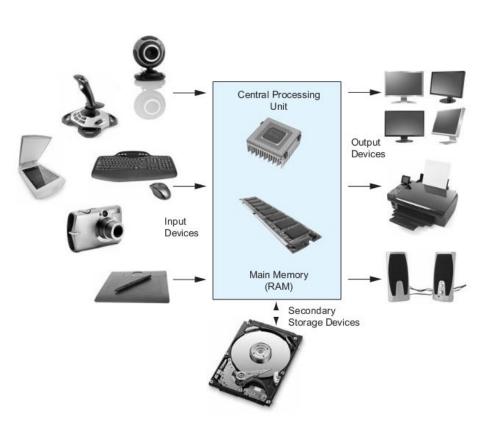
Introduction to Computer Programming

Fall 2019

Computers

- Computer General purpose machine that can be programmed to perform a variety of tasks
- Program Set of instructions a computer follows to perform a specific task

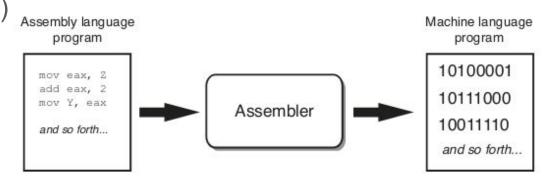


Hardware vs Software

- Hardware
 - Physical devices or components a computer is made of (so, RAM, CPU, etc)
- Software
 - Programs that tell the hardware what to do
 - System Software
 - Operating systems, file compression, etc
 - Application Software
 - Internet browsers, messaging services, etc

Programming Languages

- Low Level Languages
 - Machine code (binary)
 - Assembled
- High Level Languages
 - Compiled
 - Interpreted



Compiled Languages



The machine language program can be executed at any time, without using the compiler.

The machine language program 10100001 10111000 10011110 and so forth...

Machine language

Examples compiled languages would be C/C++ and Rust

Compiled - Benefits and Drawbacks

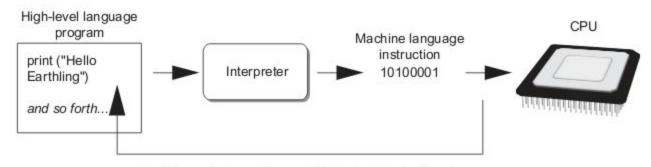
Benefits

- Faster to run/execute the finished program
 - Especially apparent for larger programs
- Provides companies privacy for proprietary/ closed-source projects
 - Can't view what the compiled code looks like
- Executables contain everything to run the code outside of external libraries

Drawbacks

- Slow to develop and test
 - Make edits, compile, and run
- Can be a bit heavy for small, simple programs
- More platform specific

Interpreted Languages



The interpreter translates each high-level instruction to its equivalent machine language instructions and immediately executes them.

This process is repeated for each high-level instruction.

Interpreted - Benefits and Drawbacks

Benefits

- Fast to develop
 - Making edits, testing, and running
- Good for small, quick programs
- Cross platformability
 - Runs on many types of machines (macOS, Windows, etc)
- Dynamic typing

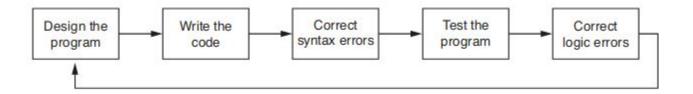
Drawbacks

- Slow to execute
 - Becomes more apparent the larger the program
- Susceptible to code injection attacks
- Easy to reverse engineer

Production Lifecycle

- Designing
 - Pseudo-code
 - Flowcharts
- Testing
 - Unit testing
 - System testing

- Error Checking
 - Logical errors
 - Syntax errors



Development

- Text editors
 - Command-line execution
 - Can use external debugging programs
- IDE (Integrated Development Environment)
 - Executes programs within application
 - Often contains internal debugger
 - Contains built in libraries for that language























