



CS315

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Reference

- Chapter 12 - Imperative Programming
 - Programming Languages: Principles and Paradigms by Tucker and Noonan

Imperative Programming

- Oldest and most well-developed paradigm
- Mirrors the von Neumann computer architecture
- Typical Languages
 - Fortran
 - Pascal
 - C
 - Clite
 - Ada 83
 - Perl

What Makes Languages Imperative?

- In a von Neumann machine memory holds:
 - Instructions
 - Data
- Intellectual heart: assignment statement
- Other support:
 - Variable declarations
 - Expressions
 - Conditional statements
 - Loops
 - Procedural abstraction

What Makes Languages Imperative?

- Execution of commands is as they appear in memory (sequential)
- Conditional branching and unconditional branching (goto) disrupt normal flow
 - Use of flowchart to model programs
- Turing completeness - a language provides an effective basis for implementing any algorithm that can be designed
 - other paradigms (functional, logic, object-oriented) are also Turing complete

What Makes Languages Imperative?

- An imperative programming language is thus one which is Turing complete and also supports certain common features that have emerged with the evolution of the paradigm:
 - control structures
 - input and output
 - error and exception handling
 - procedural abstraction
 - expressions and assignment
 - library support for data structures

Procedural Abstraction

- Procedural abstraction allows the programmer to be concerned mainly with a function interface, ignoring the details of how it is computed.
- The process of **stepwise refinement** (functional decomposition) utilizes procedural abstraction to develop an algorithm starting with a general form and ending with an implementation.
- Ex: `sort(list, len)`

Expressions and Assignment

- Assignment statement is fundamental:

`target = expression`

- Copy semantics
 - Expression is evaluated to a value, which is copied to the target; used by imperative languages

Library Support for Data Structures

- There exist vast libraries of functions for most imperative languages
 - avoid reinventing the wheel
- Partially accounts for the longevity of languages like Fortran, Cobol, and C.
- Large collection of classes and functions designed to support the management of complex data structures, I/O functions, exceptions, etc.

C

- Originally designed for and implemented on the UNIX Operating system on the DEC PDP-11, by Dennis Ritchie.
- The operating system, the C compiler, and essentially all UNIX applications programs are written in C.
- Compilers also exist for:
 - IBM System/37-
 - Honeywell 6000
 - Interdata 8/32

C

- Based on BCPL
 - typeless programming language
- Lost its popularity to other languages like C++, Java, Perl, Python
- Has enormous impact on language design both syntactically and semantically

General Characteristics

- Introduced the type cast operation
- Use of braces in place of Algol's `begin` and `end`
- Has:
 - assignment statements
 - statement sequencing
 - if and switch conditional statements
 - while, for and do while loops
 - function calls

General Characteristics

- Data Structures
 - arrays
 - pointers
 - structures (records)
 - union data types
- Lacks the following features
 - iterators
 - exception handling
 - overloading
 - generics

Sample Code: Average

```
#include <stdio.h>
int main(int argc, char *argv[]) {
    int ct, number, min, max, sum;
    sum = ct = 0;
    printf("Enter number: ");
    while (scanf("%d", &number) != EOF) {
        if (ct=0) min = max = number;
        ct++;
        sum += number;
        min = number < min? number : min;
        max = number > max? number : max;
        printf("Enter number: ");
    }
    printf("%d numbers read\n", ct);
    if (ct>0)
        printf("Average: \t%d\n", sum / ct);
        printf("Maximum:\t%d\n", max);
        printf("Minimum: \t%d\n", min);
    }
    return 0;
}
```

Sample Code: Hello, world!

```
#include <stdio.h>
int main() {
    printf("Hello, world!\n");
    return 0;
}
```

ATTENDANCE

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