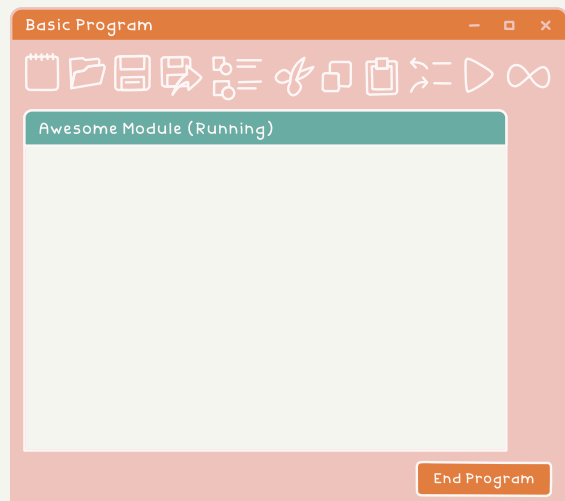
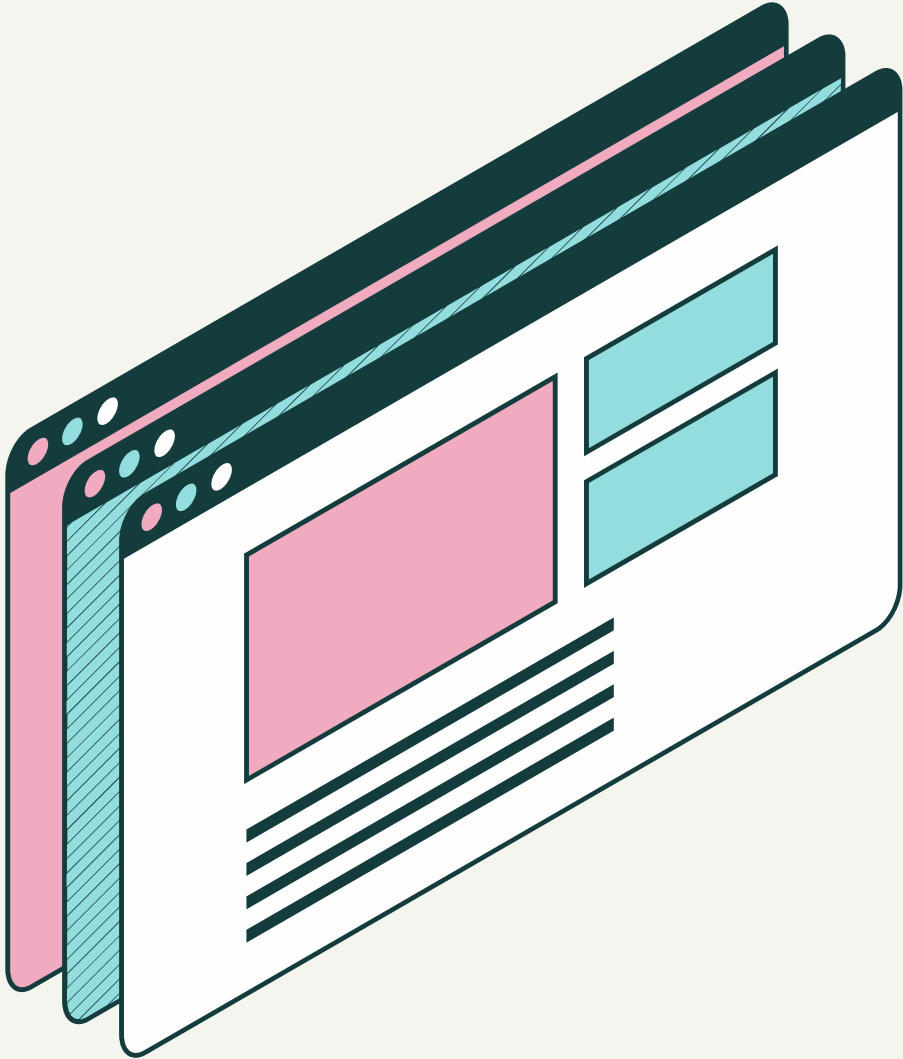


# CODING WITH CHIKONDI



CHIKONDI THANGATA



# PRESENTATION

Programming languages - C vs. Python	01
Object Oriented Programming	02
Procedural Oriented Programming	03
Example	04
GIS Applications	05
Challenges	06

# PROGRAMMING LANGUAGES



## Python

- General purpose
- Very popular
- Object oriented programming
- Interpreted
- High-level language



## C

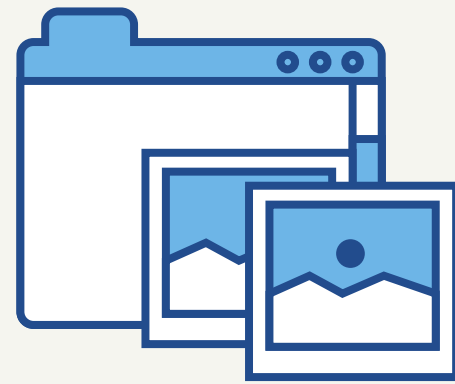
- General purpose
- Very popular
- Procedural oriented programming
- Compiled
- Low-level language

# OBJECT ORIENTED PROGRAMMING (OOP)

PYTHON, JAVA, C++, RUBY

- 
- Common programming approach
  - Grouping into classes and objects
  - Modular units (code blocks)
-

# FEATURES OF OBJECT ORIENTED PROGRAMMING



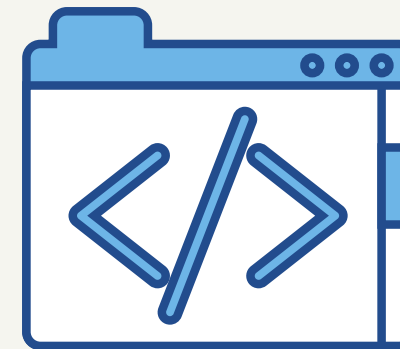
## ENCAPSULATION

Helps to minimize number of parameters by grouping variables & functions together.



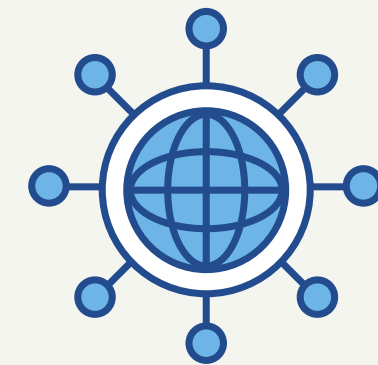
## ABSTRACTION

Hides complexity by showing essentials. Reduces the impact of change.



## INHERITANCE

Eliminates redundant code.



## POLYMORPHISM

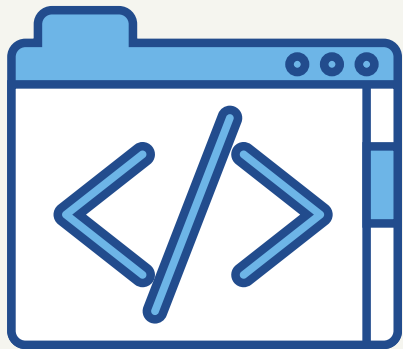
Easy to adjust.

# PROCEDURAL ORIENTED PROGRAMMING

C, PASCAL, FORTRAN

- 
- Set of ordered steps to reach a certain state
  - Not about whether there are objects or classes
  - Data can easily be accessed
-

# KEY DIFFERENCES IN CODING



Commands  
Display output  
Comments  
Assigning variables  
Display integer



Python  
print( )  
#  
=  
type(int)



C  
printf( );  
// or /\*  
=  
scanf("%d" &b)

# EXAMPLE

## “Hello, World”

- C

```
#include <stdio.h>

int main(int argc, char ** argv)
{
    printf("Hello, World!\n");
}
```
- Java

```
public class Hello
{
    public static void main(String argv[])
    {
        System.out.println("Hello, World!");
    }
}
```
- now in Python

```
print "Hello, World!"
```



# EXAMPLE OF OOP VS. POP

---

```
public double area(Object shape) throws NoSuchShapeException
{
    if ( shape instanceof Square ){
        return getAreaOfSquare();
    }
    else if( shape instanceof Circle ){
        return getAreaOfCircle();
    }
    else if( shape instanceof Rectangle ){
        return getAreaOfRectangle();
    }
    throw new NoSuchShapeException();
}
```

# PROCEDURAL ORIENTED

```
public class Square {
    public Point topLeft;
    public double side;
}

public class Rectangle {
    public Point topLeft;
    public double height;
    public double width;
}

public class Circle {
    public Point topLeft;
    public double radius;
}

public class Geometry {
    public final double PI = 3.14159265358973;

    public double area(Object shape) throws NoSuchShapeException {
        if (shape instanceof Square) {
            Square s = (Square) shape;
            return s.side * s.side;
        } else if (shape instanceof Circle) {
            Circle c = (Circle) shape;
            return PI * c.radius * c.radius;
        } else if (shape instanceof Rectangle) {
            Rectangle r = (Rectangle) shape;
            return r.height * r.width;
        }
        throw new NoSuchShapeException();
    }
}
```

# OBJECT ORIENTED

```
public class Shape {
    private Point topLeft;
    private double side;

    public double area() {
        return side * side;
    }
}

public class Square implements Shape {
    private Point topLeft;
    private double side;

    public double area() {
        return side * side;
    }
}

public class Rectangle implements Shape {
    private Point topLeft;
    private double height;
    private double width;

    public double area() {
        return height * width;
    }
}

public class Circle implements Shape {
    private Point topLeft;
    private double radius;

    public double area() {
        return PI * radius * radius;
    }
}

public class Geometry {
    public final double PI = 3.14159265358973;

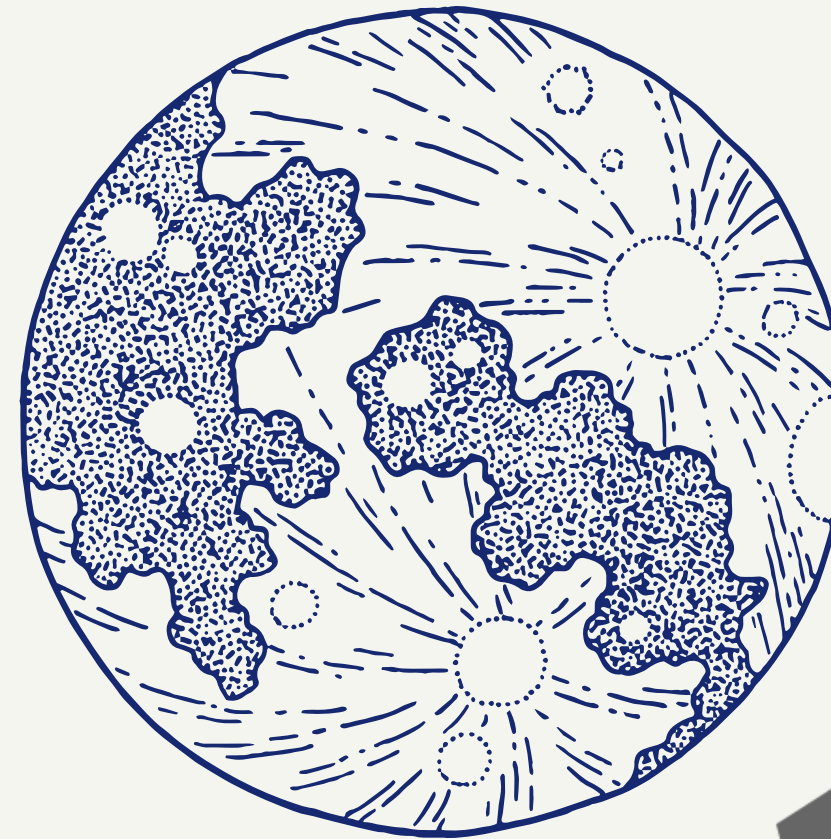
    public double area(Object shape) throws NoSuchShapeException {
        if (shape instanceof Square) {
            Square s = (Square) shape;
            return s.area();
        } else if (shape instanceof Circle) {
            Circle c = (Circle) shape;
            return c.area();
        } else if (shape instanceof Rectangle) {
            Rectangle r = (Rectangle) shape;
            return r.area();
        }
        throw new NoSuchShapeException();
    }
}
```

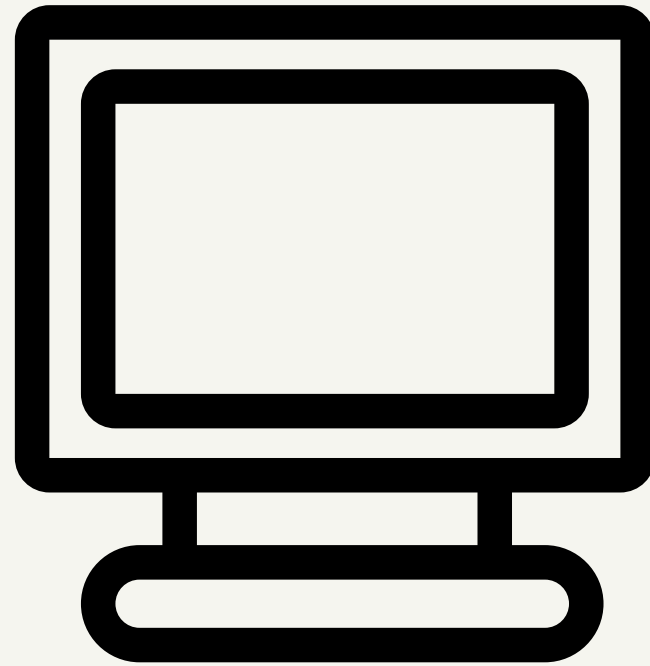
## C & GIS

### APPLICATIONS

---

- Not often used for analysis and modeling
- GRASS GIS - started in 1980s by US Army
- Geospatial Abstraction Database Library (GDAL)
- Einheitliche Datenbankschnittstelle (EDBS) Reader - Database for spatial data, written in C
- GIS Packages





**THANK YOU! QUESTIONS?**

## SOURCES

<https://realpython.com/python3-object-oriented-programming/>  
<https://www.youtube.com/watch?v=pTBoEiLXUC8>  
<https://www.programiz.com/python-programming/object-oriented-programming>  
<https://junilearning.com/blog/guide/what-is-python-101-for-students/>  
<https://medium.com/swlh/procedural-vs-object-oriented-coding-style-a25boa78fo1b>  
<https://www.e-education.psu.edu/geog583/node/67>  
<https://www.gislounge.com/open-source-gis-applications/#:~:text=Popular%20%E2%80%9CC%E2%80%9D%20based%20open%20source,JAVA%20as%20the%20implementation%20language.>