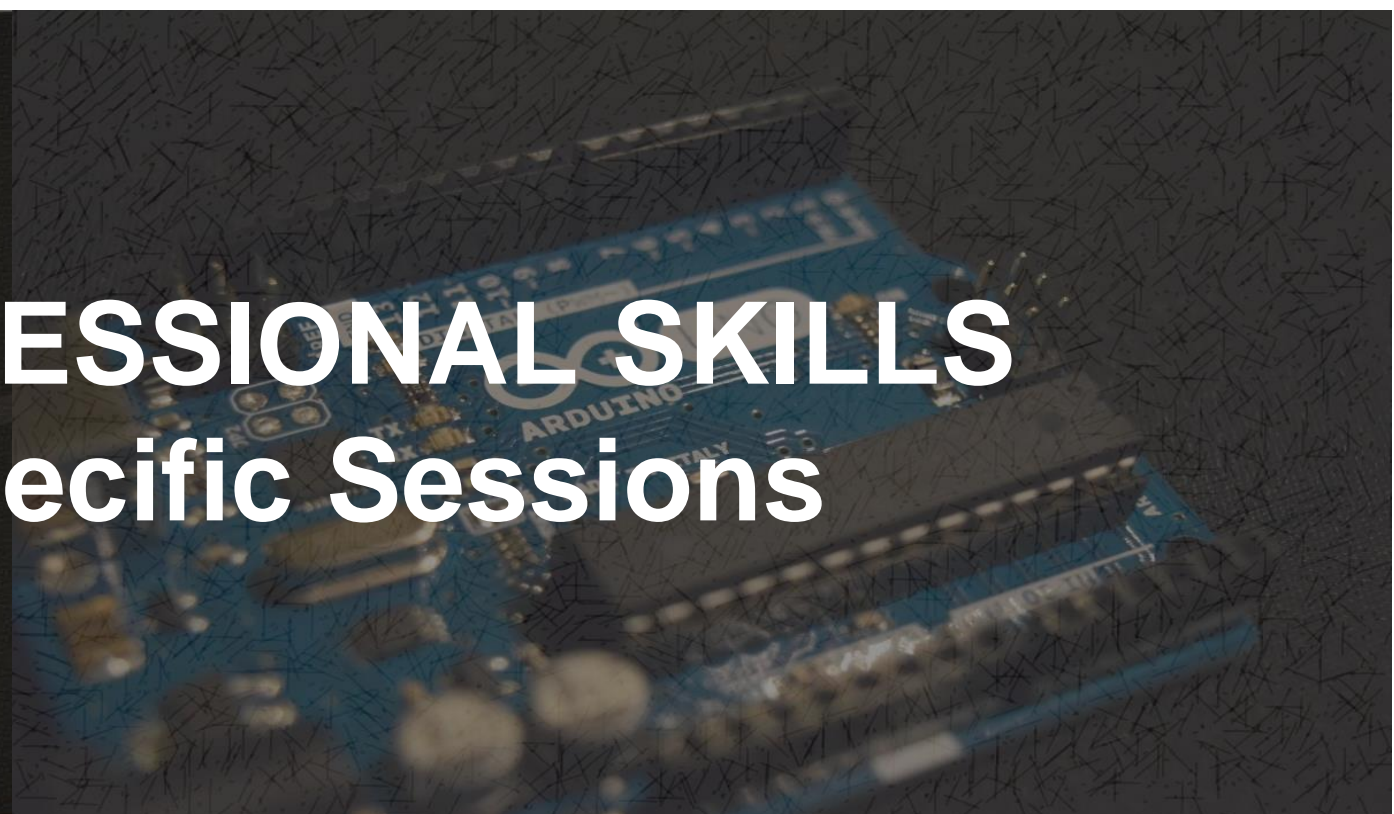


DESIGN & PROFESSIONAL SKILLS

Discipline Specific Sessions



<https://www.maxpixel.net/Digital-Coding-Programming-Source-Code-C-Code-583537>

Dr. Alejandra Beghelli
alejandra.beghelli@ucl.ac.uk



https://commons.wikimedia.org/wiki/File:C_Programming_Language.svg

PART I

Introduction to the C programming language
Pre-recorded lecture + Practical session



https://commons.wikimedia.org/wiki/File:ArduinoLogo_%C2%AE.svg

PART II

Introduction to the Arduino UNO board
Pre-recorded lecture + Practical session



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PART I

Introduction to the C programming language Pre-recorded lecture + Practical session

Language Ranking: **IEEE Spectrum**

Rank	Language	Type	Score
1	Python	🌐 🖥️ ⚙️	100.0
2	Java	🌐 📱 🖥️	95.4
3	C	📱 🖥️ ⚙️	94.7
4	C++	📱 🖥️ ⚙️	92.4
5	JavaScript	🌐	88.1
6	C#	🌐 📱 🖥️ ⚙️	82.4
7	R	🖥️	81.7

<https://spectrum.ieee.org/top-programming-languages/#!/index/2021>



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**IEEE: Institute of Electrical
and Electronics Engineers**
ieee.org

Language Ranking: IEEE Spectrum					
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<https://spectrum.ieee.org/top-programming-languages/#!/index/2021>

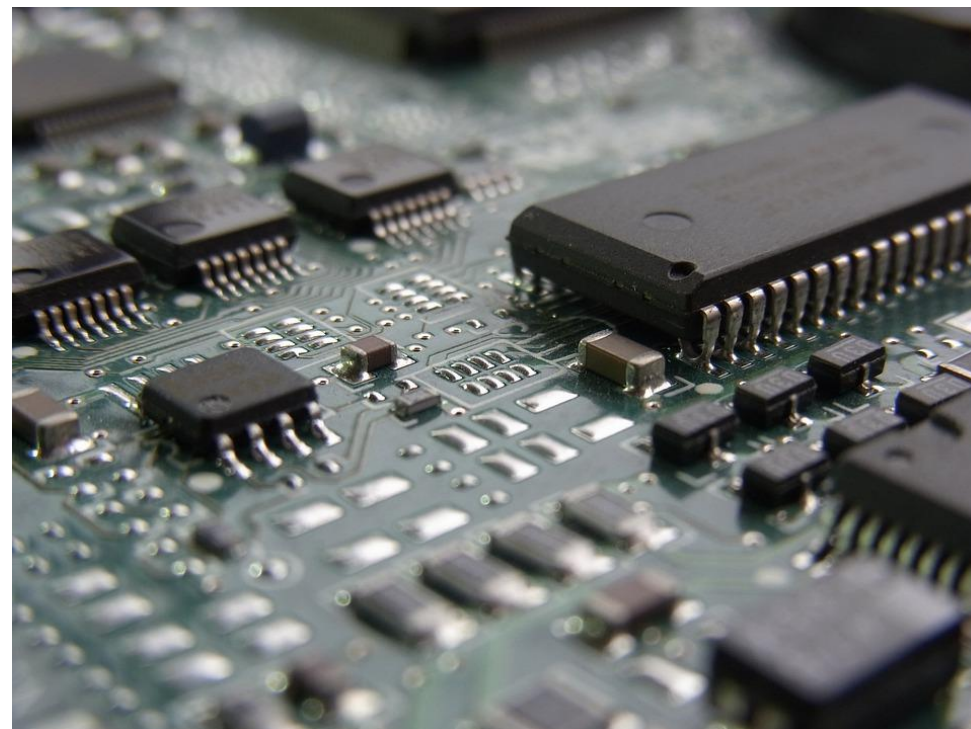


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PART I

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**Closest programming language to
hardware (after Assembler)**



<https://pixabay.com/photos/hardware-technology-motherboard-4955429/>

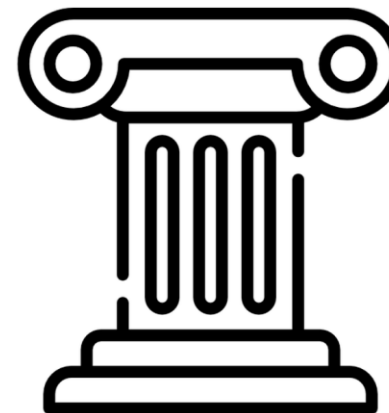


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PART I

Introduction to the C programming language
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PART II

Introduction to the Arduino UNO board
Pre-recorded lecture + Practical session

1. C is a **compiled** language

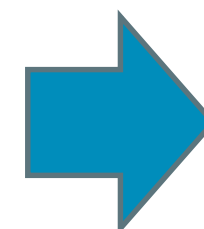
1. C is a **compiled** language

Source code

```
main.c
1  #include <stdio.h>
2
3  int main(void) {
4      printf("Hello World\n");
5      return 0;
6  }
```



**Compilation
process**



Machine code

```
00001100
11010111
01011101
00011000
```

1. C is a **compiled** language

Source code

main.c

```
1  #include <stdio.h>
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**Compilation
process**



Machine code

```
00001100
11010111
01011101
00011000
```



ERROR

1. C is a **compiled** language
2. C is a **procedural** language

1. C is a **compiled** language
2. C is a **procedural** language

Main procedure

```
{  
    Instruction 1  
    Instruction 2  
    Procedure X  
    Instruction 3  
    Instruction 4  
    Procedure Y  
}
```

1. C is a **compiled** language
2. C is a **procedural** language

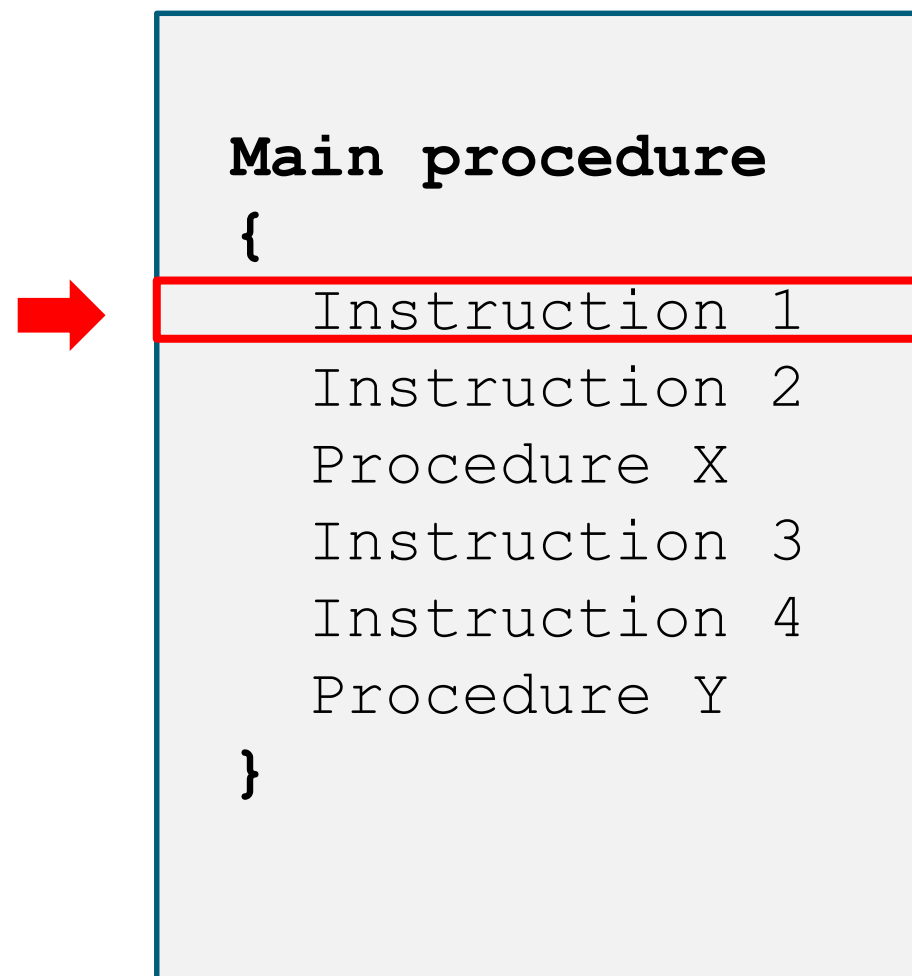
Open
curly
bracket

Main procedure

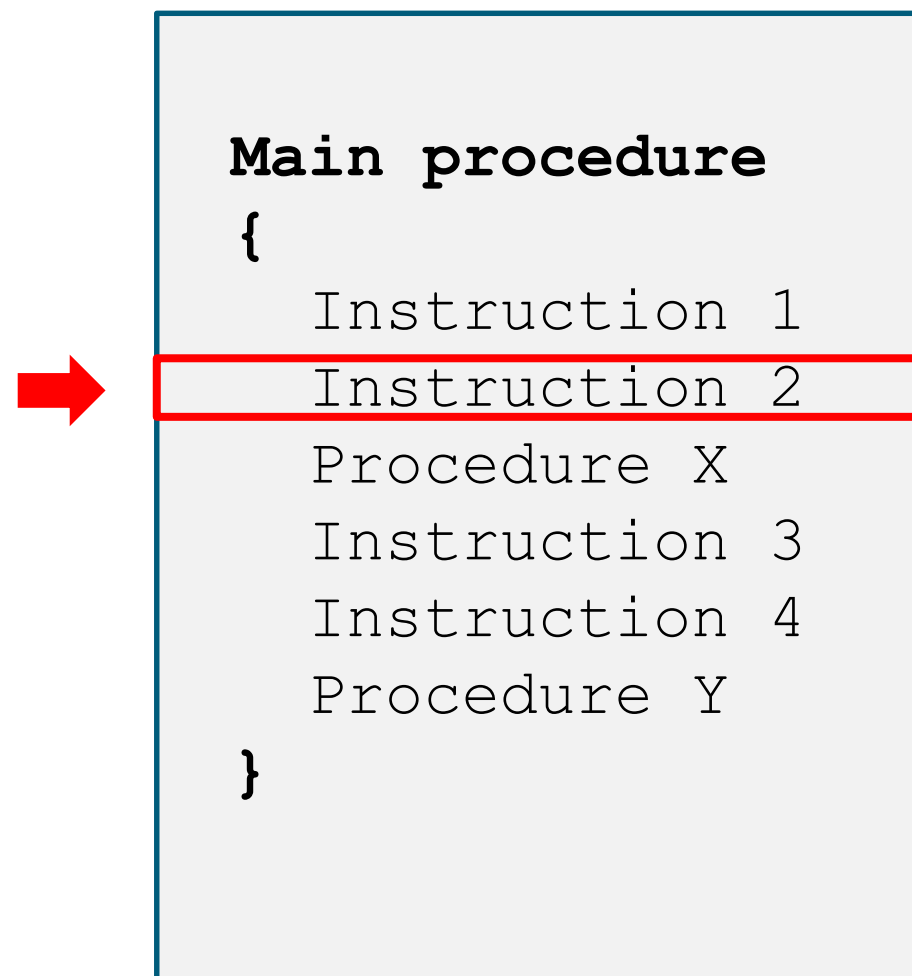
```
{  
    Instruction 1  
    Instruction 2  
    Procedure X  
    Instruction 3  
    Instruction 4  
    Procedure Y  
}
```

Close
curly
bracket

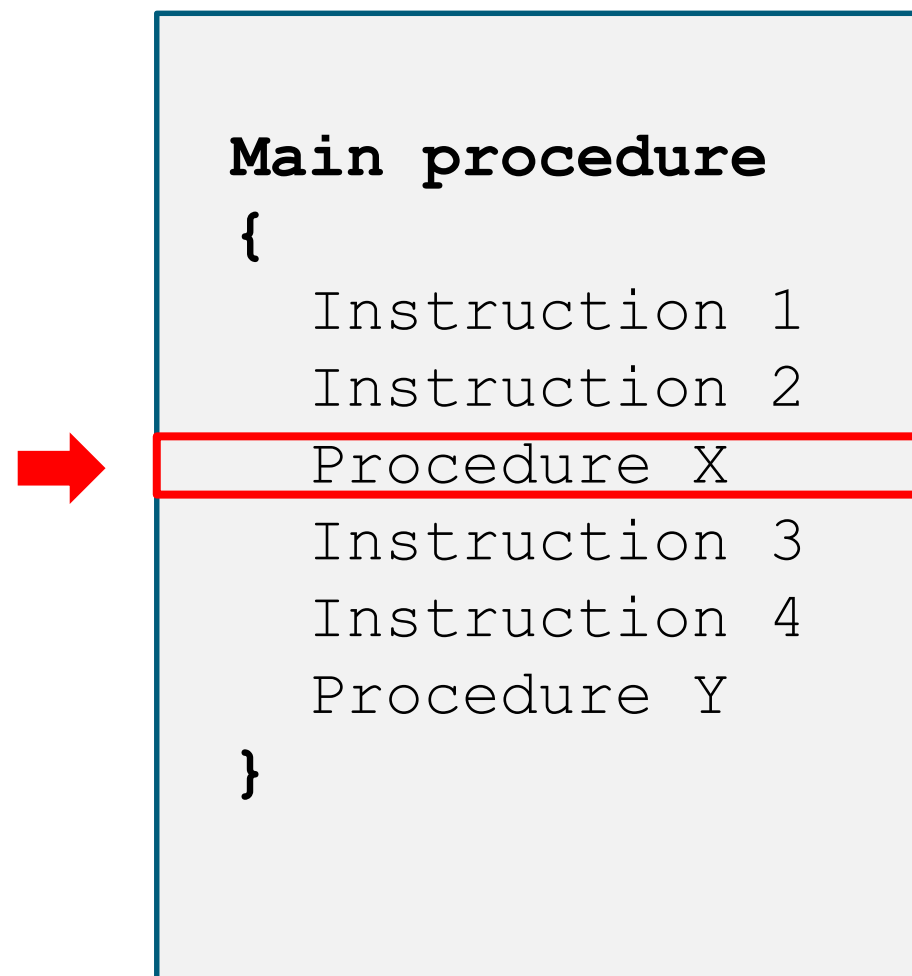
1. C is a **compiled** language
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1. C is a **compiled** language
2. C is a **procedural** language

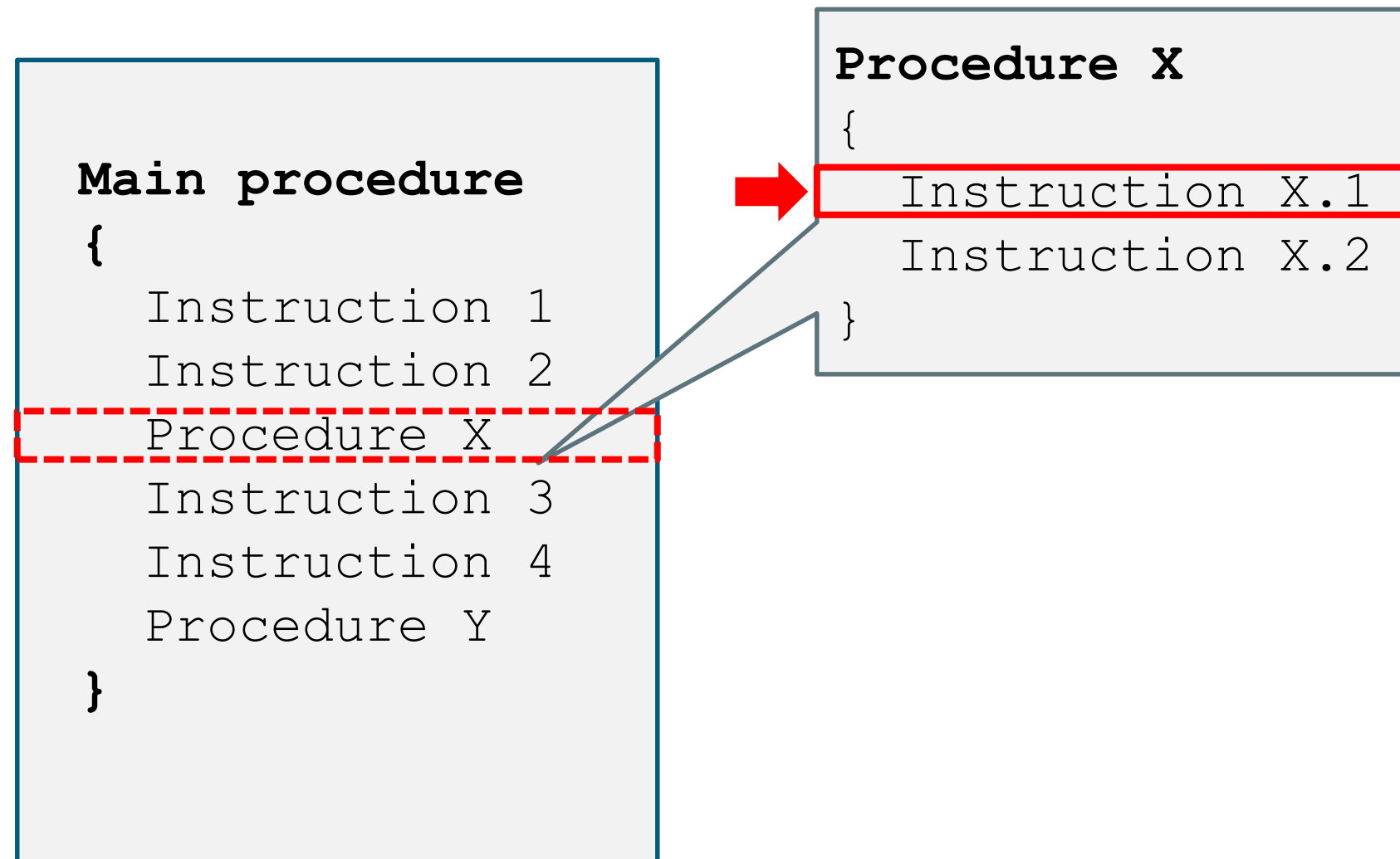


1. C is a **compiled** language
2. C is a **procedural** language



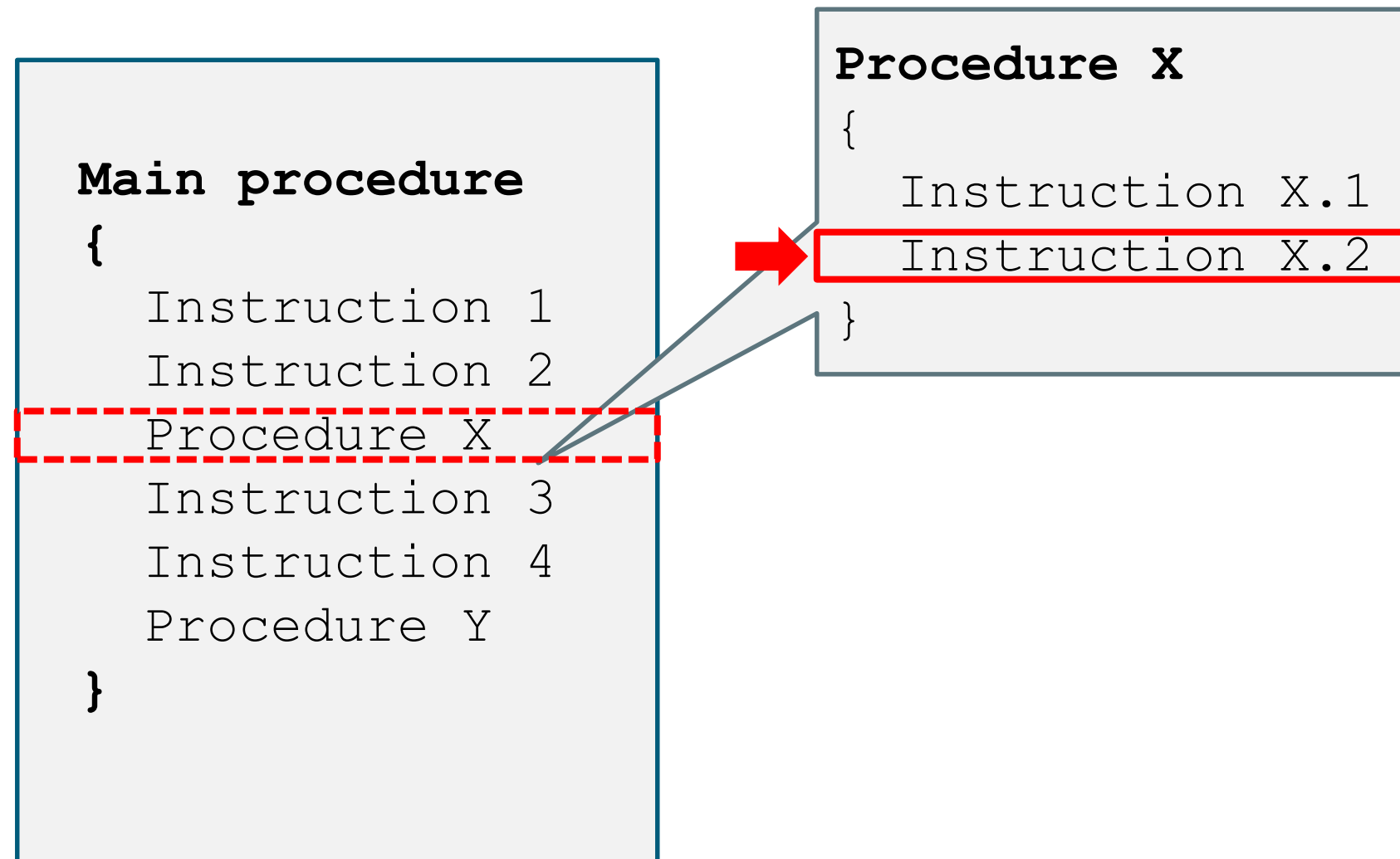
1. C is a **compiled** language
2. C is a **procedural** language

Waiting for the execution
of Procedure X to finish

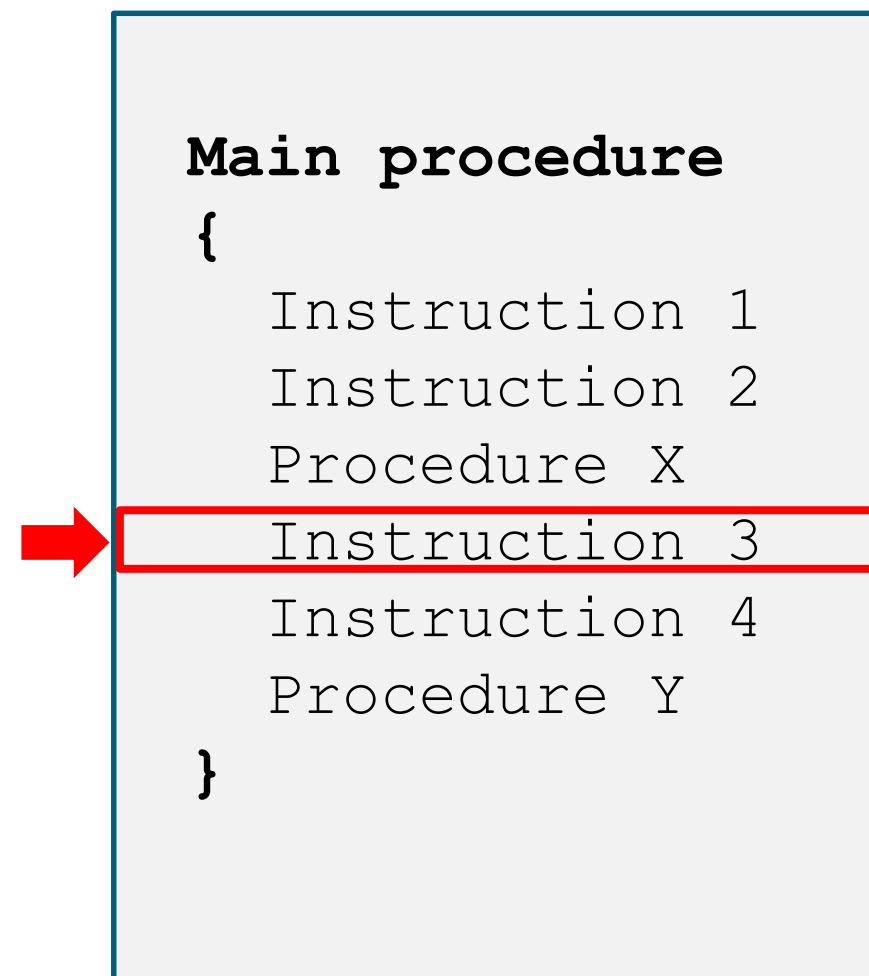


1. C is a **compiled** language
2. C is a **procedural** language

Waiting for the execution
of Procedure X to finish



1. C is a **compiled** language
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1. C is a **compiled** language
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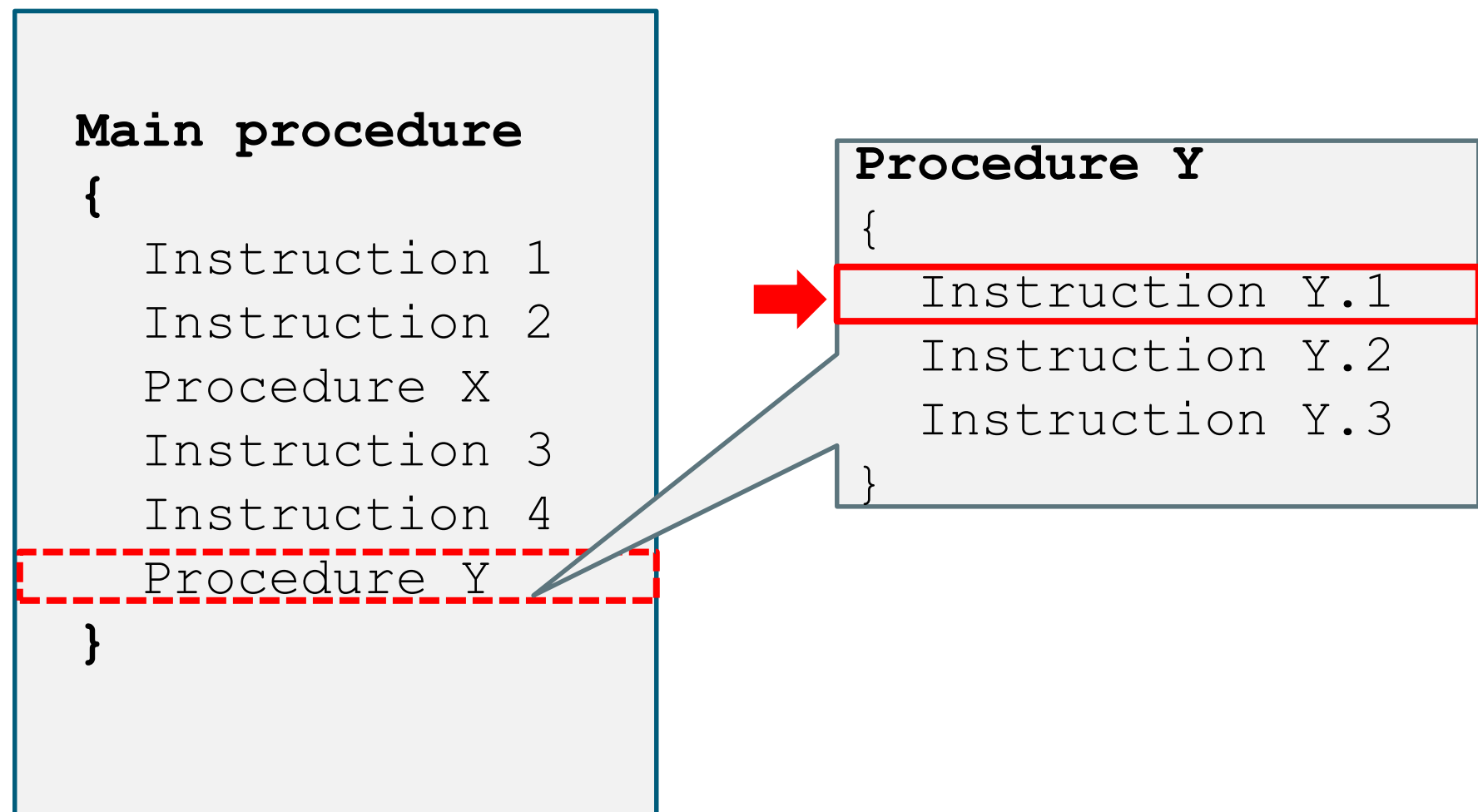
Main procedure

```
{  
    Instruction 1  
    Instruction 2  
    Procedure X  
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```



1. C is a **compiled** language
2. C is a **procedural** language

Waiting for the execution
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Waiting for the execution
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Main procedure

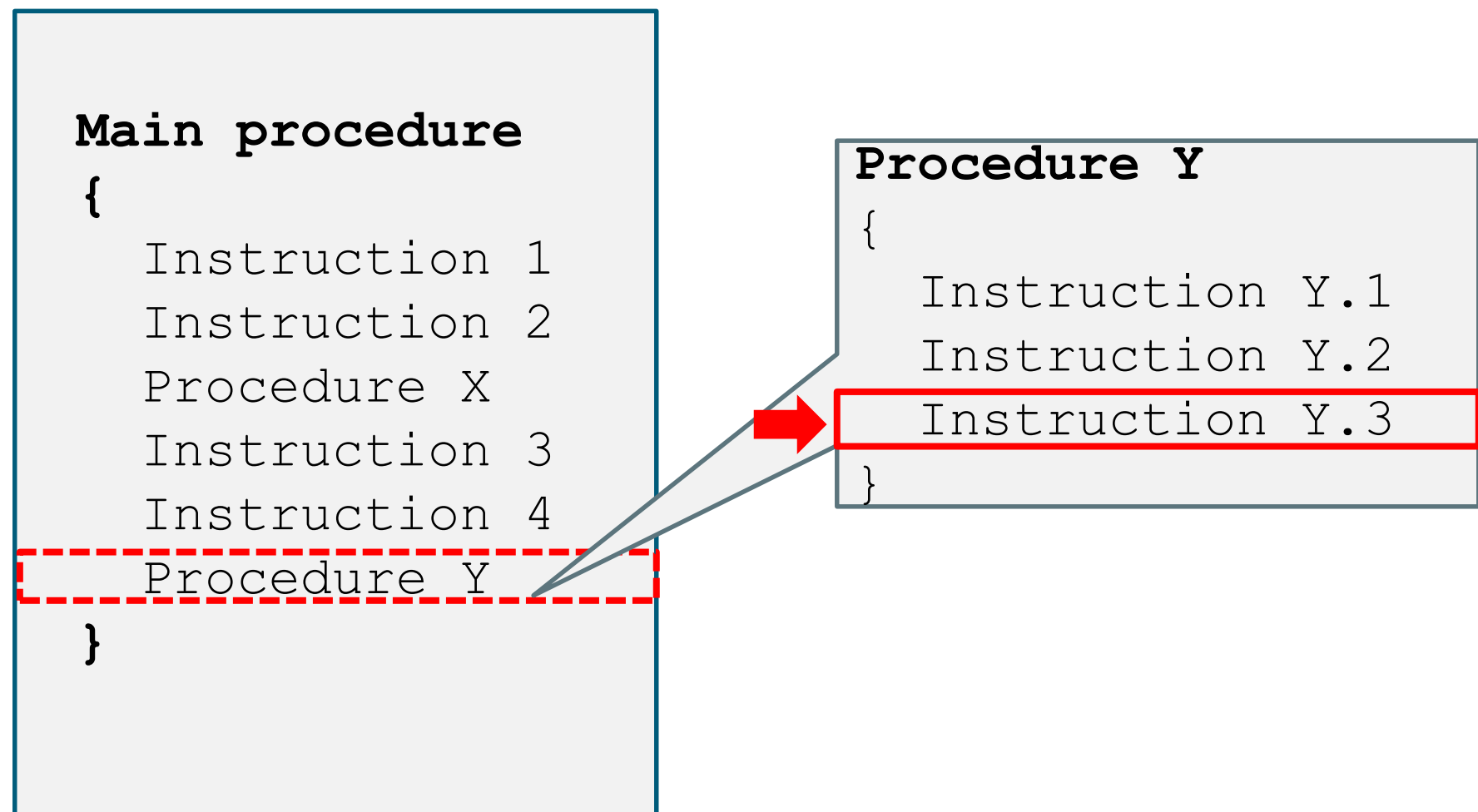
```
{  
    Instruction 1  
    Instruction 2  
    Procedure X  
    Instruction 3  
    Instruction 4  
    Procedure Y  
}
```

Procedure Y

```
{  
    Instruction Y.1  
    Instruction Y.2  
    Instruction Y.3  
}
```


1. C is a **compiled** language
2. C is a **procedural** language

Waiting for the execution
of Procedure X to finish



1. C is a **compiled** language
2. C is a **procedural** language

Main procedure

{

Instruction 1

Instruction 2

Procedure X

Instruction 3

Instruction 4

Procedure Y

}

