CS 237: Concepts of Programming Languages

Project Part 1: Pascal

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1.1 describe Pascal grammar and compare it with C grammar .

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| --- | --- | --- |
| Grammar | In C | In Pascal |
| Variable Declaration | type variable\_list;  for example :  int i, j, k; | var  variable\_list : type;  for example :  var  age, weekdays : integer; |
| DecisionMaking | if(boolean\_expression)  statement;  else  statement;  for example :  if( a < 20 )  printf("a is less than 20\n" );  else  printf("a is not less than 20\n"); | if condition then  statement 1  else  statement 2;  for example :  if( a < 20 ) then  writeln('a is less than 20' )  else  writeln('a is not less than 20'); |
| Loops | while(condition) {  statement(s);  }  For example :  int main () {  int a = 10;  while( a < 20 ) {  printf("value of a: %d\n", a);  a++; } return 0; } | while (condition) do  statement;  For example :  while number>0 do  begin  sum := sum + number;  number := number - 2;  end; |
| Defininga Function | return\_type function\_name( parameter list ) {  body of the function  }  For example :  int max(int num1, int num2) {  int result;  if (num1 > num2)  result = num1;  else  result = num2;    return result; } | function name(argument(s):type1; argument(s): type2; ...): function\_type;  local declarations;  begin  < statements >  name:= expression; end;  for example : function max(num1, num2: integer): integer;  var result: integer;  begin if (num1 > num2) then  result := num1  else  result := num2;  max := result; end; |

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| --- | --- | --- |
| grammar | In C | In Pascal |
| Declaring Arrays | type arrayName [ arraySize ] ;  for example :  double balance[10]; | var  array-name: array[index-type] of element-type ;  for example :  var  n: array [1..10] of integer; |

1.2 give a general program skeleton in Pascal .

program {name of the program}

uses {comma delimited names of libraries you use}

var {global variable declaration block}

function {function declarations, if any}

{ local variables }

Begin

...

end;

procedure { procedure declarations, if any}

{ local variables }

begin

...

end;

var

begin { main program block starts}

...

end. { the end of main program block }

1.3 Give examples for the main features of the language (function, procedure, parameter passing (by value and by reference), forward declaration, recursion, and array…).

1.4 Control statements (for, if, while, repeat, case…) should be described and used.

1.5 Run some simple programs using the features describes in 3 using a Pascal programming environment.

**-** Passing by reference

And value with procedure:

program passing\_by\_reference\_and\_value\_with\_procedure;

var

x:integer;

procedure mulByValue(x:integer); {passing by value}

begin

writeln('Passing by value ..');

x:= x\*x;

end;

procedure mulByReference(var x:integer); {passing by reference}

begin

writeln('Passing by reference ..');

x:= x\*x;

end;

begin

writeln ('Enter an integer to find it’s square :');

readln(x);

mulByValue(x);

writeln(x); {outputs 5}

mulByReference(x); {outputs 25}

writeln(x);

readln;

Output:

end.

Enter an integer to find its square :

4

Passing by value ..

4

Passing by reference ..

16

**-**forward declaration:

Program forward;

Procedure First; forward;

Procedure Second;

begin

WriteLn('In second. Calling first...');

First;

Output:

end;

In second. Calling first...

In first

Procedure First;

begin

WriteLn('In first');

end;

begin

Second;

readln;

end.

**-**recursion:

program recursion;

var

x:integer;

function factorial (x:integer):integer;

begin

if(x=1)or(x=0)then

factorial:=1

else

factorial:=x\*factorial(x-1);

end;

begin

write('Enter the number to see the factorial : ');

readln(x);

writeln(factorial(x));

readln;

end.

Output:

Enter the number to see the factorial : 5

120

**-** if else:

Program if\_else;

uses crt;

var x:integer;

begin

writeln('Enter number that is positive or negative');

readln(x);

if x > 0 then

writeln(x,' is positive number ')

Output:

Enter any number

-3

-3 is negative number

else if x < 0 then

writeln(x,' is negative number ')

else

writeln('it/'s 0');

read;

end.

**-** for and while:

program for\_and\_while;

var

number:array[1..3] of integer;

x:integer;

y:integer=1;

sum:integer=0;

begin

writeln('Enter 3 integer to get the sum: ');

for x:=1 to 3 do

Enter 3 integer to get the sum:

3

4

2

the sum is = 9

Output:

readln(number[x]);

while y <= 3 do

begin

sum := sum + number[y];

y:= y+1;

end;

writeln('the sum is = ',sum );

readln;

end.

**-** repeat with if:

program repeat\_and\_if;

var

x,y:integer;

begin

writeln('enter two positive numbers to show the greatest value');

repeat

readln(x,y);

until (x >=0) and (y>=0);

enter two positive numbers to show the greatest value

4

7

7 is greater than 4

Output:

if x > y then

writeln(x,' is greater than ',y )

else if y > x then

writeln(y,' is greater than ',x)

else

writeln(x,' equle ',y);

readln;

end.

**-** Case:

program case\_;

var

mark:integer;

begin

writeln('enter the mark from 1 to 100 to show the grade :');

readln(mark);

case mark of

0..59 : writeln('F');

60..69: writeln ('D');

70..79: writeln ('C');

80..89:writeln ('B');

enter the mark from 1 to 100 to show the grade :

99

A

Output:

90..100:writeln ('A');

end;

if(mark>100)then

writeln('Invalid input!');

if(mark<0)then

writeln('Invalid input!');

readln;

end.