

# **DATA 520**

# **Introduction to Programming**

Information History

Computer History

Computer Languages

# Computer Science

- how problems are solved using a computer

Man, cabbage, goat, wolf problem

Day of the week for a date

Travelling salesman: shortest route between 10 cities

Play Chess

- logic very important
- algorithms vs. Brute Force solutions
- can get VERY obscure

# Algorithms

## Brute Force vs. Algorithm solutions

Man, cabbage, goat, wolf problem - can do

<http://jeux.lulu.pagesperso-orange.fr/html/anglais/loupChe/loupChe1.htm#>

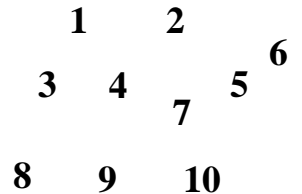
Day of the week for a date - **easy (data) way to solve?**

Travelling salesman challenge

10 cities =  $10!$  possible routes = 3,628,800

20 cities =  $20!$  possible routes = (2,432,902,008,176,640,000)

- computation time too long (77 years)



Play Chess

$10^{120}$  possible games  $> 3 \times 10^{90}$  grains of sand to fill universe

# Algorithms

input: day, month, year

To determine the day of the week for a given **month**, **day**, and **year**:

1. Let **century\_digits** be equal to the first two digits of the year.
2. Let **year\_digits** be equal to the last two digits of the year.
3. Let **value** be equal to **year\_digits** + floor(**year\_digits** / 4)
4. If **century\_digits** equals 18, then add 2 to **value**, else if **century\_digits** equals 20, then add 6 to **value**.
5. If the **month** is equal to January and **year** is not a leap year, then add 1 to **value**, else,  
if the **month** is equal to February and the **year** is a leap year, then add 3 to **value**; if not a leap year, then add 4 to **value**, else,  
if the **month** is equal to March or November, then add 4 to **value**, else,  
if the **month** is equal to May, then add 2 to **value**, else,  
if the **month** is equal to June, then add 5 to **value**, else,  
if the **month** is equal to August, then add 3 to **value**, else,  
if the **month** is equal to October, then add 1 to **value**, else,  
if the **month** is equal to September or December, then add 6 to **value**,
6. Set **value** equal to (**value** + **day**) mod 7.
7. If **value** is equal to 1, then the day of the week is Sunday; else if **value** is equal to 2, day of the week is Monday; else if **value** is equal to 3, day of the week is Tuesday; else if **value** is equal to 4, day of the week is Wednesday; else if **value** is equal to 5, day of the week is Thursday; else if **value** is equal to 6, day of the week is Friday; else if **value** is equal to 0, day of the week is Saturday

**value** = numeric answer  
floor function = truncate

- is it a leap year?

(if April  
or July :  
do nothing)

mod function = modulo  
= remainder after division

Two choices:

```
if ...  
  then ...  
  else ...
```

More choices:

```
if ...  
  then ...  
  else if ...
```

FIGURE 1-8 Day of the Week Algorithm

# Algorithms

Oops - we need an algorithm for leap years

**Wikipedia:**

The following pseudocode determines whether a year is a *leap year* or a *common year* in the Gregorian calendar (and in the proleptic Gregorian calendar before 1582). The *year* variable being tested is the integer representing the number of the year in the Gregorian calendar, and the tests are arranged to dispatch the most common cases first. Care should be taken in translating mathematical integer divisibility into specific programming languages.

```
if (year is not [evenly] divisible by 4) then (it is a common year)  
else if (year is not divisible by 100) then (it is a leap year)  
else if (year is not divisible by 400) then (it is a common year)  
else (it is a leap year)
```

2016?

1900?

# Computers use binary digits (bits)

**Why, when we are used to base 10 numbers?**

- electronic switches are either on or off

**Any number in base 10 can be converted to base 2 (binary digits)**

Base 10: digits 0...9, based on powers of 10:

$$153_{10} = \mathbf{1}(10^2) + \mathbf{5}(10^1) + \mathbf{3}(10^0) \quad (\text{digits: 0 - 9})$$

$$103_{10} = \mathbf{1}(10^2) + \mathbf{0}(10^1) + \mathbf{3}(10^0)$$

Base 2: 0 or 1, based on powers of 2:

$2^7$	$2^6$	$2^5$	$2^4$	$2^3$	$2^2$	$2^1$	$2^0$
128	64	32	16	8	4	2	1

$$\begin{aligned} 153_2 &= \mathbf{1}(2^7) + \mathbf{0}(2^6) + \mathbf{0}(2^5) + \mathbf{1}(2^4) + \mathbf{1}(2^3) + \mathbf{0}(2^2) + \mathbf{0}(2^1) + \mathbf{1}(2^0) \\ &\quad 128 \qquad \qquad \qquad + 16 \quad + 8 \qquad \qquad \qquad + 1 \\ &= 10011001 \end{aligned}$$

# Computers use binary digits (bits)

Eight bits make a byte

$$10111001 = 153$$

$$00000001 = 1$$

Maximum value of a byte:  $11111111 = 255$

256 possible values, 0 ... 255.

$$256 = 2^8$$

$$2^{16} = 65,536 = 64 \text{ kB}$$

$$2^{32} = 4,294,967,296 = 4 \text{ GB}$$

**Numbers > 255 need more than one byte of storage.**

# Computers use binary digits (bits)

- for letters and keys on the keyboard too

ASCII key codes

A...Z = 97...122

a...z = 65...90

1 = 49

1 on number pad = 96

ESC = 27

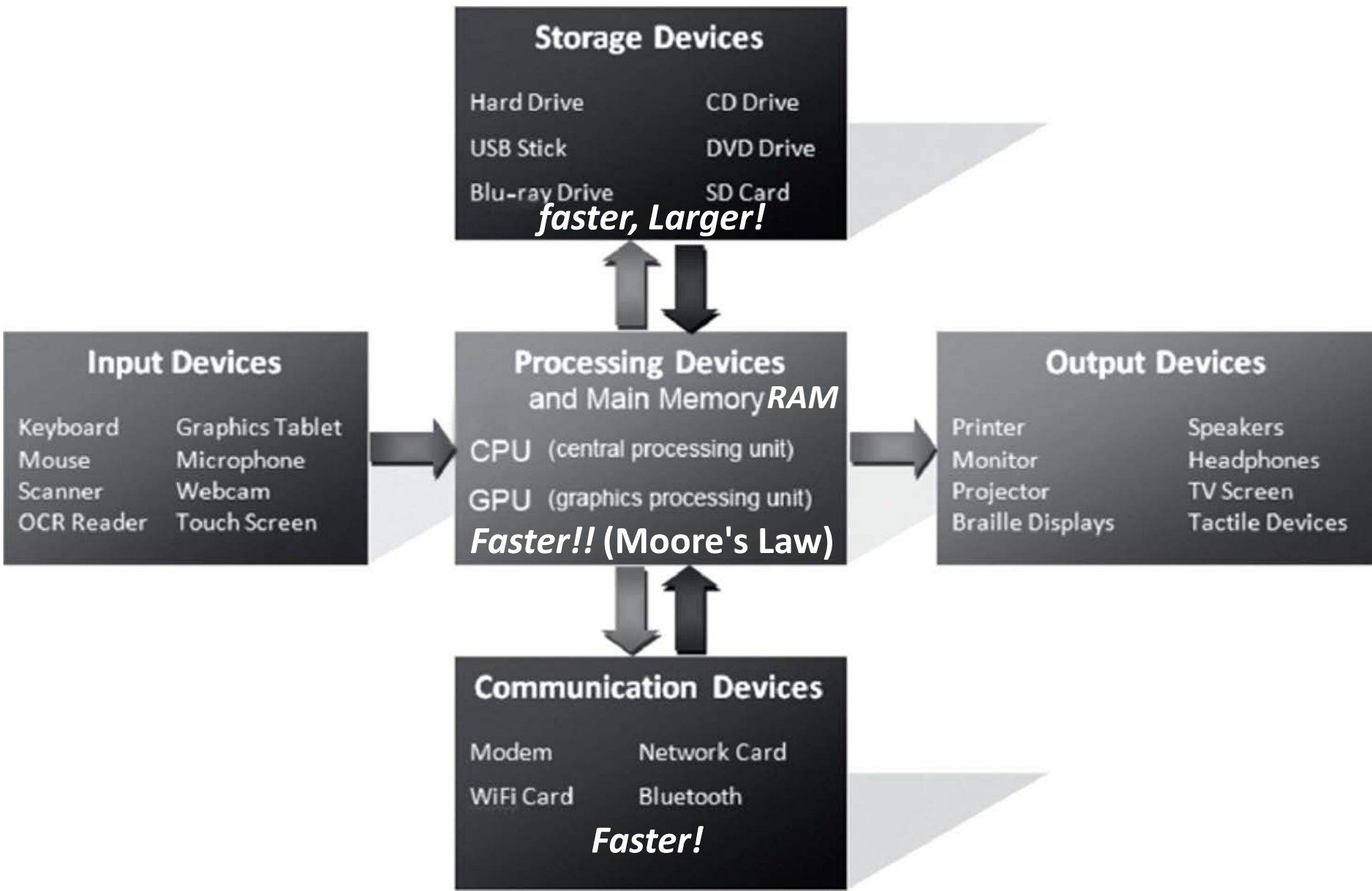
backspace = 14

shift = 16

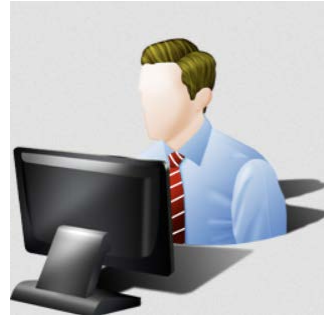
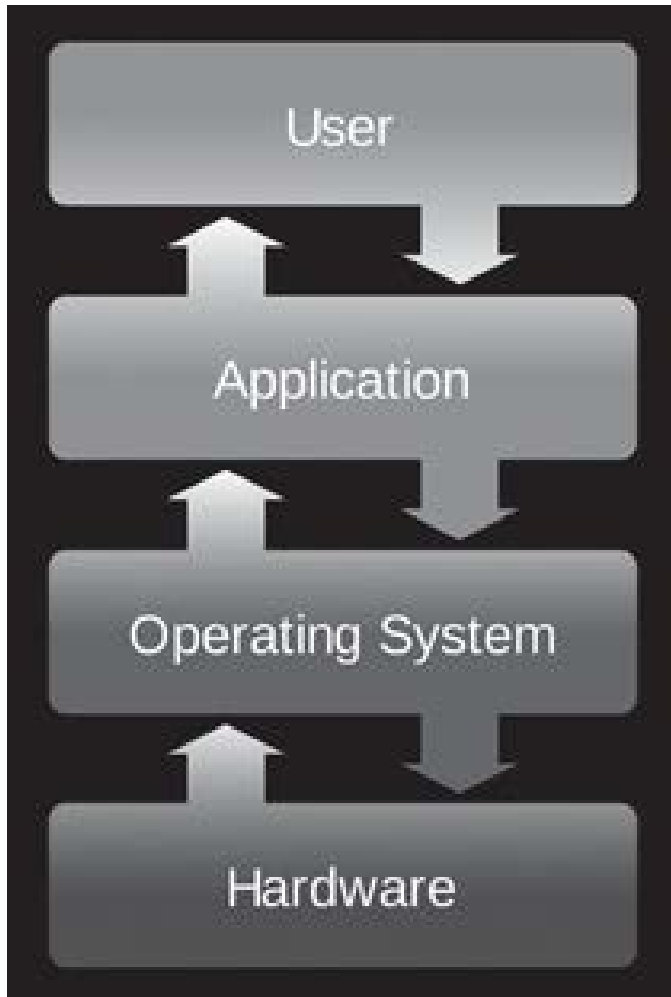
left arrow = 37



# Computer hardware



# Computer software



Chrome, Word, Excel, Python

Windows, OSX, iOS, Linux, Android

Processor, Motherboard, Storage

# Software

A set of instructions that get executed on a computer

Computer programs involve syntax and semantics

**syntax: spelling, word order, and punctuation**

"Hello, are you how?"

**semantics: meaning of words**

"Colorless green ideas sleep furiously."

# Programs

## Programming languages: overwhelmingly English based

print, if... then... else..., etc.

- get translated into machine code (0101010101010)

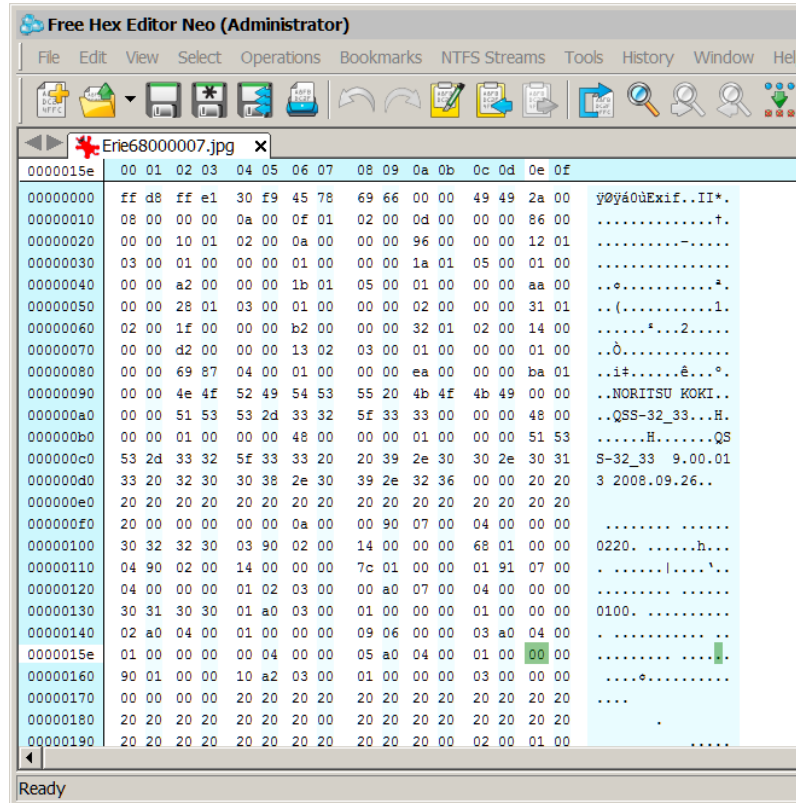
or hexadecimal

## Base 16:

01... 09

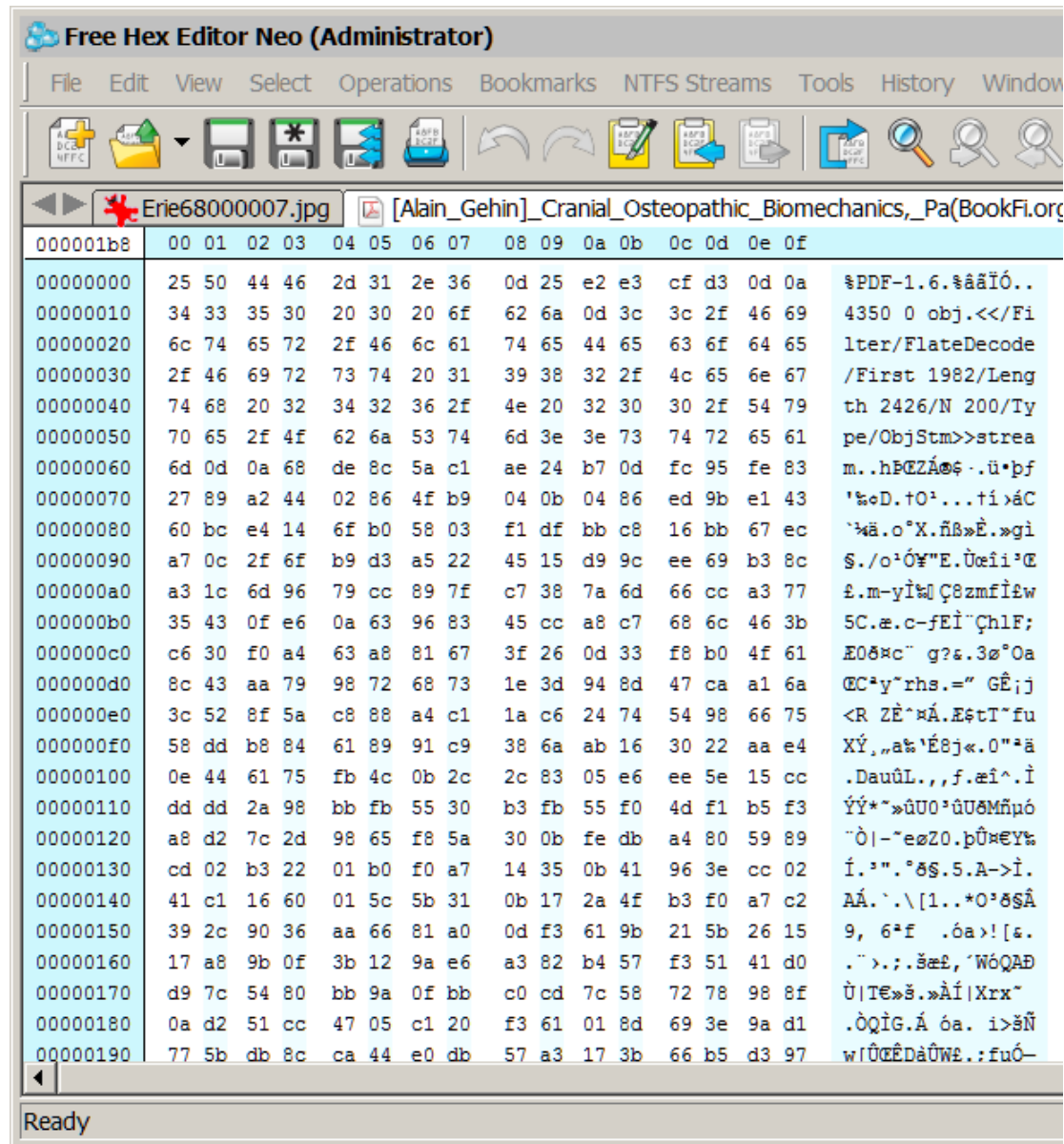
and

0a...ff

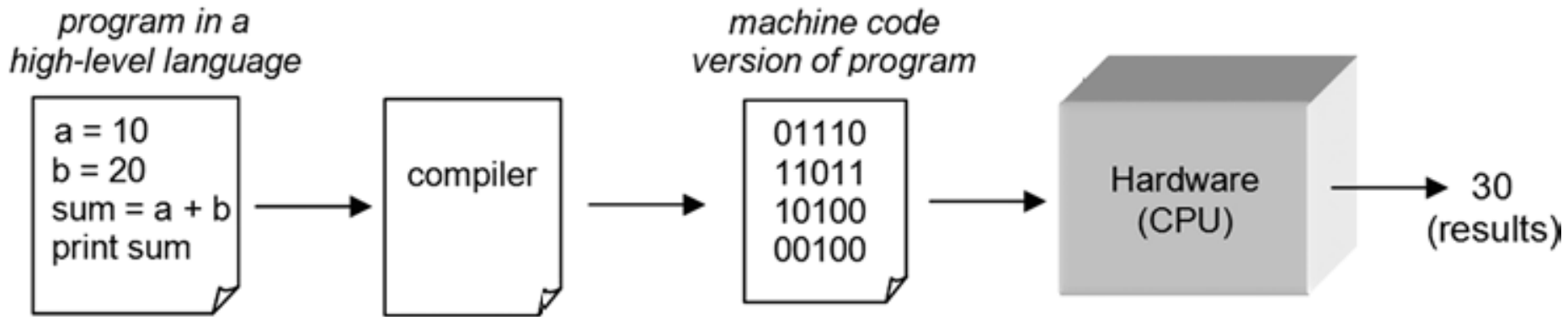


# Programs

## Hexadecimal



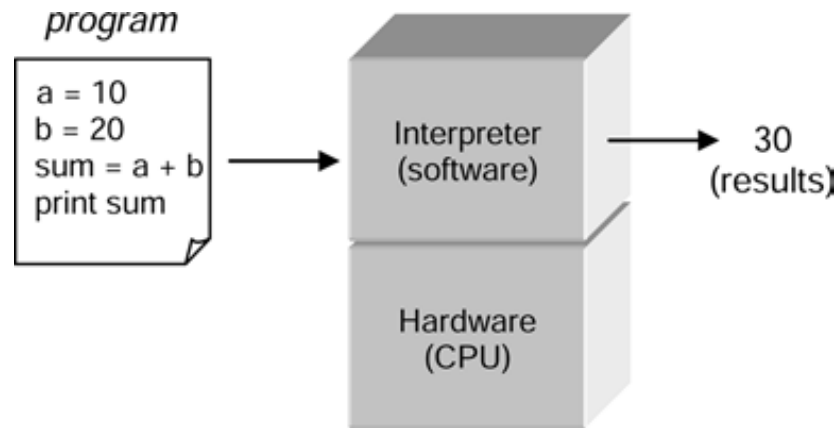
# Programs



**Some programming languages use a compiler**

- generates machine-specific code
- fast
- limited platforms

# Programs



## Other programming languages use an interpreter

- use the interpreter for the language and computer
- interpreter executes the program
- easier for interactive programming (one line at a time)
- slower
- many platforms

# Bugs

Why are they called "bugs"?

syntax error:

```
prnt( 'Hello, Erie' )
```

Semantic errors aren't trapped by the program

```
#get the mean of three numbers
```

```
(num1 + num2 + num3) / 2.0
```

```
# print message  <- also an error
```

```
print( 'Hellp, Eerie' )
```

- the computer does not know what you want!
- it only does what you tell it to do
- debugging is always necessary



# Computer Languages

1950's Assembly language

1960's Fortran

1970 Pascal

1972 C

1975 Altair Basic (Gates)

1983 GW-BASIC (MS)

1983 C++

1985 QuickBASIC (MS)

1986 Object Pascal

1987 Turbo Pascal

1987 Perl

1989 PowerBASIC

1989 Bash (Unix/Linux)

1991 Python

1991 Visual Basic

1992 Borland Pascal

1995 Java

1995 Javascript

2000 C#

2004 FreeBASIC

# Computer Languages

## Assembly language

```
100
101
102
103
104
105
106
107 00000030 B9FFFFFF
108
109
110 00000035 41
111 00000036 803C0800
112
113
114 0000003A 75F9
115
116
117
118
119
120
121
122 0000003C C3
```

```
;-----
; zstr_count:
; Counts a zero-terminated ASCII string to determine its size
; in:  eax = start address of the zero terminated string
; out: ecx = count = the length of the string

zstr_count:                ; Entry point
    mov ecx, -1            ; Init the loop counter, pre-decrement
                            ; to compensate for the increment

.loop:
    inc ecx                ; Add 1 to the loop counter
    cmp byte [eax + ecx], 0 ; Compare the value at the string's
                            ; [starting memory address Plus the
                            ; loop offset], to zero
    jne .loop              ; If the memory value is not zero,
                            ; then jump to the label called '.loop',
                            ; otherwise continue to the next line

.done:
                            ; We don't do a final increment,
                            ; because even though the count is base 1,
                            ; we do not include the zero terminator in the
                            ; string's length
    ret                    ; Return to the calling program
```

# Other Computer Languages

## COBOL:

- earlier: hybrid assembly language

NOT  $x = y$  BUT: MOVE  $x$  to  $y$

Still used;

New versions object-oriented



### COBOL Code

```
DETERMINE-PMHP.                                04380074
043900  IF PMHP-FAC NOT = CC-FAC                 04390074
044000      MOVE 'Y' TO EOF-PMHP                 04400074
044100      GO TO EXIT-PMHP.                     04410074
044200  INITIALIZE SORT-RECORD.                  04420074
044300  MOVE PMHP-FAC TO SORT-FAC.               04430074
044400  MOVE PMHP-CASE TO SORT-CASE.             04440074
044500  IF PMHP-INELIGIBLE-CODE NOT = ZERO       04450074
044600      MOVE 5 TO SORT-PMHP-STATUS           04460074
044700  ELSE IF PMHP-ACCEPT-DECLINE-FLAG = 2     04470074
044800      MOVE 4 TO SORT-PMHP-STATUS           04480074
044900  ELSE IF (PMHP-ENROLL-DSS-RESPONSE = 01 OR 02) 04490074
045000      AND PMHP-DISENROLL-DSS-DATE = ZEROES 04500074
045100      MOVE 1 TO SORT-PMHP-STATUS           04510074
045200  ELSE IF PMHP-DISENROLL-DSS-DATE NOT = ZERO 04520074
045300      MOVE 3 TO SORT-PMHP-STATUS           04530074
045400  ELSE IF PMHP-ENROLL-EXTRACT-DATE = ZEROES 04540074
045500      AND PMHP-DISENROLL-REASON NOT = ZERO 04550074
045600      MOVE 3 TO SORT-PMHP-STATUS           04560074
045700  ELSE                                       04570074
045800      MOVE 2 TO SORT-PMHP-STATUS           04580074
045900  IF PMHP-CORRECTION-DATE > PMHP-ENROLL-EXTRACT-DATE 04590074
046000      MOVE 1 TO SORT-READY-RESEND
```

# Other Computer Languages

## COBOL:

```
//COBUCLG JOB (001),'COBOL BASE TEST',                                00010000
//                                     CLASS=A,MSGCLASS=A,MSGLEVEL=(1,1)    00020000
//BASATEST EXEC COBUCLG                                                00030000
//COB.SYSIN DD *                                                        00040000
00000* VALIDATION OF BASE COBOL INSTALL                                00050000
01000 IDENTIFICATION DIVISION.                                         00060000
01100 PROGRAM-ID. 'HELLO'.                                             00070000
02000 ENVIRONMENT DIVISION.                                           00080000
02100 CONFIGURATION SECTION.                                          00090000
02110 SOURCE-COMPUTER. GNULINUX.                                       00100000
02120 OBJECT-COMPUTER. HERCULES.                                       00110000
02200 SPECIAL-NAMES.                                                  00120000
02210     CONSOLE IS CONSL.                                           00130000
03000 DATA DIVISION.                                                 00140000
04000 PROCEDURE DIVISION.                                             00150000
04100 00-MAIN.                                                        00160000
04110     DISPLAY 'HELLO, WORLD' UPON CONSL.                          00170000
04900     STOP RUN.                                                  00180000
//LKED.SYSLIB DD DSN=SYS1.COBLIB,DISP=SHR                             00190000
//                                     DD DSN=SYS1.LINKLIB,DISP=SHR      00200000
//GO.SYSPRINT DD SYSOUT=A                                             00210000
//                                                                    00220000
```

After submitting the JCL, the MVS console displayed:

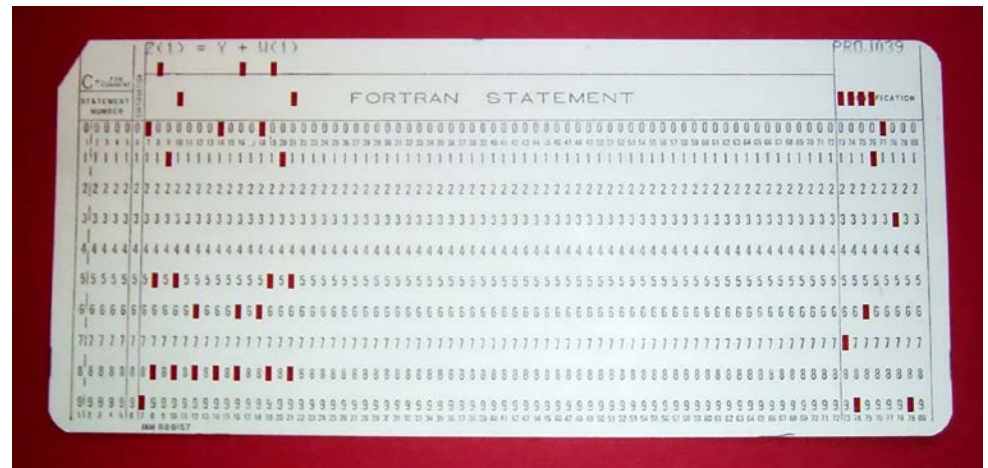
```
19.52.48 JOB      3  $HASP100 COBUCLG  ON READER1      COBOL BASE TEST
19.52.48 JOB      3  IEF677I WARNING MESSAGE(S) FOR JOB COBUCLG  ISSUED
19.52.48 JOB      3  $HASP373 COBUCLG  STARTED - INIT  1 - CLASS A - SYS BSP1
19.52.48 JOB      3  IEC130I SYSPUNCH DD STATEMENT MISSING
19.52.48 JOB      3  IEC130I SYSLIB   DD STATEMENT MISSING
19.52.48 JOB      3  IEC130I SYSPUNCH DD STATEMENT MISSING
19.52.48 JOB      3  IEFACTRT - Stepname  Procstep   Program   Retcode
19.52.48 JOB      3  COBUCLG   BASATEST  COB         IKFCBL00  RC= 0000
19.52.48 JOB      3  COBUCLG   BASATEST  LKED        IEWL      RC= 0000
19.52.48 JOB      3  +HELLO, WORLD
19.52.48 JOB      3  COBUCLG   BASATEST  GO          PGM=*.DD  RC= 0000
19.52.48 JOB      3  $HASP395 COBUCLG  ENDED
```

# Other Computer Languages

## FORTRAN:

- ran almost as fast as assembly language
  - needed compiler
  - more efficient code (1/20 of the typing)
- Fortran 77, Fortran 95
- ANSI standards

```
1      K=1
2      6      IF (K.EQ.11) GO TO 8
3
4      READ,I,J
5      IF (J.GT.1) GO TO 65
6      GO TO 66
7      65     WRITE(6,6002)J,I
8      6002   FORMAT(' ',I3,' IS GREATER THAN ',I3)
9      K=K+1
10     GO TO 6
11     66     WRITE(6,6001)I,J
12     6001   FORMAT(' ',I3,' IS GREATER THAN ',I3)
13     K=K+1
14     GO TO 6
15     8      CALL EXIT
16
17     END
```



# Other Computer Languages

## BASIC

```
SUB MatrixInversion(A() AS DOUBLE, M AS LONG, Determinant AS DOUBLE)
' Gauss reduction inversion method.
' M is the order of the square matrix A()
' A() inverse is returned in A().
' Determinant is returned.
LOCAL I, J, K, L AS LONG, T AS DOUBLE, Pivot AS DOUBLE
Determinant = 1
FOR J = 1 TO M
    Pivot = A(J,J) : A(J,J) = 1
    Determinant = Determinant * Pivot
    IF Determinant = 0 THEN MSGBOX "Matrix singular " _
        + "- cannot invert",, "Problem": EXIT SUB
    ' Divide pivot row with pivot element.
    FOR K = 1 TO M : A(J,K) = A(J,K) / Pivot : NEXT
    FOR K = 1 TO M
        ' Reduce the non pivot rows.
        IF K <> J THEN
            T = A(K,J) : A(K,J) = 0
            FOR L = 1 TO M : A(K,L) = A(K,L) - A(J,L) * T : NEXT
        END IF
    NEXT
NEXT
END SUB
```

# Other Computer Languages

## C, ugly?

```
CachePara(psel->doc, psel->cpFirst);
if (psel->cpLim >= caPara.cpLim)
{
    ca = psel->ca;
    /* expand selection to integral paragraphs */
    FUpdateHplcpad(ca.doc);
    fForwardSave = psel->fForward;
    ExpandOutlineCa(&ca, fFalse);
    if (FInTableDocCp(ca.doc, cpLimM1 = ca.cpLim - 1) &&
        FInTableDocCp(ca.doc, ca.cpFirst))
    {
        CacheTc(wvNil, ca.doc, ca.cpFirst, fFalse, fFalse);
        caTable = caTap;
        cpFirstTable = caTap.cpFirst;
        if (!FInCa(ca.doc, cpLimM1, &vtcc.ca) &&
            (FInCa(ca.doc, cpLimM1, &caTable) || FParasUpToCpInTable(&caTable, cpLimM1)))
        {
            CpFirstTap(ca.doc, cpLimM1);
            cpLimTable = caTap.cpLim;
            SelectRow(psel, cpFirstTable, cpLimTable);
            return;
        }
    }
    Select(psel, ca.cpFirst, ca.cpLim);
    psel->cpAnchor = fForwardSave ? ca.cpFirst : ca.cpLim;
    psel->fForward = fForwardSave;
    psel->sty = styPara;
    SetSelCellBits(psel);
}
```

# Other Computer Languages

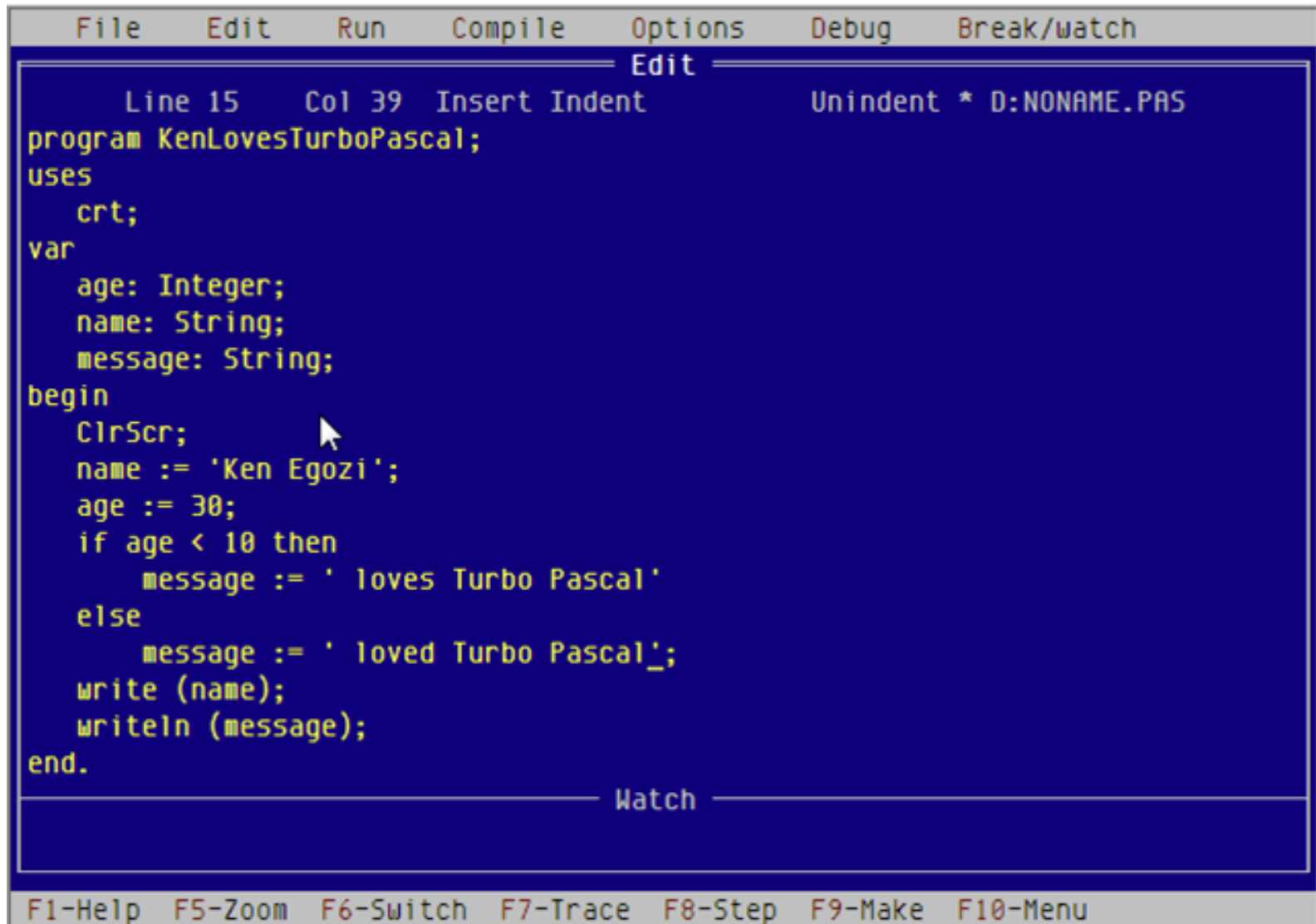
## C++, ugly?

```
BOOL CMyMfc29BAuto::DisplayDialog()
{
    // TODO: Add your dispatch handler code here
    TRACE("Entering CMyMfc29BAuto::DisplayDialog %p\n", this);
    BOOL bRet = TRUE;
    AfxLockTempMaps(); // See MFC Tech Note #3
    CWnd* pTopWnd = CWnd::FromHandle(::GetTopWindow(NULL));
    try
    {
        CPromptDlg dlg /*(pTopWnd)*/;
        if (m_vaTextData.vt == VT_BSTR)
        {
            // converts double-byte character to single-byte character
            dlg.m_strData = m_vaTextData.bstrVal;
        }
        dlg.m_lData = m_lData;
        if (dlg.DoModal() == IDOK)
        {
            m_vaTextData = COleVariant(dlg.m_strData).Detach();
            m_lData = dlg.m_lData;
            bRet = TRUE;
        }
        else
        {
            bRet = FALSE;
        }
    }
    catch (CException* pe)
    {
        TRACE("Exception: failure to display dialog\n");
        bRet = FALSE;
        pe->Delete();
    }
    AfxUnlockTempMaps();
    return bRet;
}
```



# Other Computer Languages

## Pascal



The image shows a screenshot of the Turbo Pascal Integrated Development Environment (IDE). The window has a menu bar with the following options: File, Edit, Run, Compile, Options, Debug, and Break/watch. Below the menu bar is a toolbar with icons for various editing and development actions. The main editing area contains the following Pascal code:

```
Line 15   Col 39   Insert Indent   Unindent * D:NONAME.PAS
program KenLovesTurboPascal;
uses
  crt;
var
  age: Integer;
  name: String;
  message: String;
begin
  ClrScr;
  name := 'Ken Egozi';
  age := 30;
  if age < 10 then
    message := ' loves Turbo Pascal'
  else
    message := ' loved Turbo Pascal';
  write (name);
  writeln (message);
end.
```

At the bottom of the window is a status bar with the following text: F1-Help F5-Zoom F6-Switch F7-Trace F8-Step F9-Make F10-Menu.

# Python

## Invented in 1991

- named after Monty Python's Flying Circus
- simple syntax
- VERY readable code
- has many standard modules and many extensions

### A Python Code Sample

```
x = 34 - 23           # A comment.
y = "Hello"          # Another one.
z = 3.45
if z == 3.45 or y == "Hello":
    x = x + 1
    y = y + " World"  # String concat.
print x
print y
```

# Installing Python

<https://www.python.org/downloads/>

Find your OS

(<https://www.python.org/downloads/mac-osx/>)

We will use Python 3.5.2 (lab) or 3.6.2 (download?)

- includes IDLE, an IDE (Integrated Development Environment)

# Next time

Read chapter 2 in Gries book

