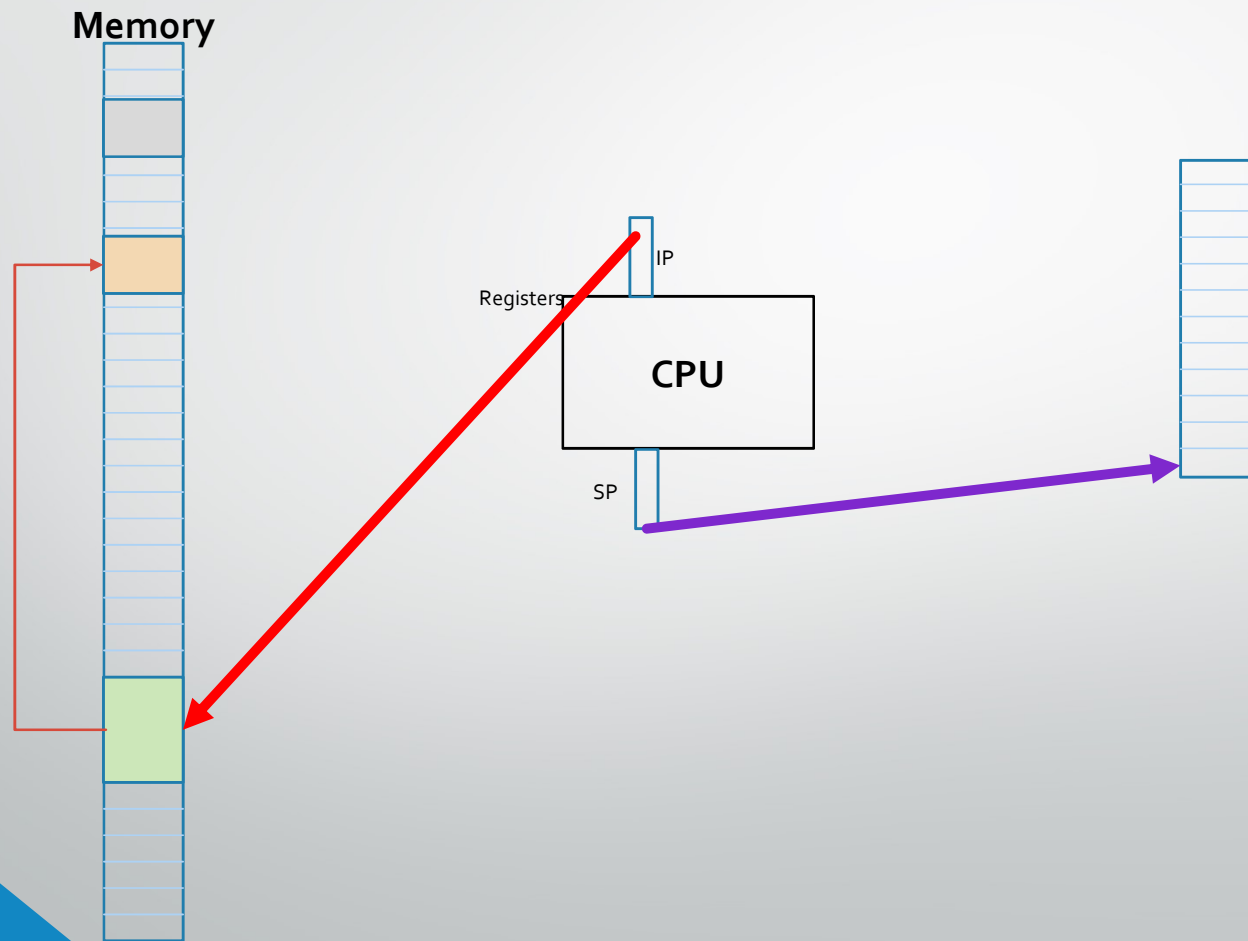




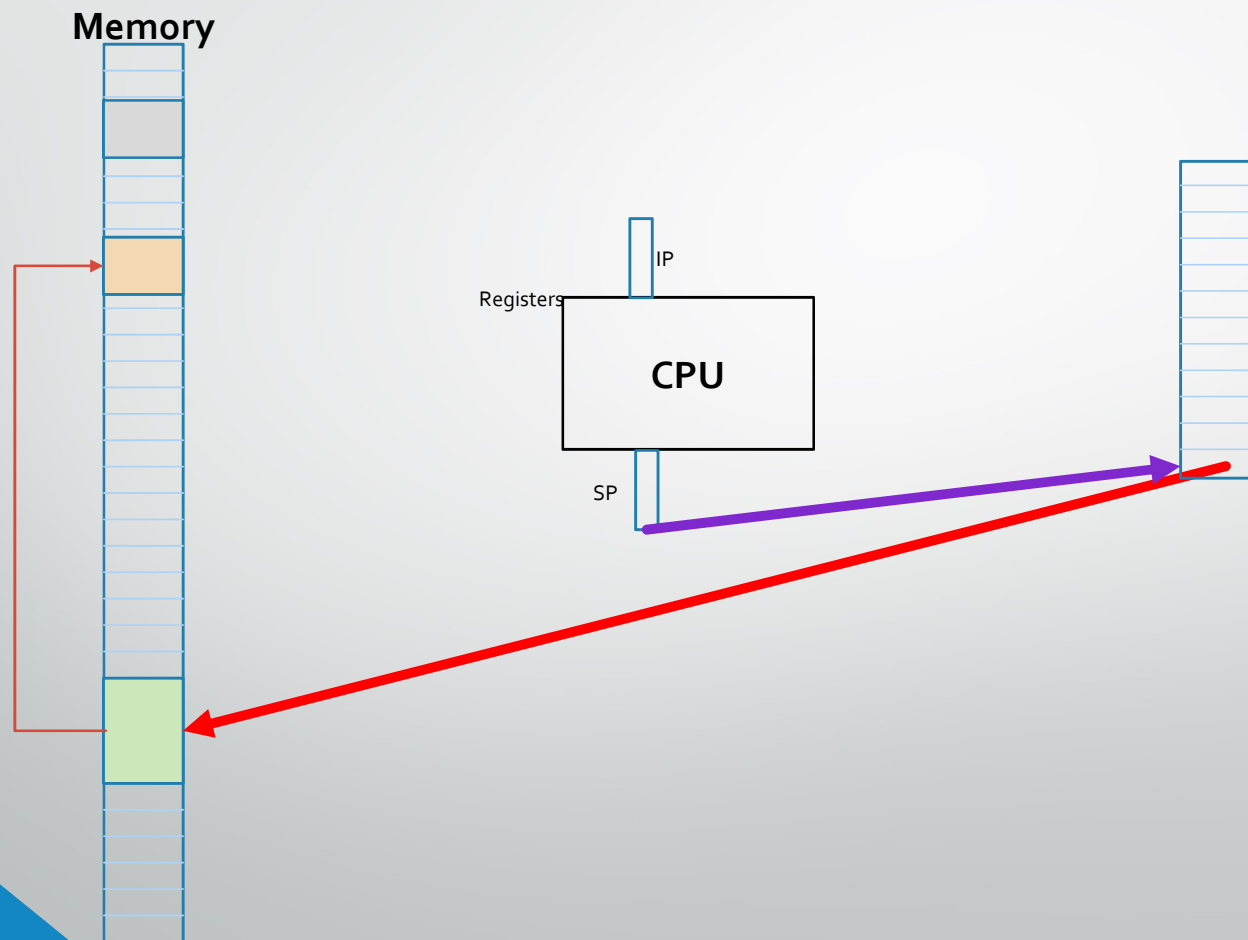
Procedures

- The Stack
- The Stack pointer

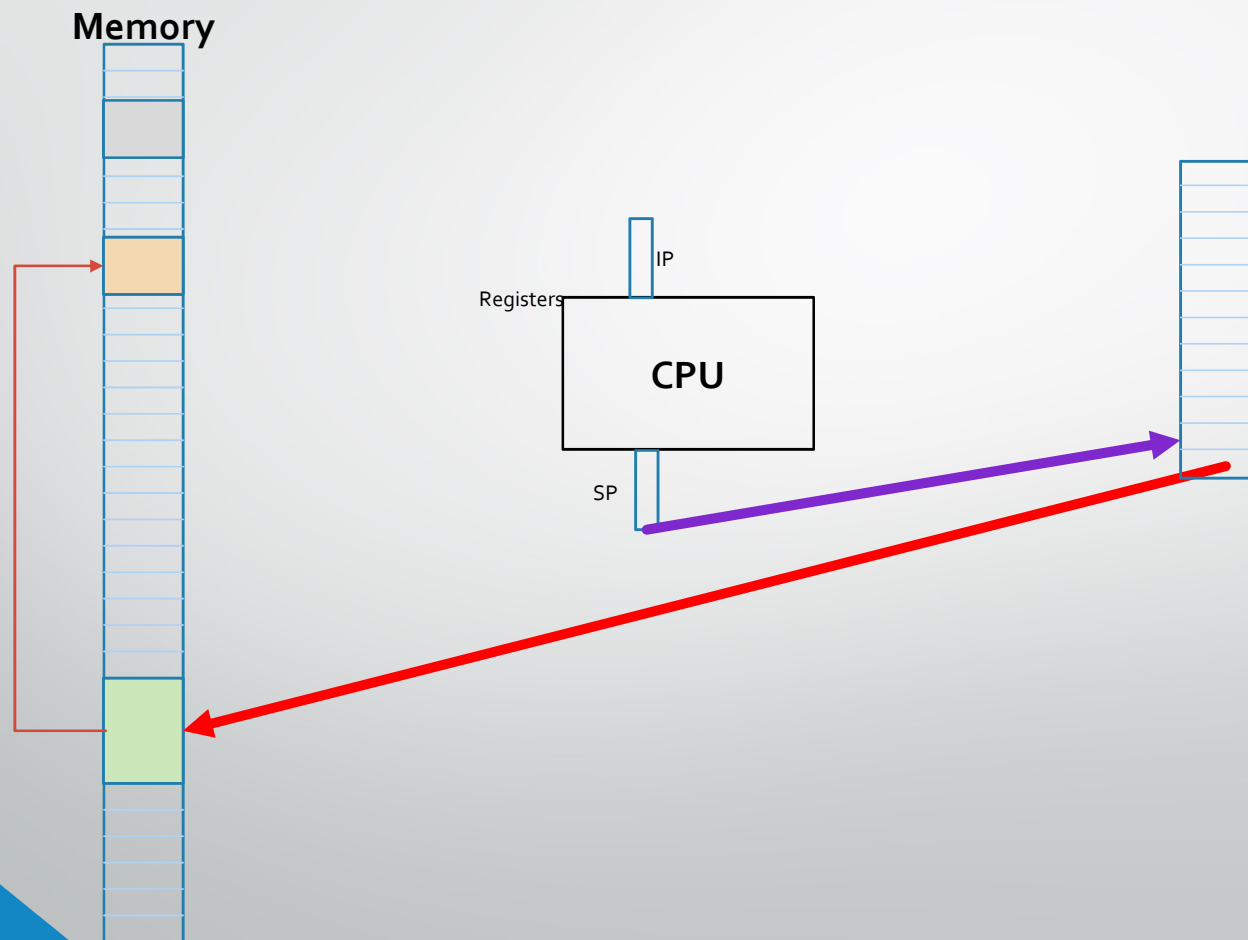
Calling a Procedure



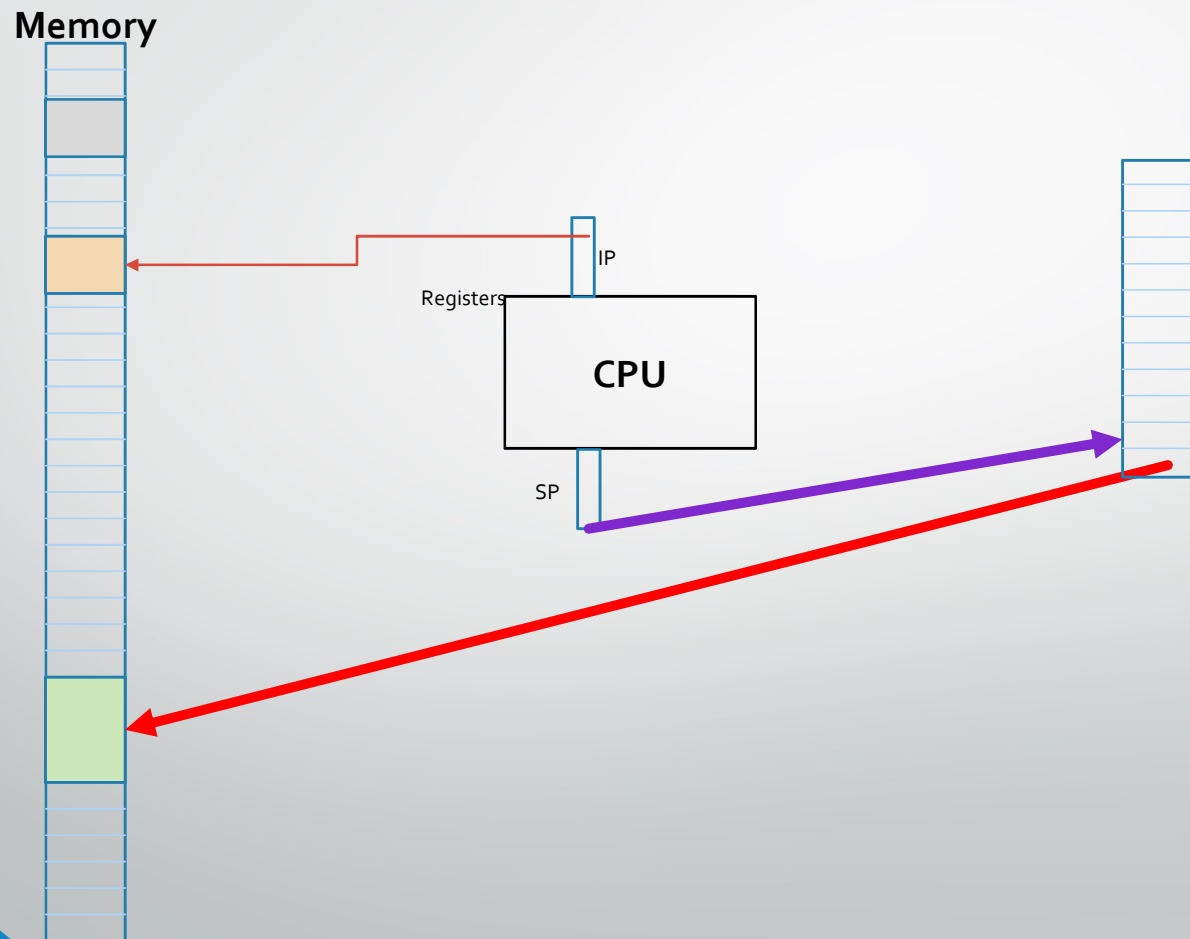
Calling a Procedure



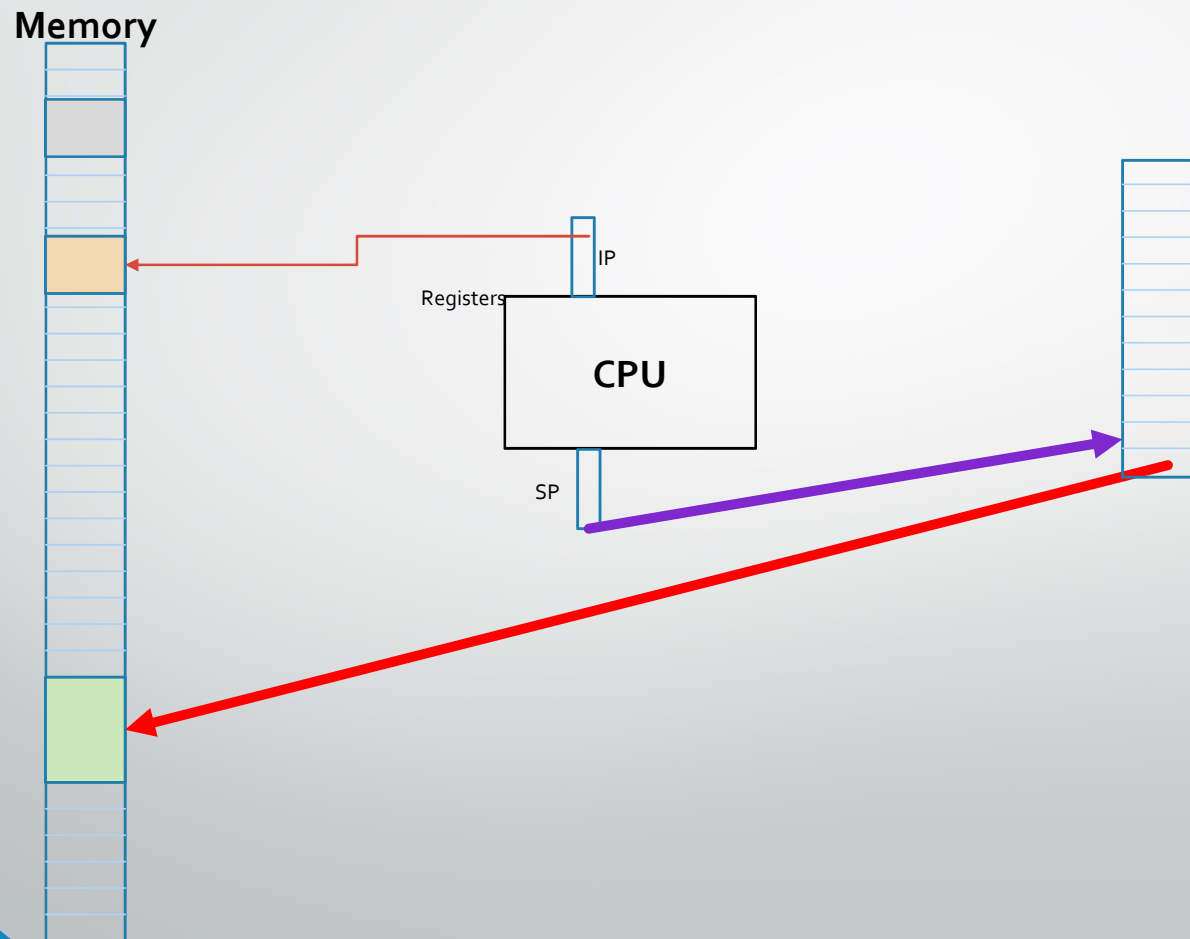
Calling a Procedure



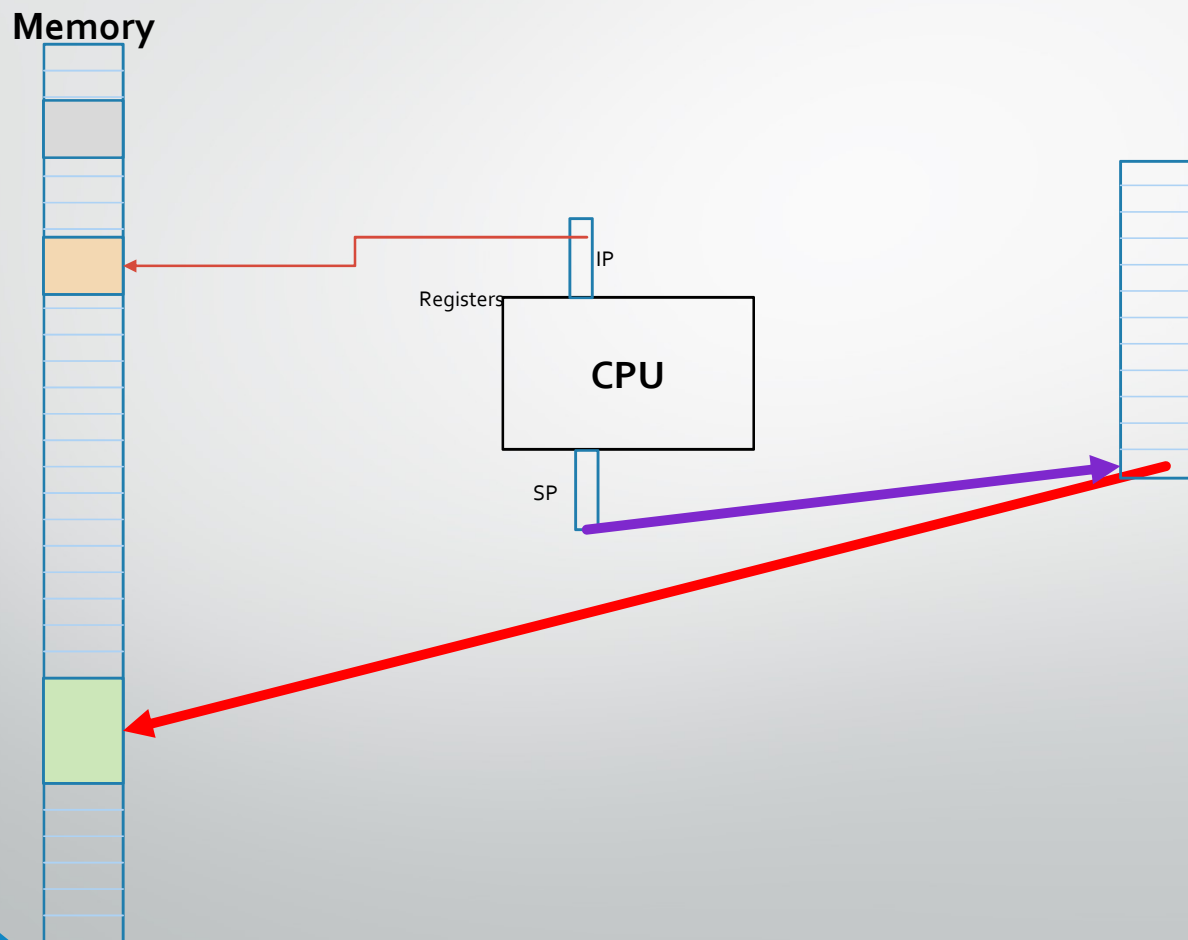
Calling a Procedure



Return from Procedure

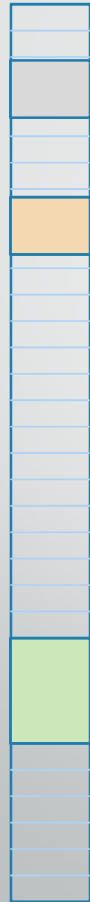


Return from Procedure

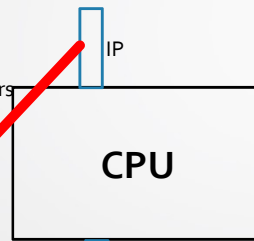


Return from Procedure

Memory

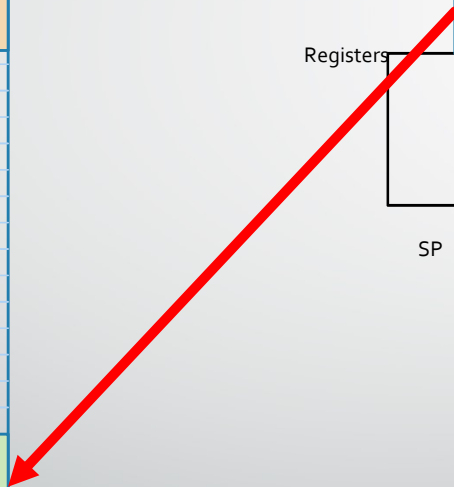
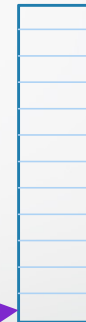


Registers



SP

CPU





Logic / Arithmetic

- Usually executed by the CPU
- On data in registers
- Sometime on memory
- Depends on CPU



Assignment

- Move values from CPU registers into memory locations
- Sometime can move data from memory to memory
- Block transfers (BLOBs)
- Specific capabilities depend on CPU

ALGOL

```
BEGIN  
FILE F (KIND=REMOTE);  
EBCDIC ARRAY E [0:11];  
REPLACE E BY "HELLO WORLD!";  
WRITE (F, *, E);  
END.
```



Fortran

```
program hello  
print *, "Hello, World"  
end program hello
```



BASIC

```
10 PRINT "Hello, World"  
20 END
```

ADA

```
with Ada.Text_IO;  
  
procedure HelloWorld is  
    output_string : String(3..13);  
begin  
    output_string := "hello, world";  
    Ada.Text_IO.Put (output_string);  
end
```

C

```
#include <stdio.h>
#include <stdlib.h>

int main (int argc, int argv)
{
    printf("hello, world\n");
    return 0;
}
```

Pascal

```
Program Hello(output)
Begin
    writeln("hello, world\n");
End;
```

Conditionals

- Conditionals
 - Simple (if)
 - Special comparison operators in the CPU
 - Work on registers or on memory
 - Complex (switch)
 - Works with jumps: IP assignments

Memory Allocation

- Memory management subsystem
- Allocate()
- Free()
- Memory leaks if something goes wrong
- Most difficult part of “regular programming”
 - “Solved” through **managed memory systems** (later)