

# Computer Science

What is a computer?

- Information in, output out
- Database of information
- Electronic machine, do different tasks, <sup>Coded/programmed</sup>
- Solves problems

Computation : processing/transforming information.

Given a starting number  $n$  :  
As long as  $n \geq 1$  : ← repetition. ← math

Conditional

- If  $n$  is even, divide it by 2
- Otherwise, if  $n$  is odd, multiply it by 3 and add 1.

Example .

$n = 15 \rightarrow 46 \rightarrow 23 \rightarrow 70 \rightarrow 35 \rightarrow 106 \rightarrow 53$   
 $4 \leftarrow 8 \leftarrow 16 \leftarrow 5 \leftarrow 10 \leftarrow 20 \leftarrow 40 \leftarrow 80 \leftarrow 160 \leftarrow 80$   
 $2 \rightarrow 1$

$57 \xrightarrow{26 \text{ steps}} 1$

$25 \xrightarrow{20 \text{ steps}} 1$

$37 \xrightarrow{22 \text{ steps}}$

$157 \xrightarrow{7} 1$

$7 \xrightarrow{16 \text{ steps}} 1$

## 5 components of computation:

- ① input
- ② output
- ③ math / arithmetic
- ④ conditionals ("if")
- ⑤ repetition

commands/blocks  
what the world looks like.

character moving around etc.

didn't see this directly  
in Minecraft

if lava block...

repeat n times...

## Errors

3 main types of errors:

① syntax error — program is not valid. e.g.  
grammar error, spelling error.

② runtime error — program runs, but something goes  
wrong, i.e. crashes

③ semantic error — program runs fine, but doesn't  
do what you wanted.