# Intro to Programming

Foundations of Science and Mathematics

This presentation is part of the lecture materials for FSM course Intro to Programming, © 2018 J.T. Wolohan. This presentation is licensed under CC BY-SA 4.0, which allows for the sharing, adapting and remixing of this document, as long as proper attribution is provided. The full terms of the license are available here.

https://github.com/jtwool/FSM-Intro



Attribution-ShareAlike 4.0 International (CC BY-SA 4.0)

# What is programming?

Programming is a process by which people provide instructions to computers

Involves coming up with algorithms (problem solving approaches)

And writing code (instructions)



# Examples of programming languages

"Hello world" in C

C, Fortran

Java, C++, C#

Python, JavaScript

Lisp

```
#include <stdio.h>
main(){("hello, world\n");}
```

"Hello world" in JavaScript

console.log("hello world\n")

# JavaScript

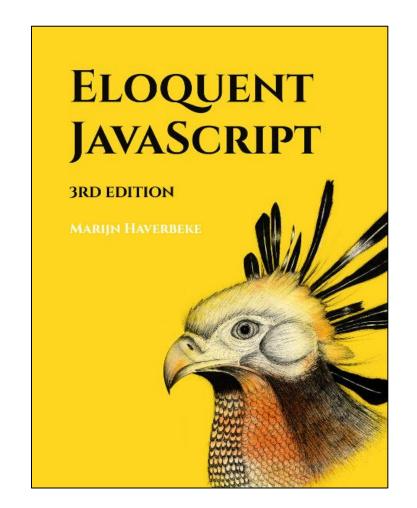
A core web technology

"Scripting" language

"Multi-paradigm"

Runs in the browser

Most popular language



# Language Syntax

Syntax is the rules that define proper use of a language

Examples:

"I have a dog" v. "I have dog"

2+2 v. Cat + 2

Important things to know about JavaScript syntax

**Types and Functions** 

Methods

**Operators** 

### Overview

**Types:** String, Integer, Boolean,...

Functions: function(){}

**Methods:** String.toLowerCase()

**Operators:** +, -, /, =, ==

```
// Operations with Integers
X = 4
Y = 3
Z = X + Y
```

## Integers

"Counting numbers"

Add, subtract, multiply, divide, etc.

One of the most common types

```
// Add one function
increase = function(x){
  return(x+1)
// Subtract one function
decrease = function(x){
  return(x-1)
increase(5)
decrease(2)
```

## Variables

Hold values

Can be changed

Can change types

Useful to represent "stuff"

```
// Baking pancakes
sugar = 4
flour = 5
pancakes = 0
makePancakes = function(){
  sugar -= 1
  flour -= 1
  pancakes += 3
makePancakes()
```

### **Functions**

Do stuff

Can take input

Can provide output

Only run when called

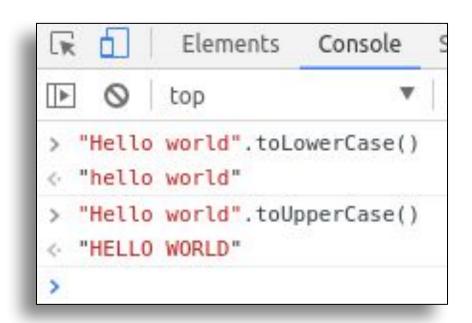
```
// Buying kittens
kittens = 0
money = 100
buyKittens = function(n){
 // Buy n kittens
  kittens += n
  // Each kitten costs 10
  money -= n*10
buyKittens(2)
buyKittens(1)
```

## How to Write Code

Edit a .JS file

Using any text editor or "IDE" (integrated development environment)

Play around right in your browser (hit F12→ Console)



# Pairs programming problem sets

Complete the functions to solve the problems.

Work in pairs. Take turns writing (typing) the code.

Get through as many problems as you can.

~20-30 minutes.

```
// Example problem
add2 = function(x){
// Add 2 to X
// Example solution
add2 = function(x){
  return(x+2)
```