Programming in C (++) and R, MATH10017

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When and Where

Туре	Time	Location
Lectures	1PM - 3PM, Mon	ENDERBY
Labs*	Mon or Tues	FRY BLDG LG.21 PC
Tutorials	Every week	FRY BLDG LG.21 PC

https://www.bristol.ac.uk/timetables/html.html?unit=MATH10017

- *Labs and tutorials and will have attendance checking.
- *For international students, these are your visa checkpoints.

Key Objectives

Upon completion of this unit you should:

- 1. *Understand* the workflow of computer programming and appreciate computer as a data processing tool.
- 2. *Program*, *debug*, *document* and *test* basic algorithms in C(++) and R, with appropriate coding paradigms.
- 3. *Decide* which programming language to use when faced with a computing task.

How This Unit is Structured?

- TB1: C Programming Language
- TB2:
 - Some aspects of C++ Programming Language.
 - R Programming Language.

What are the Assessments?

- Written Exam (50%) at the end of TB2.
- Four Programming Coursework (12.5% X 4).
 - **TWO** per TB.
 - In TB1, submit by 6th Nov, 15th Dec
- Non-assessed homework each week after lecture.
 - Do not skip homework.
 - These homework are designed to build up skills required for the coursework.
 - Reuse some of the code you've written for these homework, to make your coursework easier.

Your Week

- Monday: Attend lecture.
 - Think about your homework
- Tuesday: Go to lab.
 - Convert your thoughts into actual C/R code.
 - Get help from TA/me on your homework.
 - Help each other.
- Pre-Tutorial Day:
 - Read/Watch pre-tutorial materials (If any).
- Tutorial Day:
 - Work on your tutorial tasks (If any)
 - Discuss feedback of your homework with TA/me.

Plagiarism and Collusion

- Read this guideline on Plagiarism very carefully.
- Read this guideline on Collusion very carefully.
- They are serious academic offences.
- Tips:
 - Never copy and paste from the internet/CHATGPT.
 - Learn from other people's idea, rather than copy it.
 - We encourage discussion but you should do your homework independently.
 - Do NOT ask other people to test your code. It is your own duty to make sure your code works.
- We have many ways to detect Plagiarism and we caught several incidences in the past.

Q: Why do I need to learn programming?

Data Science = Statistics + Computing,

• Programming is an important computing skill.

Q: But I am already good at programming...

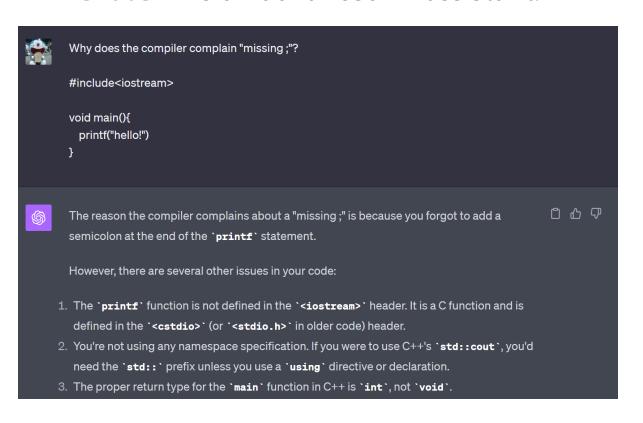
- This course is designed to be the foundation for all students.
 - We understand students' background may vary.
- If you are confident that you can get good score in assessments, you are free to spend more time on math courses.
- **Do follow along**, as we may introduce topics that are specifically designed for data science students.

Q: But can't AI/ChatGPT write code nowadays?

- Al cannot do general programming yet (although it may soon).
- You still need to be proficient at programming in order to use Al assisted programming tools.
- Although we have self-driving cars now, you still need to take driving lessons.

Using ChatGPT

ChatGPT is an advanced Al assistant.

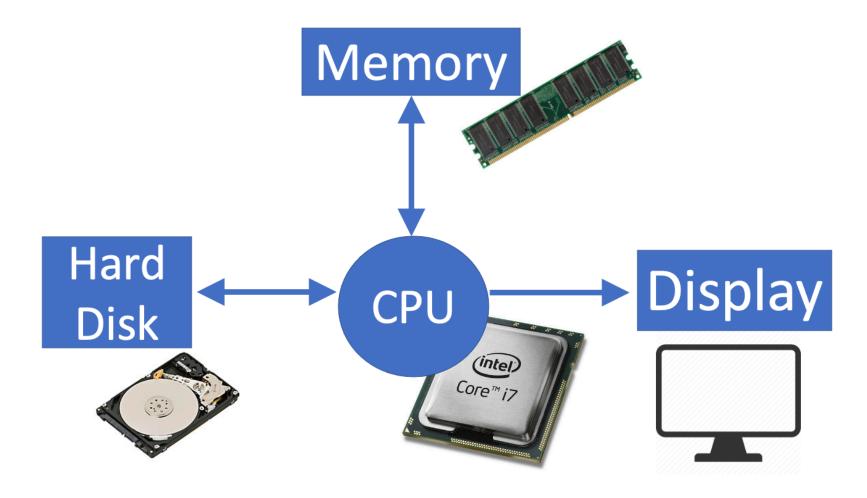


Using ChatGPT

- You can use it to **get feedback**.
- but you cannot ask it to generate code for you and submit it as your work.
- In the exam, you will be asked to program using pen and paper, and ChatGPT will not be available.
- ChatGPT may sound confident, but may give you wrong answers.

The foundation of computing

An Idealized Computer



von Neumann Architecture

Central Processing Unit (CPU)

- Performs computational tasks.
- Controls Input/Output (IO) devices.
- Maintains data stored in the memory.

Memory

Stores program/data being used by CPU temporarily.

IO Devices

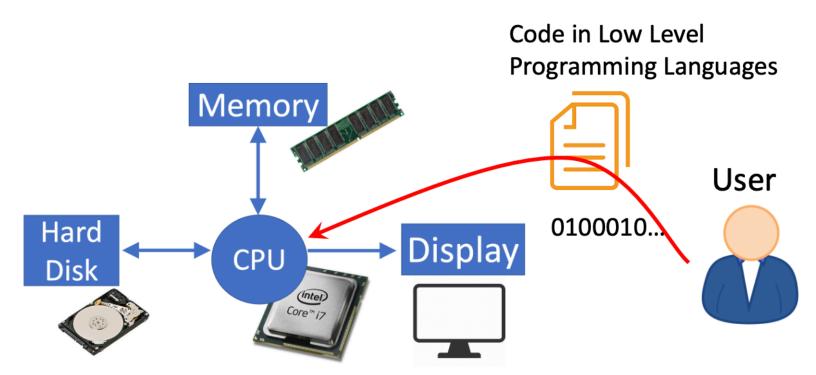
- Hard disk
- Display
- Camera
- Touch Screen, etc.

What is Programming?

- Programming = writing a list of instructions to be executed on the CPU.
- The list of instructions is called the "code".
- Programming is also called "coding".
- Programmer is also called "coder".
- The language used to write the code is called programming language.

Low-level Programming Language

- Coder can program in machine code.
- Then the code can be directly executed on the CPU requiring no (or very little) translation.
- Machine code (and its more human friendly variants) are referred to as "Low-Level Programming Languages".



Low-level Programming Language

- Advantages of Low-level Programming Language:
 - gives coder total control of hardware.
 - can be efficient since it needs no translation (You talk to the computer using its native language!).
- Disadvantages of Low-level Programming Language:
 - o can damage the hardware if the coder is not careful.
 - is difficult to learn and read (machine instructions are usually very different from human languages).
 - only works on a specific cpu architecture (e.g. x86 or ARM). Thus the code is not "portable".

Low-level Programming Language

Example code printing a message "Hello, World" on dispaly on x86 CPUs

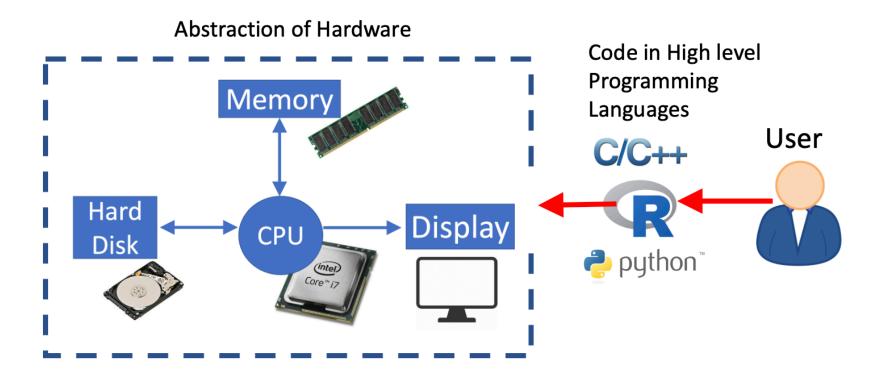
```
global start
   section
            .text
start:
             rax, 0x02000004
   mov
             rdi, 1
   mov
             rsi, message
   mov
             rdx, 13
   mov
   syscall
             rax, 0x02000001
   mov
             rdi, rdi
   xor
   syscall
   section
             .data
message:
             "Hello, World", 10
   db
```

High-level Programming Language

- Coder can program in a more natural language, which is then **translated** into machine code.
- This translation process is called "compilation" and the software that performs this translation is called "complier".
- This kind of languages are called "High-level Programming Languages". For example,
 - ∘ C, C++
 - Python
 - Java
 - MATLAB
 - R...

Abstraction of Hardware

- Since your code is not executed on the CPU "as is", highlevel language provides an abstraction of hardware.
- Coder interfaces with this abstraction rather than directly program for the underlying CPU and hardware.



Abstraction of Hardware

- Not allowing the user to directly program for the hardware sounds restrictive but also has many advantages:
 - The code is "portable", i.e., the coder needs not to rewrite their code for different CPU architectures, as all CPU architectures share the same abstraction.
 - The abstraction hides many cumbersome details of hardware management, so the coder can focus on their computational task.
 - Not allowing the program to have direct access to the hardware would enhance the security of the system.

Abstraction of Hardware

- However, different programming languages may provide different levels of abstraction.
- Some high-level programming language allows you to directly manage computational resources to some extent.
- Therefore, you can again categorize high-level programming languages into "relatively high-level" and "relatively low-level".
 - C/C++ is regarded as "relatively low-level".
 - Python/R/MATLAB are regarded as "relative highlevel".

Stack Exchange: Why do some programmers categorize C, Python, C++ differently?

High-level Programming Language

- Advantages of High-level Programming Languages
 - Close to human language, easy to learn/read.
 - CPU architecture independent, a.k.a., "Portable".
- **Disadvantages** of High-level Programming Languages
 - Less efficient as the code requires "translation" before it can be executed on CPU.
 - Cannot directly communicate with hardware: the coder has to interface with the abstraction.

Example Code: C

Example C code for printing "Hello World!" on your screen.

```
//filename: main.c
#include <stdio.h>

void main(){
  printf("Hello World!\n");
}
```

Compilation (in command line):

```
gcc main.c -o main.exe
```

Execution (in command line):

```
./main.exe
Hello World!
```

Dissecting C Code

```
//filename: main.c
#include <stdio.h>

void main(){
  printf("Hello World!\n");
}
```

- //filename: main.c : **Comments**. Readable explanations or annotations in the source code. It is ignored by complier.
- #include <stdio.h> : **Preprocessing command**. Instructs the compiler to perform pre-processing before the actual compilation.
- void main(){...}: Function. Contains list of statements.
- printf("Hello World!\n"); : **Statement**. The actual command to be carried out by the CPU.

The gcc Compiler

gcc main.c -o main.exe

- gcc: GNU C Compiler. An open-source C programming compiler, available on Linux and MacOS.
- main.c C code file, as the input.
- -o main.exe "main.exe" as the output executable file (a file contains machine code, ready to be executed by CPU).

Example Code: R

Example R code for printing "Hello World!" on all platforms that run R programming language.

```
#filename: hello.R
print("Hello World!")
```

To execute, in command line, run

```
RScript hello.R
[1] "Hello World!"
```

There is no explicit complication. R command line (RScript) tool reads the R code line by line and automatically translates them into executable codes in real time.

More on R in the Next TB.

Development Environment

Development environment refers to the collection of software you need to write, debug (more on this later) and test your code.

To do C programming, you need two things at least:

- **Text Editor**: As C code are text files, you need a text editor to write and organize these code files.
- gcc: The compiler to translate your C code into machine code. It comes with most Linux installations.

This unit recommends using Visual Studio Code as your code editor. It comes with many useful features for beginners (such as syntax highlighting, code autocomplete, etc.).

Resources about C Programming

Download the slides from Github before clicking the links!

- 1. The C Programming Language, Brian Kernighan and Dennis Ritchie (The creators of C). The Bible.
 - i. An interview of Brian on the history of C.
- 2. Wikibooks: C Programming, for quick references.
- 3. COMS10008: Imperative Programming
 - i. An excellent unit use to be taught by Dr. Ian Holyer in Computer Science department.
- 4. CS50 is Harvard University's introductory course to computer science and the art of programming.
- 5. C Programming under 4 hours is a youtube video crash course designed for beginners.

Conclusion

- 1. Programming = writing a list of instructions to be executed on the CPU.
- 2. There are two types of programming language: High level programming and low level programming.
 - i. Pros and cons.
- 3. Two things you need for C programming: Text editor + Compiler!

A Pre-configured Development Environment for Fry PC Lab

- Download the Lab Pack and unzip.
- Double click "lab0.bat".
- Visual Studio Code should open. You should be presented with a "hello, world" C code example.

Homework 1.1, Hello World

- Set up your Development Environment.
- Compile the provided "hello world" program.
 - Press ctrl + ' to bring out the command line.
 - Use gcc to compile the code, as shown in the slides.
 - Hint: You can hide the command line by pressingctrl + ' agin.
- Execute and Observe the program output.

Homework 1.2, Hello World

- Change the C code in Visual Studio Code, so that it prints out your information, not mine.
 - Your student ID is the stuff before your Bristol email address, should be something like "ab231234".

For example,

```
My name is [YOUR NAME].
I am from [YOUR NATIONALITY].
My student ID is [STUDENT ID].
My favourite food is [YOUR FAVOURITE FOOD].
```

- Re-compile, execute and observe the output.
- Does the program output change?

Homework 1.3, Hello World

- Modify the C code in Visual Studio Code, so that it prints out your inforamtion in the following order:
 - NAME
 - STUDENT ID
 - FAVOURITE FOOD
 - NATIONALITY
- Make sure your code compiles, runs and produces intended output.

Homework 1.3, Hello World

- Write a short comment in your code, listing
 - Pros and Cons of high level programming language
 - Three key components of von Neumann Architecture
 - Hint, you can use

```
/*
to write multi-line
comments.
*/
```

- Make sure your code compiles, runs before submission!
- Submit the C code (YOUR_STUDENT_ID.c) here.
 - Your student ID should be something like "ab231234".

printf function

- printf will replace all "format specifiers" in the
 FORMAT_STRING with supplied VARIABLE before display.
 - o printf("My name is %s %s. \n", "Song", "Liu");
 - Prints out My name is Song Liu.
 - "%s": string specifier, tells computer to expect
 "string" type variable at this location.
 - "\n": ASCII code for "new line".
- Read this manual for a list of all possible "format specifiers" and simple examples.