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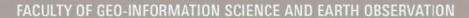


Programming Basics

Planning Sustainable Cities (2020-1B)

Jon Wang







About this lecture

This lecture IS NOT about:

- Following PowerPoint slides
- Every aspect of programming
- Learning programming language

This lecture IS about

- Practice
- Basic features about programming
- Important elements: variables, data types, conditionals, iteration and function
- Think like a computer scientist





How many times...

You encounter this situation: choosing and switching back and forth among different GIS and RS software products, and repeat...







How many times...

You expect that:

you would like to have a streamlined, fit-for-purpose and automated tool that can be reused by you and your colleagues.

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The WORST way to learn programming

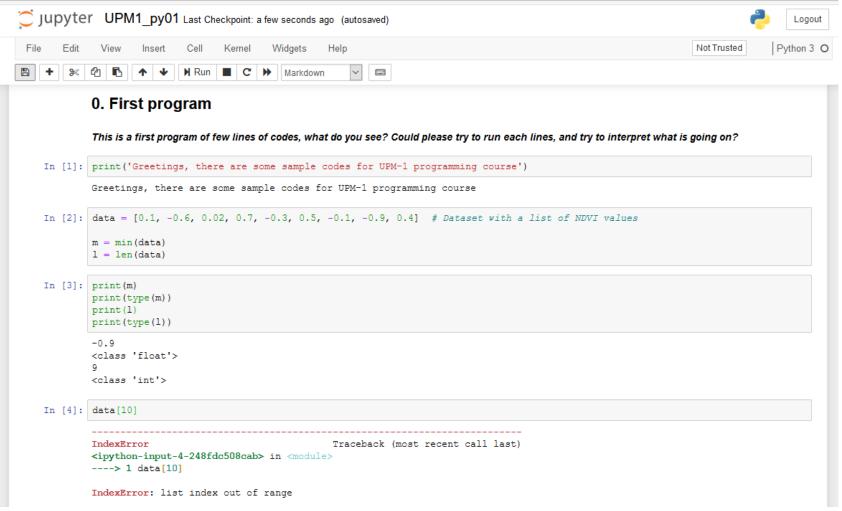
- Try to learn too many things at once
- Read too much without practice







First program!







So, what is programming?

Problem-solving

Instructions: Ask computer to solve...

Format: Formal language

Features: Input, math operations, conditions, repetitions, output

Elements: Values, variables, functions

Actions: writing, debugging





Other IDE and modules

Recommended IDE in:

Anaconda

Commonly used modules:

- GDAL
- Geo Pandas
- Rasterio
- PIL
- Pickle
- ...

