



**BITS Pilani**

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# Computer Programming CS F111

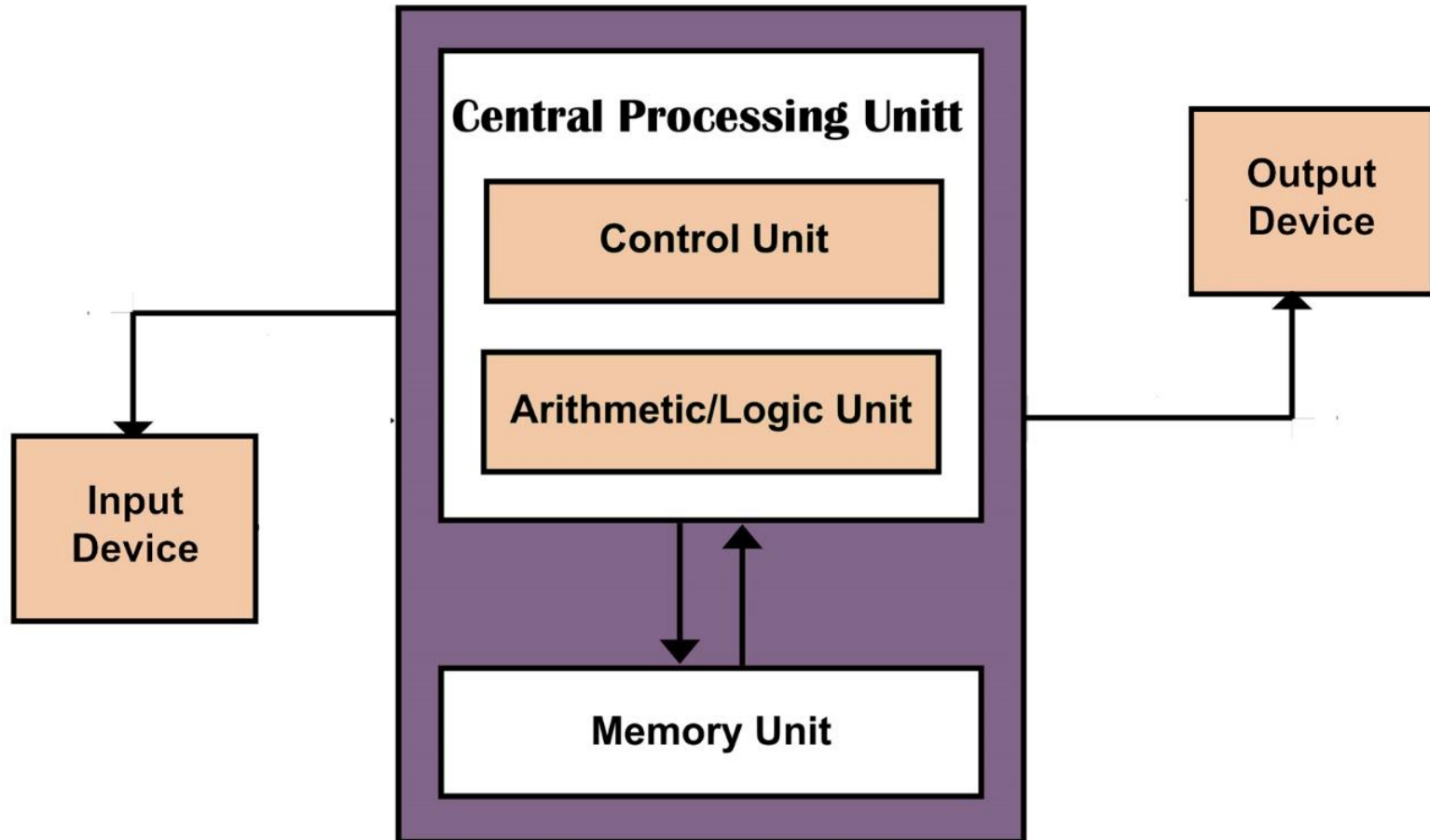
Adapted from the slides of Dr. Sundaresan Raman, Assistant  
Professor, Dept. of Computer Science, BITS Pilani

# Course Overview

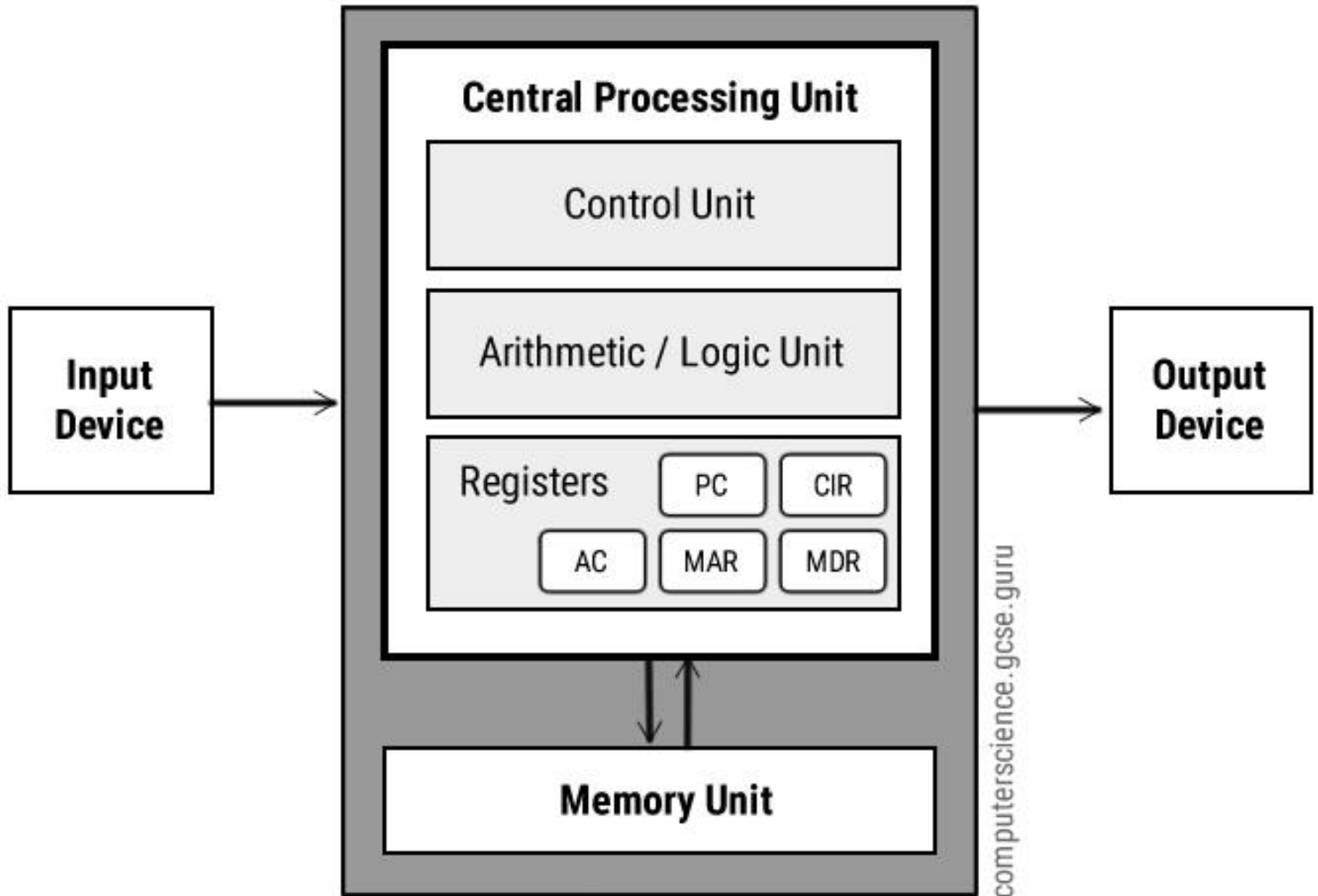
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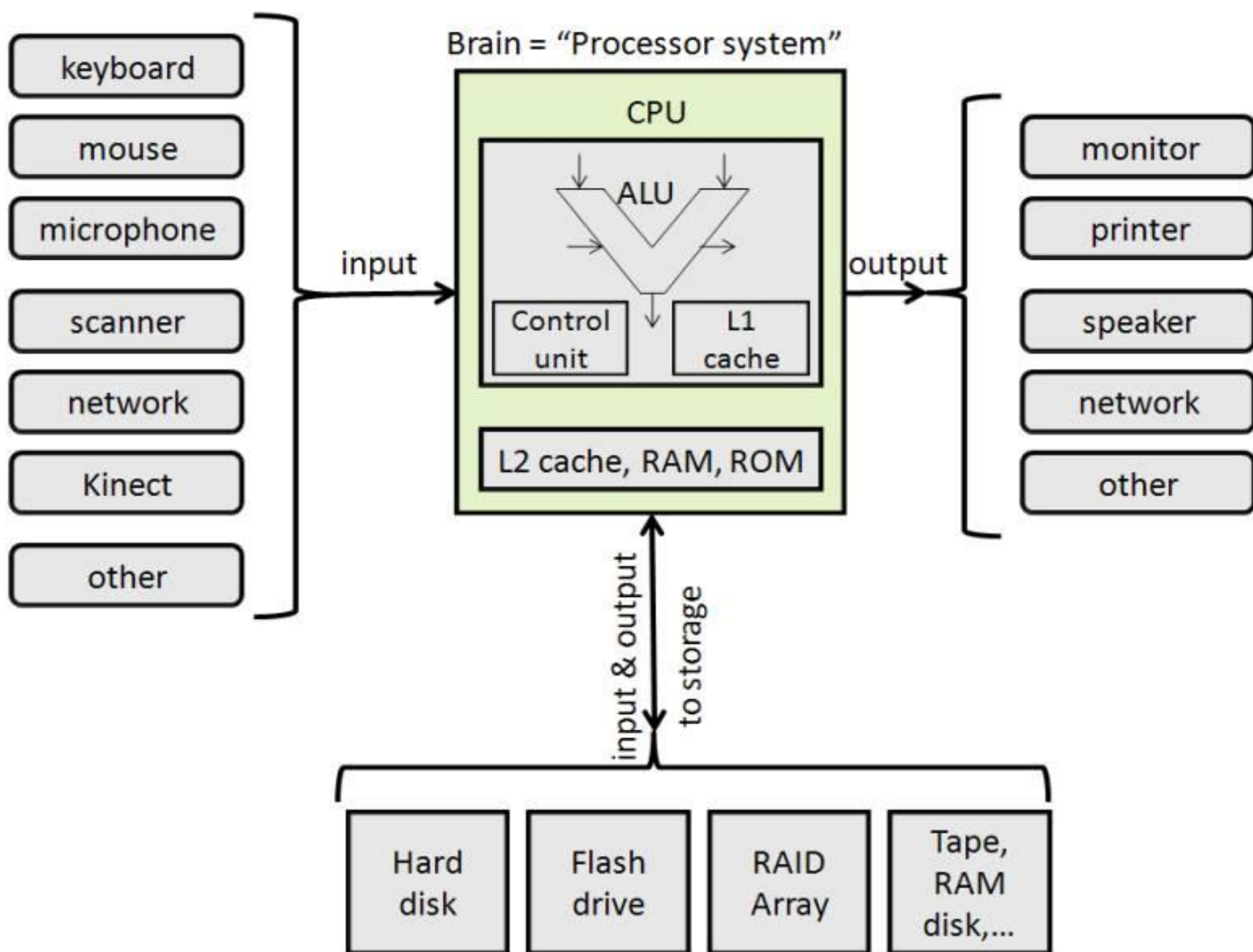
- Basic representation of data and processing it in a computer
- Problem solving using a programming language
- Learning programming methodology (using C)

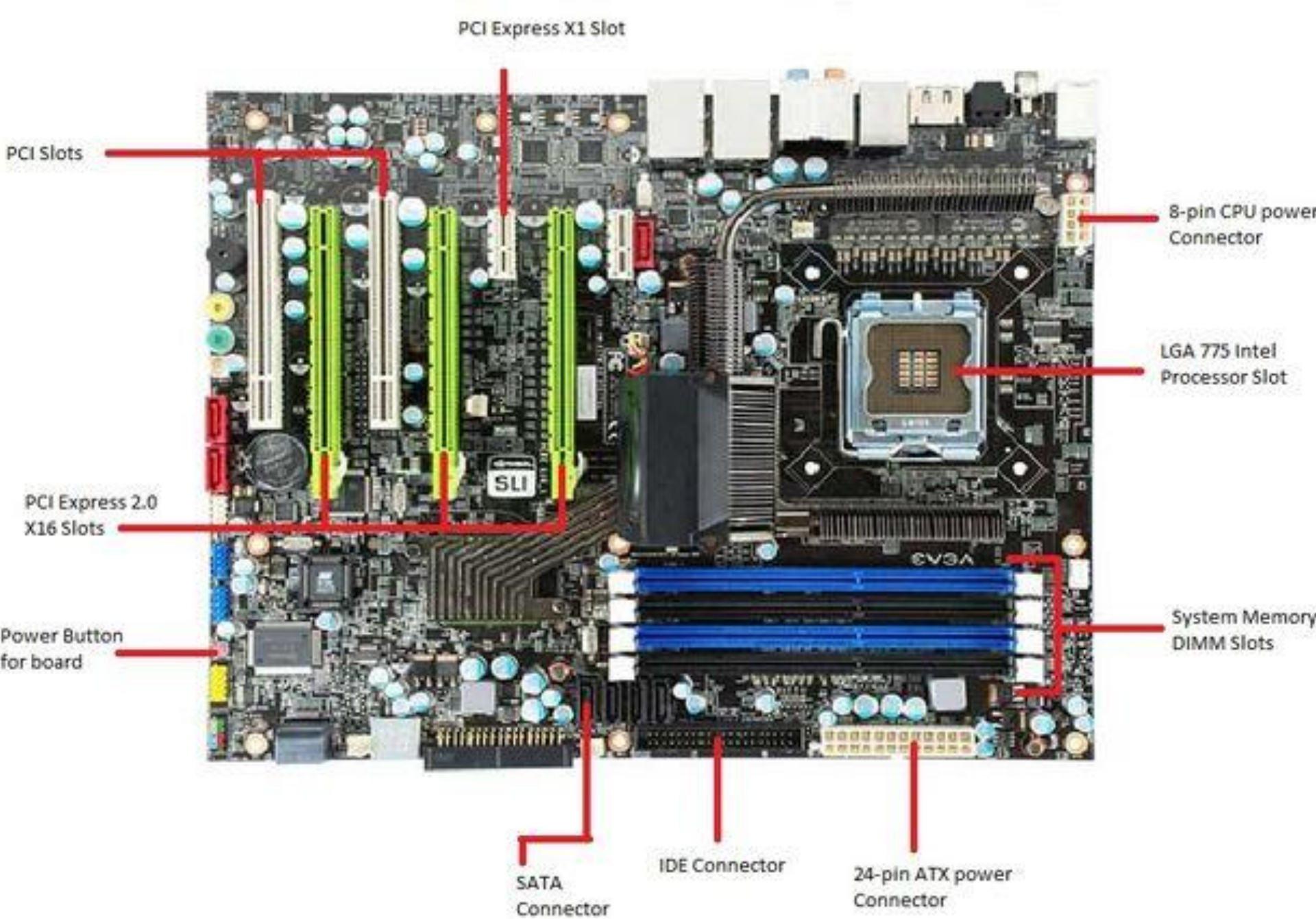
# What is a Computer?



**Von Neumann Architecture**







# Levels of Transformations

**Problems**

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**Algorithms**

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**Language**

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**Machine (ISA) Architecture**

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**Microarchitecture**

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**Circuits**

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**Devices**



# Programming Languages

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- Computer language
  - Machine language with two symbols 0s and 1s
- Natural language
  - Ambiguous
  - Redundancy
  - Complex
  - Hence unsuitable for computers
- **Programming Language**
  - **Abstraction level between human and computer**



# An Example

Machine Code  
in Hex

27BB0001  
23BD8050  
23DEFFF0  
A61D8018  
A77D8010  
47E0F411  
B75E0000  
6B5B4000  
27BA0001  
A75E0000  
23BD8050  
47FF0400  
23DE0010  
6BFA8001

Assembly Code

ldah gp, main  
lda gp, main  
lda sp, -16(sp)  
ldq r16, 8(gp)  
ldq r27, printf  
mov 7, r17  
stq r26, (sp)  
jsr r26, printf  
ldah gp, main  
ldq r26, (sp)  
lda gp, main  
clr r0  
lda sp, 16(sp)  
ret r26

High-Level Code

```
main()
{
    int a, b, c;
    a = 3;
    b = 4;
    c = a + b;
    printf("\n%d\n", c);
}
```



# High Level vs Low Level

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- High level languages (HLLs)
  - Machine independent
  - Can be compiled to run on any machine
  - Much easier to write than Low level languages
  - Higher productivity and abstractions
    - Data structures like queues, stacks etc.
    - Control structures like loops, switch etc.

# High Level vs Low Level

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- Low level languages (LLs)
  - Machine specific
    - Programmer exposed to the internal machine organization
  - They access very low level details
    - Number and type of registers
    - Specific instructions
    - Hardware features
  - Lower productivity but higher performing code
  - Generally called as assembly language

# The C Language

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- General-purpose programming language
- Closely associated with the UNIX system
- Language is not tied with any operating system or machine
- Knowing C programming helps in other disciplines too
- Product in itself – can create a career based on programming unlike other courses

# Algorithms

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- Step-by-step procedure that has
  - Finiteness (guarantees to terminate)
  - Definitiveness (each step precisely stated)
  - Effective computability (each step could be computed)

# Programs

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- Transform the algorithm into a computer program using a programming language
- Programming languages are mechanical and not natural; hence are unambiguous
- Many programming languages for variety of purposes

# Levels of transformations

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**Problems**

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**Algorithms**

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**Language**

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**Machine (ISA) Architecture**

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**Microarchitecture**

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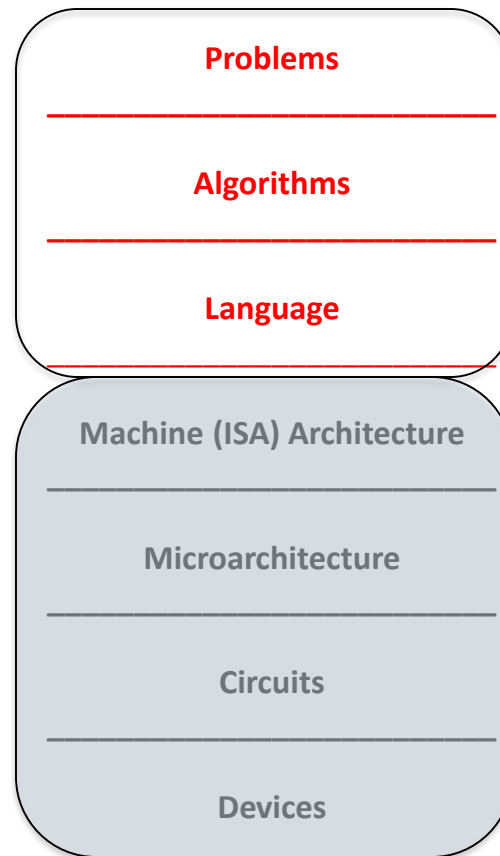
**Circuits**

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**Devices**



# Levels of transformations





# What is Operating System

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# What is Operating System

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- An Operating System can be defined as the software that controls the **hardware resources** of the computer and provides an environment under which programs can run.
  - It provides an interface between user and the hardware.
  - Single-user single-tasking OS, single-user multi-tasking OS, multi-user, multi-tasking OS, real time OS
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# Hardware Resources

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- CPU
  - Memory
  - I/O Devices
  - Network
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# The UNIX Operating System

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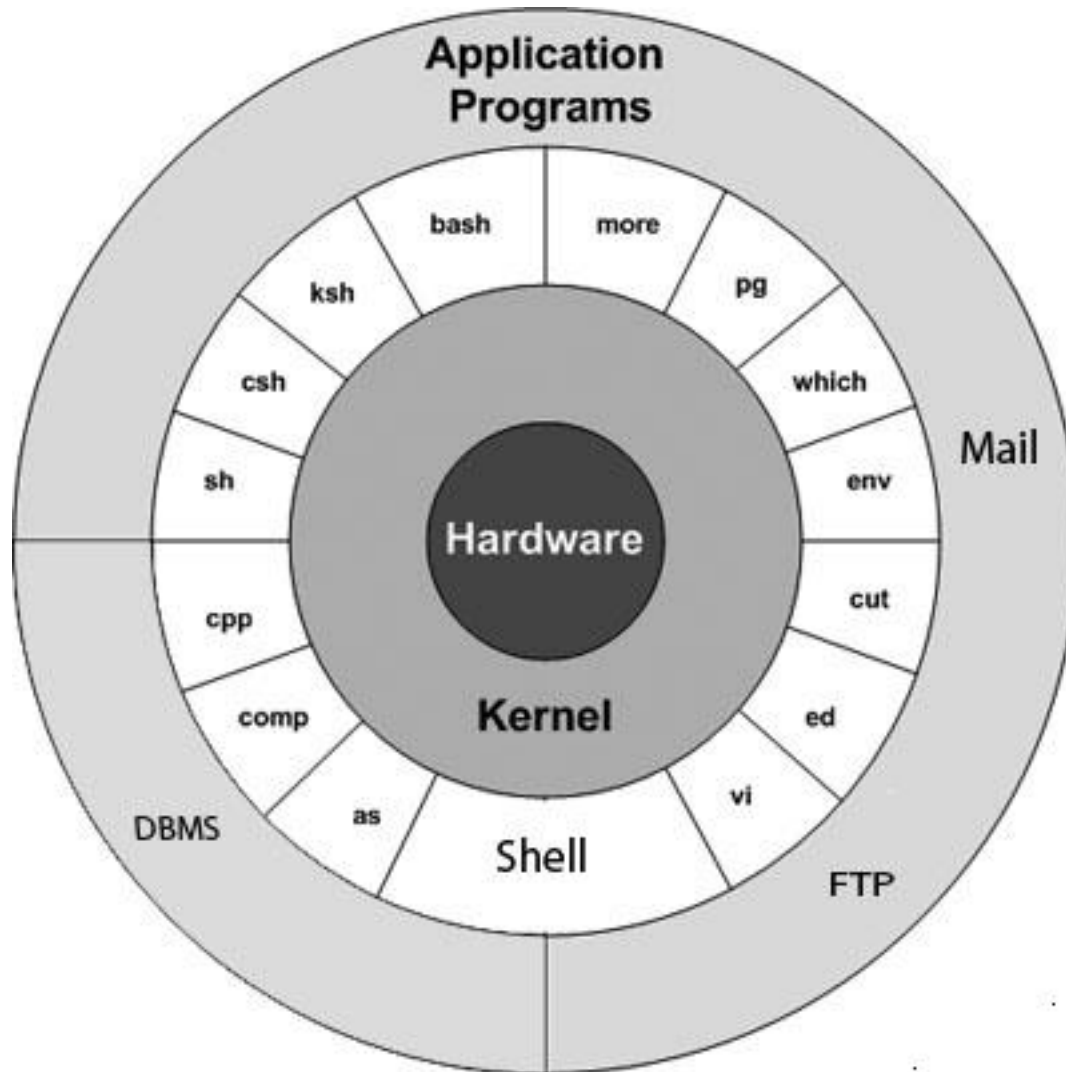
- Written in high-level language
  - Simple user interface that can provide the services user wants
  - Allows complex programs to be built from simpler programs
  - Hierarchical file system allowing easy maintenance
  - Multi-user multi-process system; each user can execute several processes
  - Hides machine architecture from the user
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# The UNIX System

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- Although written in C language, the UNIX systems support other languages including Fortran, Basic, Pascal, Ada, Cobol, Lisp and Prolog.

# Layered architecture of the UNIX OS





# Kernel

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- Kernel is a program that constitutes the central core of the Operating System.
  - Kernel provides basic services to all other parts of the Operating System including
    - **Process Management**
      - Creation, termination, suspension, communication
    - **Memory Management**
      - Allocation for executing process, swapping, paging system
    - **File Management**
      - Allocate secondary memory for efficient storage and retrieval, access rights, reclaims unused storage
    - **I/O Management**
      - Provide controlled access to I/O and network devices
    - **Scheduling** processes fairly
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# Kernel

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- It can not directly interact with the user.
  - But interacts with shell (or user program) through a set of interfaces and with hardware devices such as processor, memory, disk drives etc.
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# Shell

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- Shell is a program that provides text-only interface to the user.
  - It's primary function is to read commands from the console and execute them.
  - The term Shell comes from the fact that it is the outer most part of the OS.
  - Shell commands
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