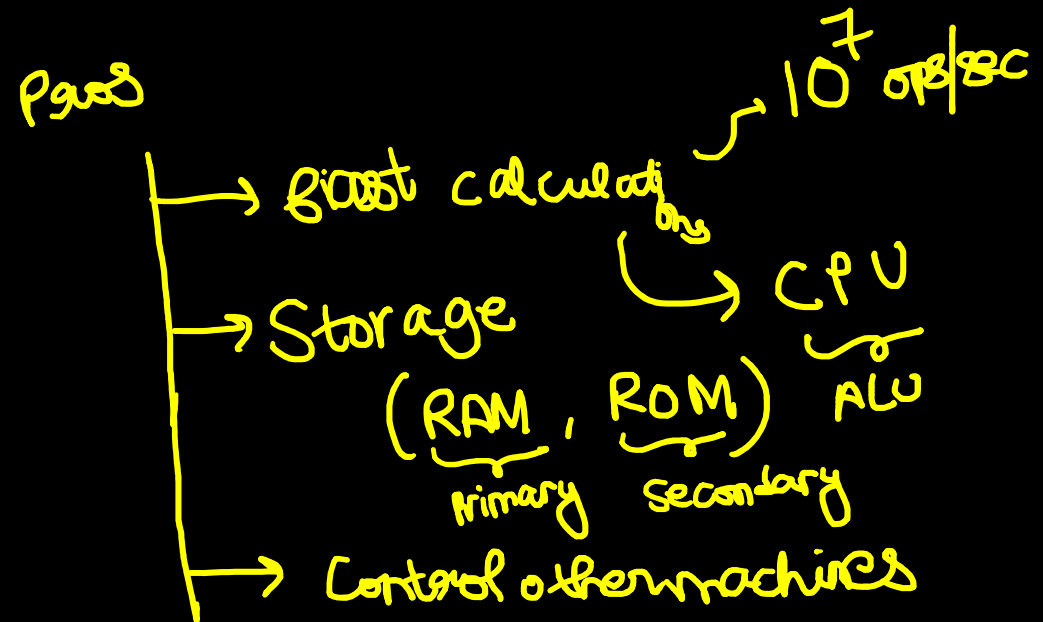
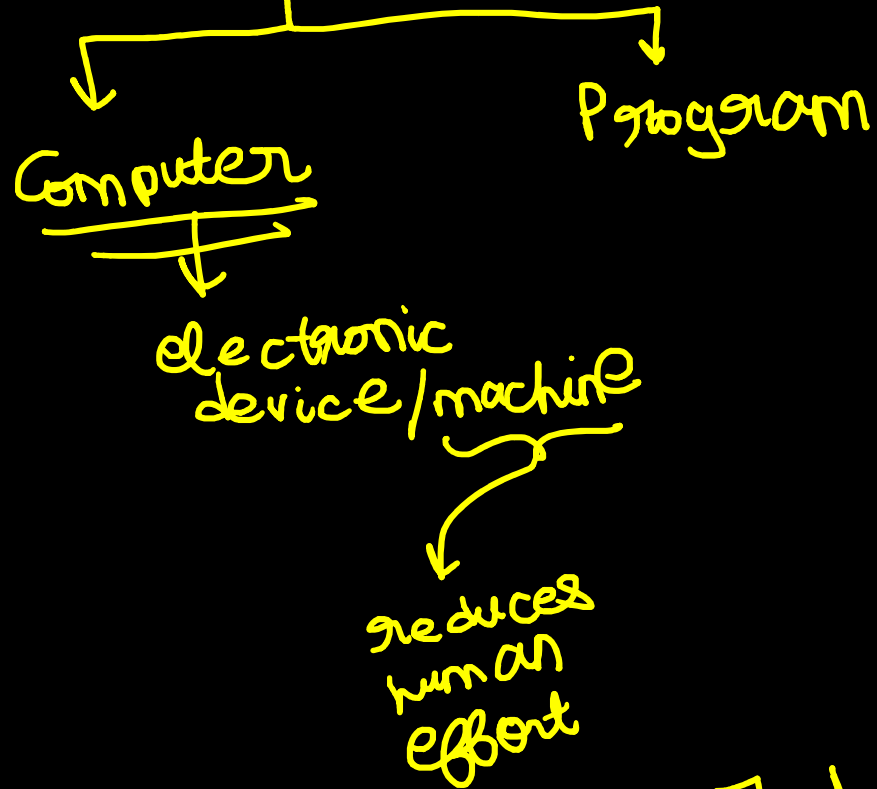


Computer Programming



avg of 30

Cons
→ Dumb

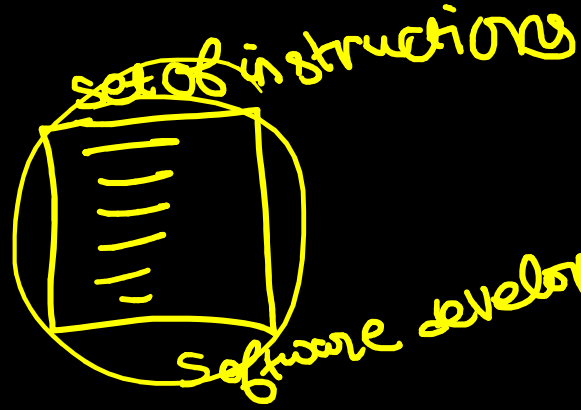
$$7 + 12 =$$
$$885876512 + 98999$$

mail

A



B



PC



set of instructions which tells the computer what to do

Algorithm

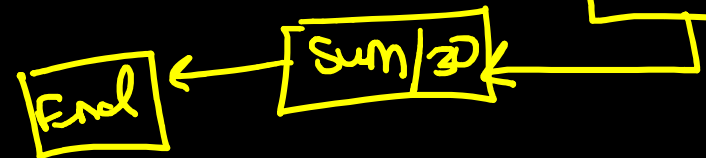
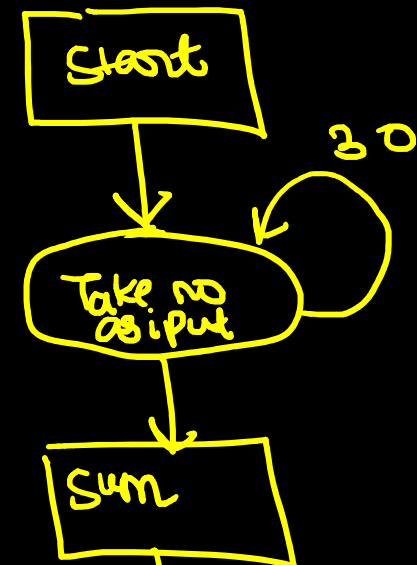
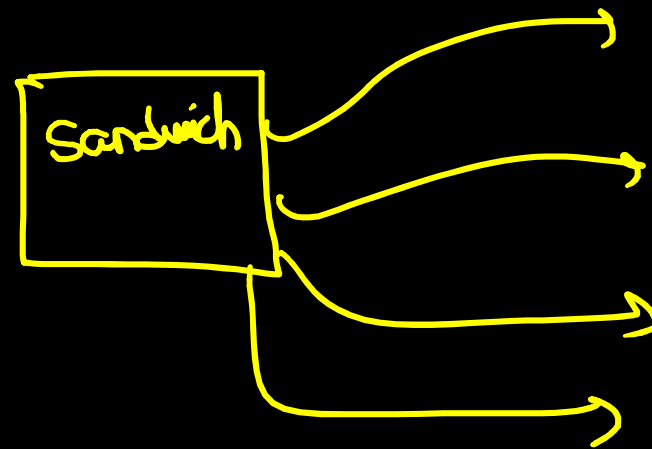
avg of 20 nos

logic

$$\left\{ \begin{array}{l} \text{sum} = 90 + 78 + 35 + \\ \text{sum}/30 \end{array} \right\}$$

Sandwich
V.T

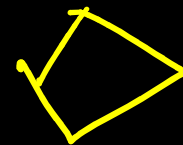
- ① Take Bread
- ② Apply B
- ③ Cut Tom
- ④ Cut Cumpo
- ⑤



Program

Algorithm

Code



Java

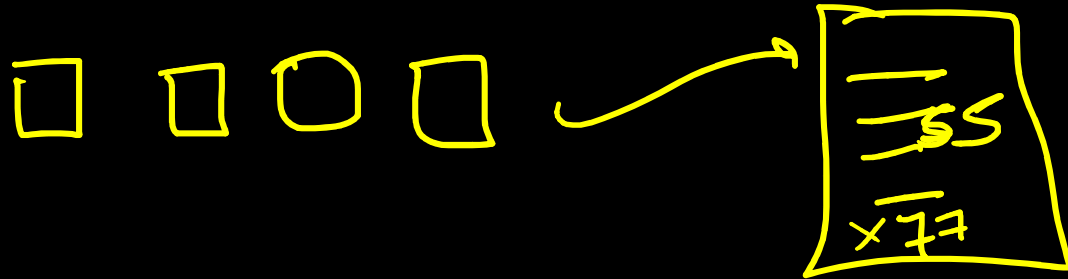
① Secure (OOP)

② Fast

③

Platform Independent

Components of Computer Program



SS

Variables

$$b(x) = x^2 + 2x + 5$$

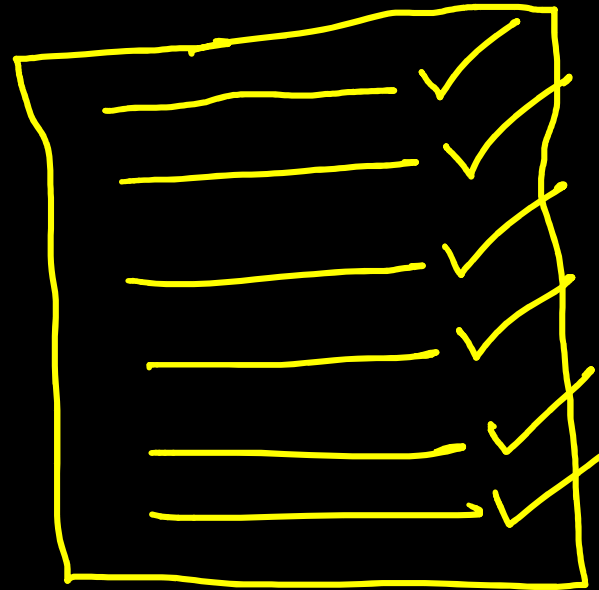
Two arrows point from the variable 'x' in the equation to the value '5' below it.

77

$$x = 5$$

① Variables contain data

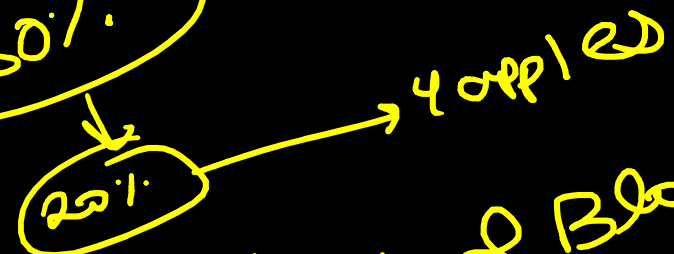
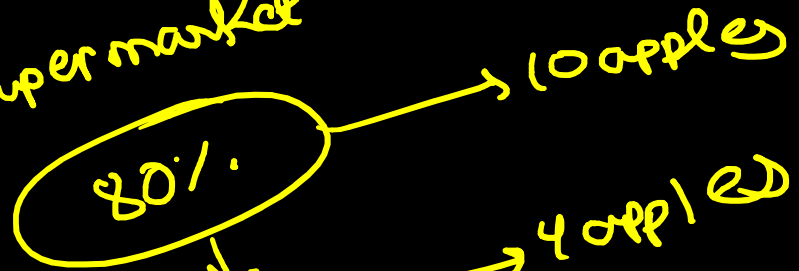
② Algorithm



Sequential
Execution

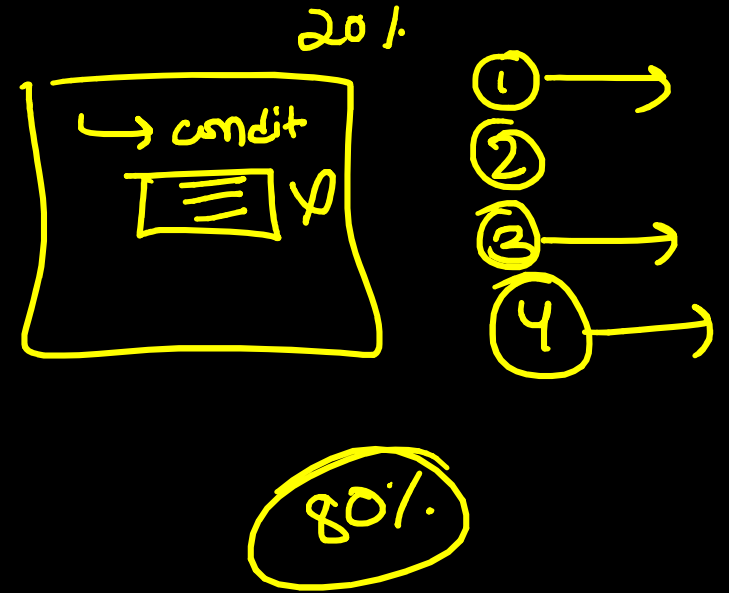
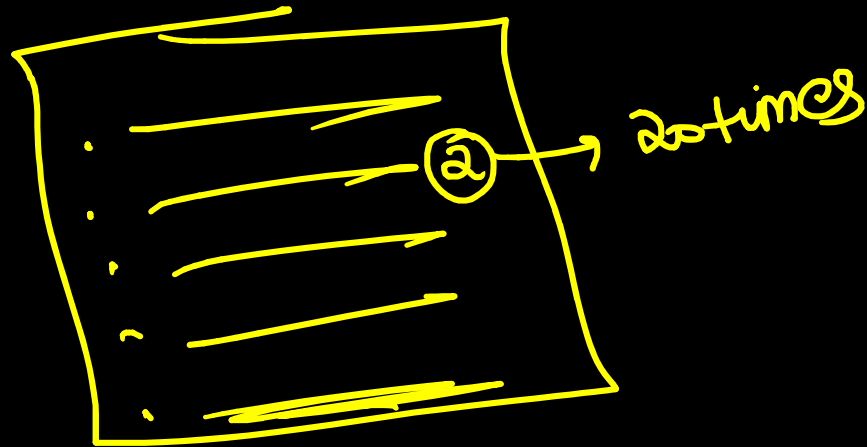
$x = 5$

supermarket



③ Control Flow / Control Blocks

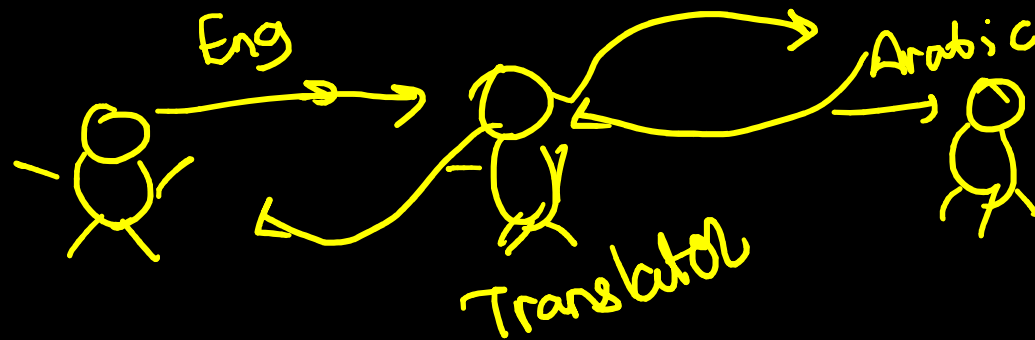
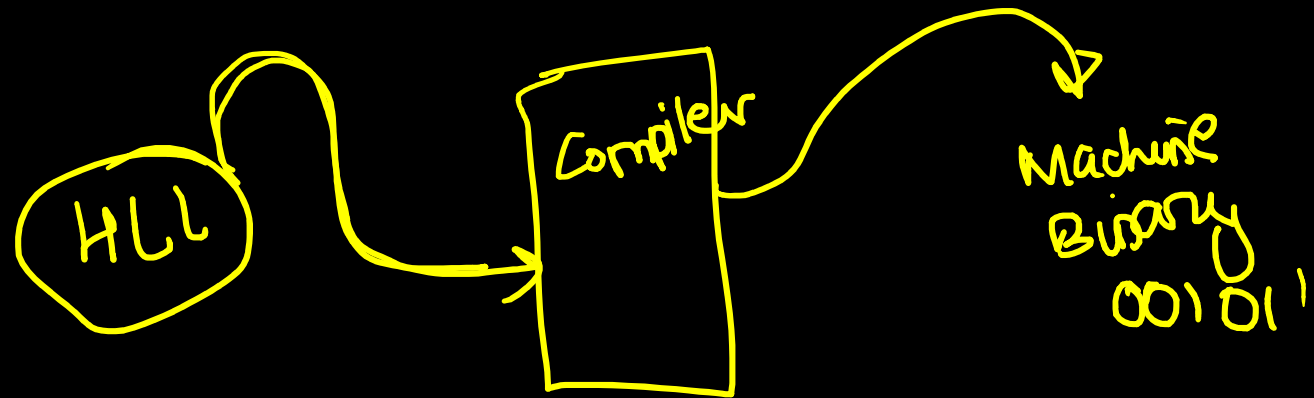
- Conditionals
- Loops



HLL ~ High Level Languages

00110111
Binary Code

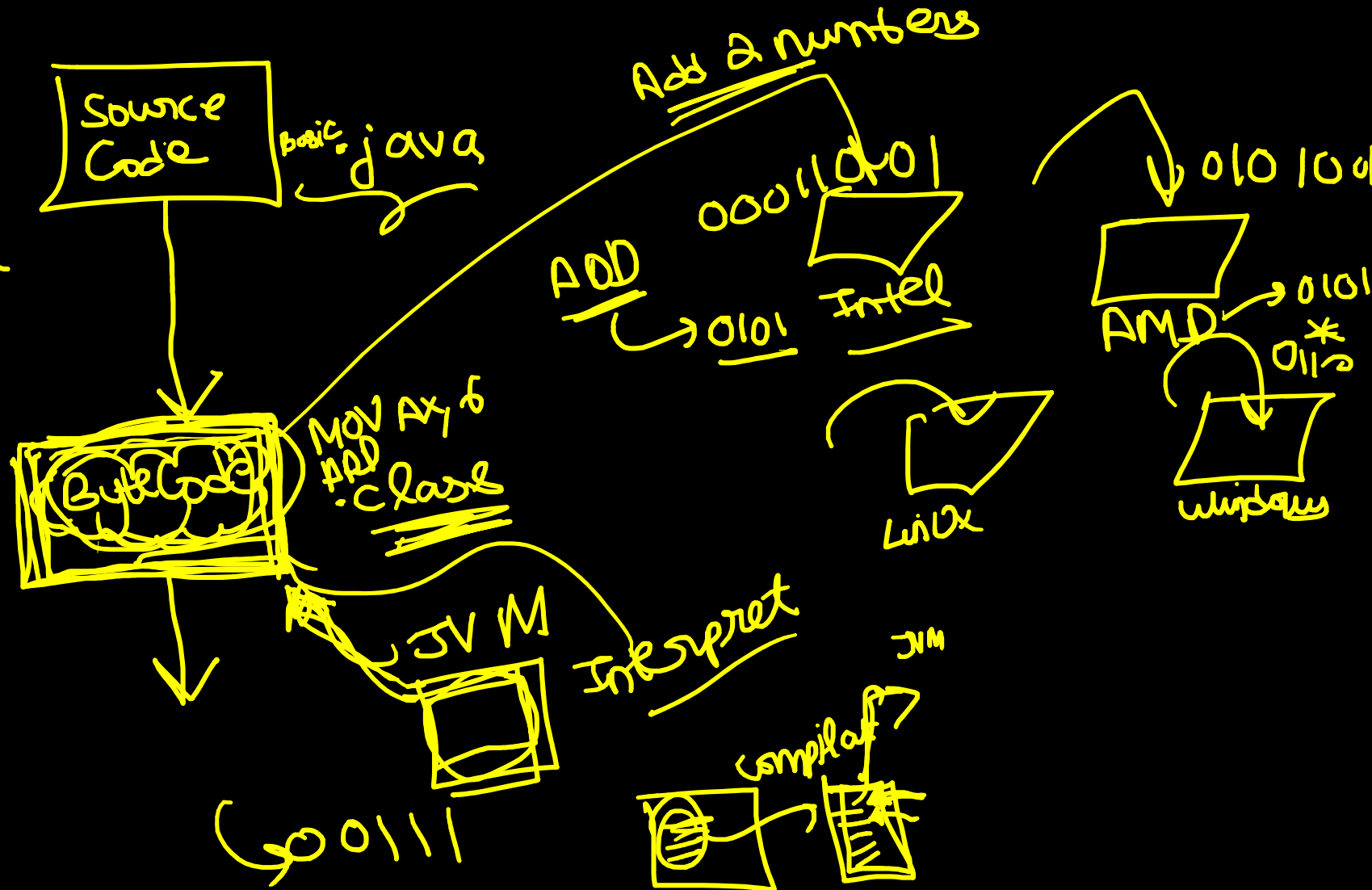
Java,
C++,
Python,
Go



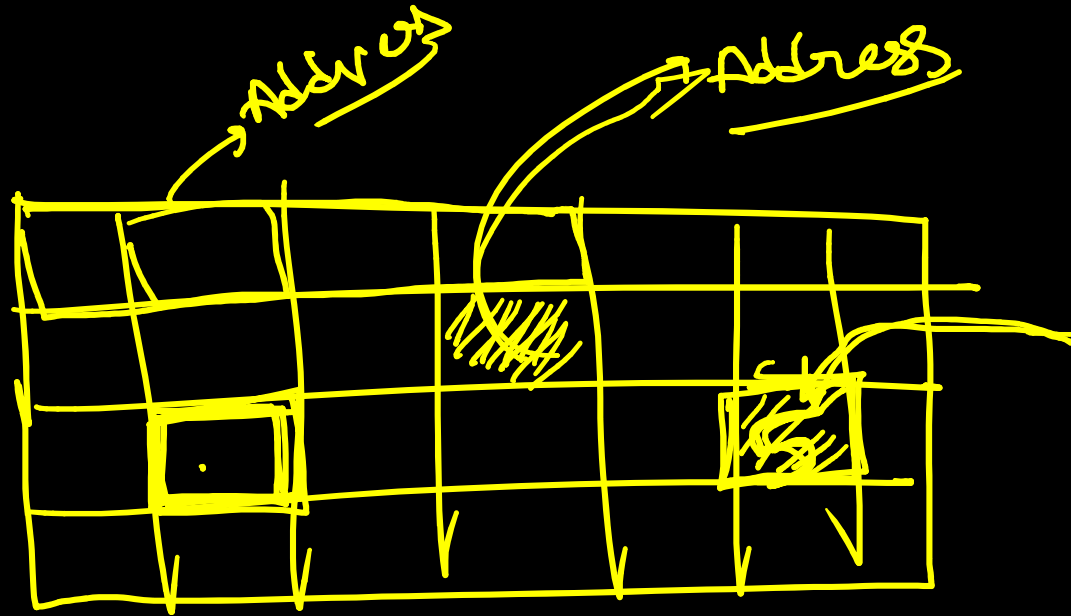
50K

javac Basic.java

Java is
Platform
Independent
Portable



RAM



a = 5

a

Binary Digit

bits

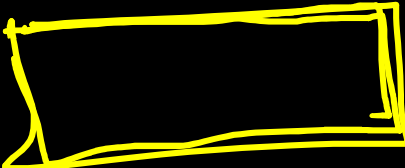
5 bits

0 1 1 1 1

• [0] [1]



4 index



2 index

~~4 bits~~ 2 bits → Byte

KB
MB
~~GB~~
TB

Integers → 4 Bytes

Characters → 2 Bytes

4 Bytes

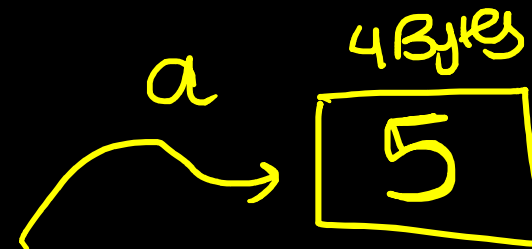

Integers
Decimal
Characters

byte → 8 bits
short → 2 Bytes
int → 4 Bytes
long → 8 Bytes

Declaration and Initialisation

int a = 5;

datatype variable value



int b;

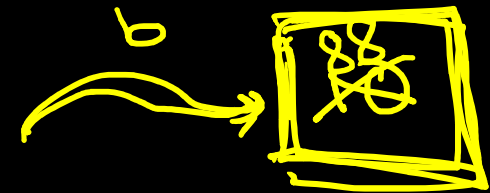
b = 47;

Declaration + Initialisation

int b;

Declaration

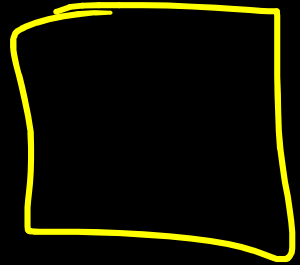
b = 10; ←



b = 88;

int a;

a →



-2^{31} to $2^{31}-1$



long

int a = 5;

int a;
a = 5;

decimal precise
80 48 KS
block 4 bytes → precision
double 8 bytes

datatype variable = value.

Can you do initialization
before declaration?

8.9
✓ 8.9 0000001

characters → 2 Bytes

char a = '\$';

ASCII

140

'a' → 97
'\$' → 140
1 bit

True / False

boolean

0 → False
1 → ~~True~~ ~~False~~