# PASCAL PROGRAMMING LANGUAGE (1)

CMP 102 Introduction to computer programming (Module 7A)

Dr. S. A. Arekete

## A First Look at a Pascal Program

• Following is a simple Pascal code that would print the words "Hello, World!":

```
program HelloWorld;
uses crt;
(* Here the main program block starts *)
begin
writeln('Hello, World!');
readkey;
end.
```

## Pascal Programming Language

- Pascal is a general-purpose, high-level language that was originally developed by Niklaus Wirth in the early 1970s.
- It was developed for teaching programming as a systematic discipline and to develop reliable and efficient programs.
- Pascal is an Algol-based language and includes many constructs of Algol.
- Algol-60 is a subset of Pascal.
- Pascal offers several data types and programming structures.
- It is easy to understand and maintain the Pascal programs.

## Why Pascal is popular in Academics Arena

- Pascal has grown in popularity in the teaching and academics arena for various reasons:
  - Easy to learn.
  - Structured language.
  - It produces transparent, efficient and reliable programs.
  - It can be compiled on a variety of computer platforms.

## Features of the Pascal Language

- Pascal has the following features:
  - Pascal is a strongly typed language.
  - It offers extensive error checking.
  - It offers several data types like arrays, records, files and sets.
  - It offers a variety of programming structures.
  - It supports structured programming through functions and procedures.
  - It supports object oriented programming.

#### Facts about Pascal

- The Pascal language was named for Blaise Pascal, French mathematician and pioneer in computer development.
- Niklaus Wirth completed development of the original Pascal programming language in 1970.
- Pascal is based on the block structured style of the Algol programming language.
- Pascal was developed as a language suitable for teaching programming as a systematic discipline, whose implementations could be both reliable and efficient.

#### Facts about Pascal..

- The ISO 7185 Pascal Standard was originally published in 1983.
- Pascal was the primary high-level language used for development in the Apple Lisa, and in the early years of the Mac.
- In 1986, Apple Computer released the first Object Pascal implementation, and in 1993, the Pascal Standards Committee published an Object-Oriented Extension to Pascal.

## Why using Pascal?

- Pascal allows the programmers to define complex structured data types and build dynamic and recursive data structures, such as lists, trees and graphs.
- Pascal offers features like records, enumerations, subranges, dynamically allocated variables with associated pointers and sets.
- Pascal allows nested procedure definitions to any level of depth.
  - This truly provides a great programming environment for learning programming as a systematic discipline based on the fundamental concepts.

## Practical Programs Written in Pascal

- Among the most amazing programs implemented in Pascal are:
  - Skype
  - Total Commander
  - TeX
  - Macromedia Captivate
  - Apple Lisa
  - Various PC Games
  - Embedded Systems

#### Pascal Environments

- There are several Pascal compilers and interpreters available for general use.
- Among these are:
  - Turbo Pascal: provides an IDE and compiler for running Pascal programs on CP/M, CP/M-86, DOS, Windows and Macintosh.
  - Delphi: provides compilers for running Object Pascal and generates native code for 32- and 64bit Windows operating systems, as well as 32-bit Mac OS X and iOS. Embarcadero is planning to build support for the Linux and Android operating system.
  - Free Pascal: it is a free compiler for running Pascal and Object Pascal programs. Free Pascal compiler is a 32- and 64-bit Turbo Pascal and Delphi compatible Pascal compiler for Linux, Windows, OS/2, FreeBSD, Mac OS X, DOS and several other platforms.
  - Turbo51: it is a free Pascal compiler for the 8051 family of microcontrollers, with Turbo Pascal 7 syntax.
  - Oxygene: it is an Object Pascal compiler for the .NET and Mono platforms.
  - GNU Pascal (GPC): it is a Pascal compiler composed of a front end to GNU Compiler Collection.

## Installing Free Pascal on Windows

- For Windows, you will download the Windows installer, setup.exe.
- This is a usual installation program.
- You need to take the following steps for installation:
  - Select a directory.
  - Select parts of the package you want to install.
  - Optionally choose to associate the .pp or .pas extensions with the Free Pascal IDE.
  - We will be using Free Pascal in this course. You can download Free Pascal for your operating system from the link:

http://www.freepascal.org/download.var

#### **Text Editor**

- This will be used to type your program.
- Examples of few editors include:
- · Windows Notepad, OS Edit command, Brief, Epsilon, EMACS, and vim or vi.
- Name and version of text editor can vary on different operating systems.
  - For example, Notepad will be used on Windows and vim or vi can be used on Windows as well as Linux or UNIX.
- The files you create with your editor are called source files and contain program source code.
- The source files for Pascal programs are typically named with the extension .pas.
- Before starting your programming, make sure you have one text editor in place and you have enough experience to write a computer program, save it in a file, compile it and finally execute it.
- It is good to note that Freepascal has an in-built editor, it is an integrated development environment (IDE) from were you can create and run your program.

## **Program Structure or Template**

- A Pascal program basically consists of the following parts:
  - Program name
  - Uses command
  - Type declarations
  - Constant declarations
  - Variables declarations
  - Functions declarations
  - Procedures declarations
  - Main program block
  - Statements and Expressions within each block
  - Comments

## Program Structure..

- Every Pascal program generally have a heading statement, a declaration and an execution part strictly in that order.
- Following format shows the basic syntax for a Pascal program:

```
Program Structure..
program {name of the program}
uses {comma delimited names of libraries you use}
const {global constant declaration block}
var {global variable declaration block}
function {function declarations, if any}
{ local variables }
begin
end;
procedure { procedure declarations, if any}
{ local variables }
begin
end;
begin { main program block starts}
end. { the end of main program block }
```

## Pascal Hello World Example

• Following is a simple Pascal code that would print the words "Hello, World!":

```
program HelloWorld;
uses crt;
(* Here the main program block starts *)
begin
writeln('Hello, World!');
readkey;
end.
```

## Pascal Hello World Example..

- Let us look various parts of the above program:
  - The first line of the program program HelloWorld; indicates the name of the program.
  - The second line of the program uses crt; is a preprocessor command, which tells the compiler to include the crt unit before going to actual compilation.
  - The next lines enclosed within begin and end statements are the main program block.
    - Every block in Pascal is enclosed within a begin statement and an end statement.
    - However, the end statement indicating the end of the main program is followed by a full stop (.) instead of semicolon (;).
  - The begin statement of the main program block is where the program execution begins.

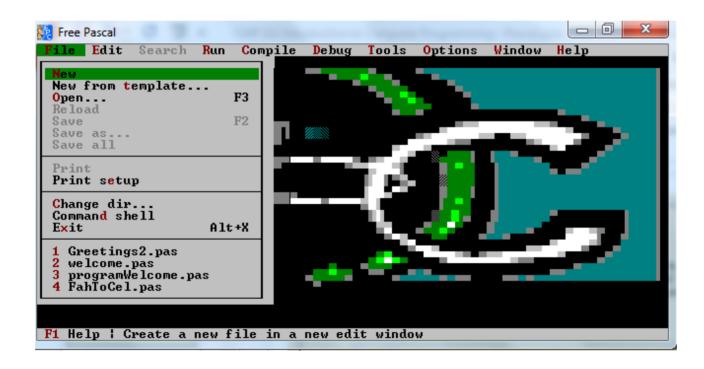
## Pascal Hello World Example..

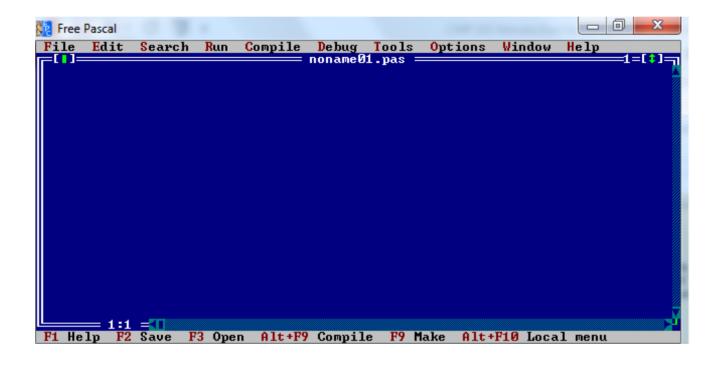
- The lines within (\*...\*) will be ignored by the compiler and it has been put to add a comment in the program.
- The statement writeln('Hello, World!'); uses the writeln function available in Pascal which causes the message "Hello, World!" to be displayed on the screen.
- The statement readkey; allows the display to pause until the user presses a key. It is part of the crt unit. A unit is like a library in Pascal.
- The last statement end. ends your program.

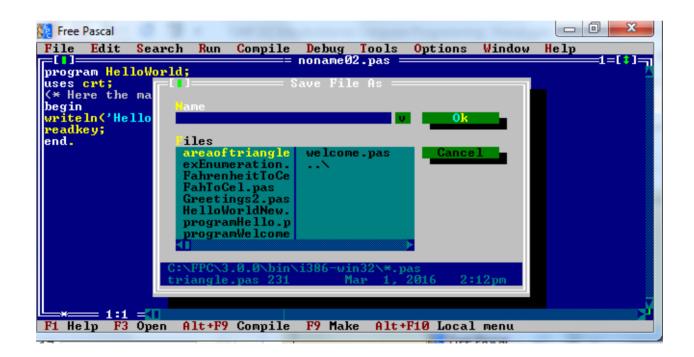
## Compiling and Executing a Pascal Program (the General Method)

- Open a text editor and add the above-mentioned code.
- Save the file as hello.pas
- Open a command prompt and go to the directory, where you saved the file.
- Type fpc hello.pas at command prompt and press enter to compile your code.
- If there are no errors in your code, the command prompt will take you to the next line and would generate **hello** executable file and **hello.o** object file.
- Now, type hello at command prompt to execute your program.
- You will be able to see "Hello World" printed on the screen and program waits till you press any key.

- The Integrated Development Environment (IDE) which is common nowadays makes writing, compiling and executing a program much easier.
- The editor and the compiler are all embedded inside the same environment.
- The in-built editor is used to edit the program.
- Compile and RUN commands can be invoked on the menu to compile the program and execute it.







```
_ 0 X
Free Pascal
File Edit Search Run Compile Debug Tools Options Window Help
program HelloWorld;
uses crt;
                         = HelloWorldGreeting1.pas =
(* Here the main program block starts *)
 writeln('Hello, World!');
readkey;
                          Compiling (Debug mode)
              Main file: C:\...\helloworldgreeting1.pas
              Target: Win32 for i386
              Line number:
                                      Total lines:
              Used memory:
                              204K
                                      Allocated memory:
                                                         1792K
                                      Compile time:
              Total errors:
                                                          2.2s
                      Compile successful: Press any key
       = 1:1 =
F1 Help F3 Open Alt+F9 Compile F9 Make Alt+F10 Local menu
```

```
Free Pascal

| Free Pascal IDE Version 1.0.12 [2015/11/16]
| Compiler Version 3.0.0
| GDB Version GDB 7.4
| Using configuration files from: C:\FPC\3.0.0\bin\i386-win32\
Running 'C:\fpc\3.0.0\bin\i386-win32\helloworldgreeting1.exe "
Hello, World!
```