

# Computer Skills

---

Instructor: Dr. Murat Tunc



# Why Programming?

---



# Introduction to Computers, Programming, and Python

Instructor: Dr. Murat Tunc

Lecture 1

November 9<sup>th</sup>, 2021

# What is a Computer?

---

- Electronic device that stores and processes data
- Consists of **hardware** and **software**
- Importance of knowing hardware
  - Effect of a program on the computer



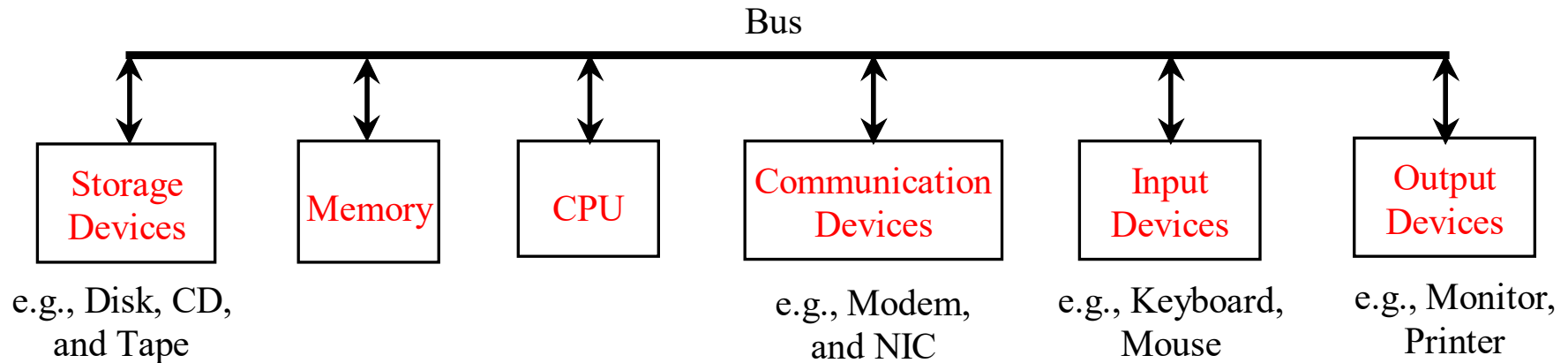
# Computer Hardware

---

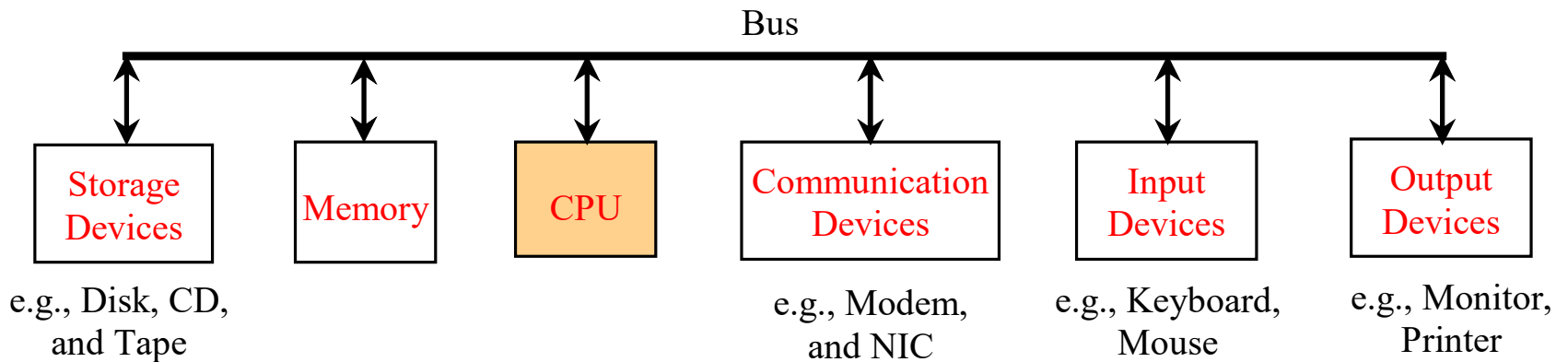


# Bus

- Computer's components are interconnected by a subsystem called a bus



# Central Processing Unit (CPU)



- Computer's brain
- Retrieves instructions from memory and executes them
- 2 units: Control Unit and Arithmetic/Logic Unit



# Central Processing Unit (CPU)

---

- CPU clock speed is measured in gigahertz (GHz)
- Latest CPUs clock around 4 GHz





# Bits and Bytes

---

- Computer – series of switches
- **Two stable states:** on (1) or off (0)
- **Bits** (**b**inary **d**igits)
- Data of various kinds, such as numbers, characters, and strings, are encoded as a series of bits
- Minimum storage unit in a computer is a byte
- A **byte** is composed of 8 bits
- For example, character 'J' is represented by 01001010 in one byte



# Bits and Bytes

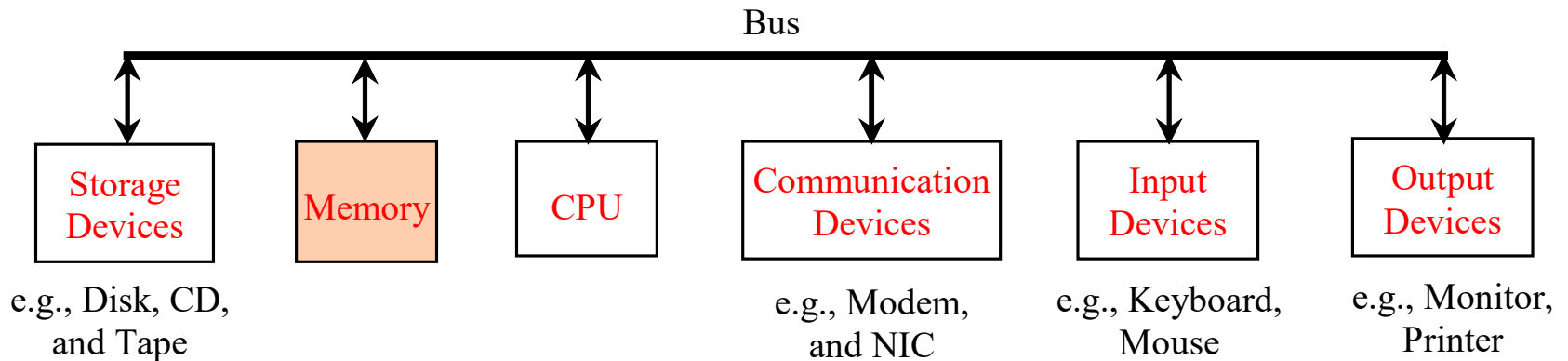
---

- 1 kilobyte (**KB**) is about 1,000 bytes
- 1 megabyte (**MB**) is about 1,000 KB
- 1 gigabyte (**GB**) is about 1,000 MB
- 1 terabyte (**TB**) is about 1,000 GB



# Memory

---



# Memory

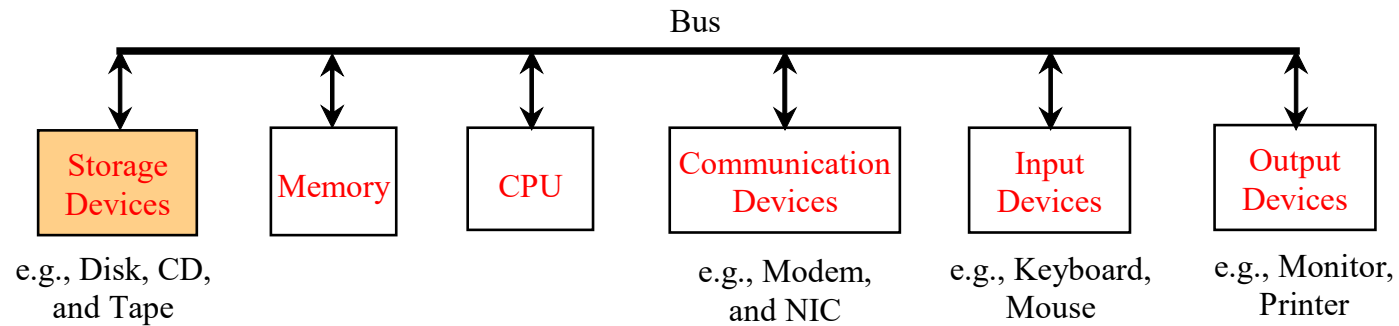
---

- Memory is to store data and program instructions for the CPU to execute
- A memory unit is an **ordered** sequence of bytes
- As the bytes in the memory can be accessed in any order, the memory is referred to as **random-access memory** (RAM)
- A program and its data must be brought to memory before they can be executed



# Storage Devices

---



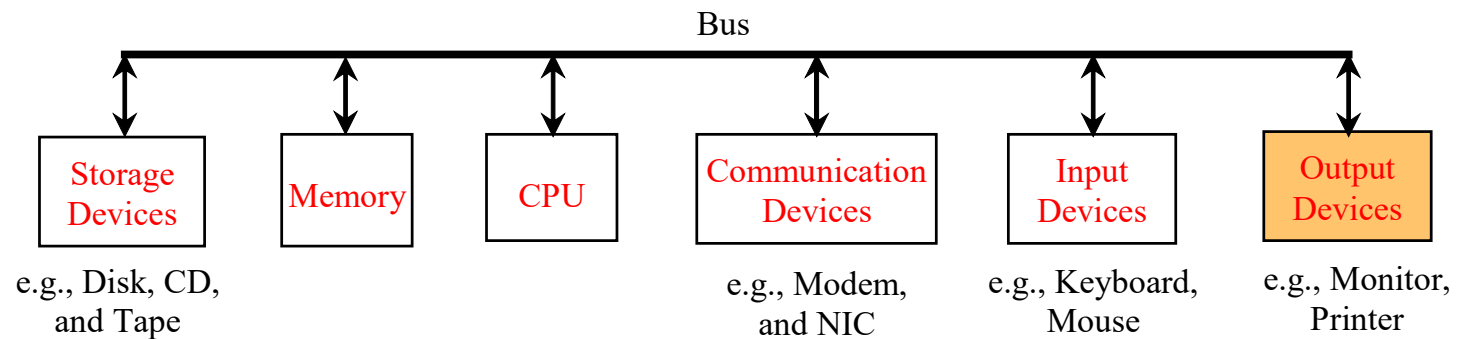
# Storage Devices

---

- Computer's memory (RAM) is **volatile**: Information is lost when the system's power is turned off
- Programs and data are **permanently stored** on storage devices and are moved to memory when the computer actually uses them
  - Hard Disks
  - CDs and DVDs
  - USB Flash Drives



# Input and Output Devices



# Output Device: Monitor

---

- The monitor displays information (text and graphics)
- Pixels are tiny dots that form an image on the screen
- The **resolution** and **dot pitch** determine the quality of the display





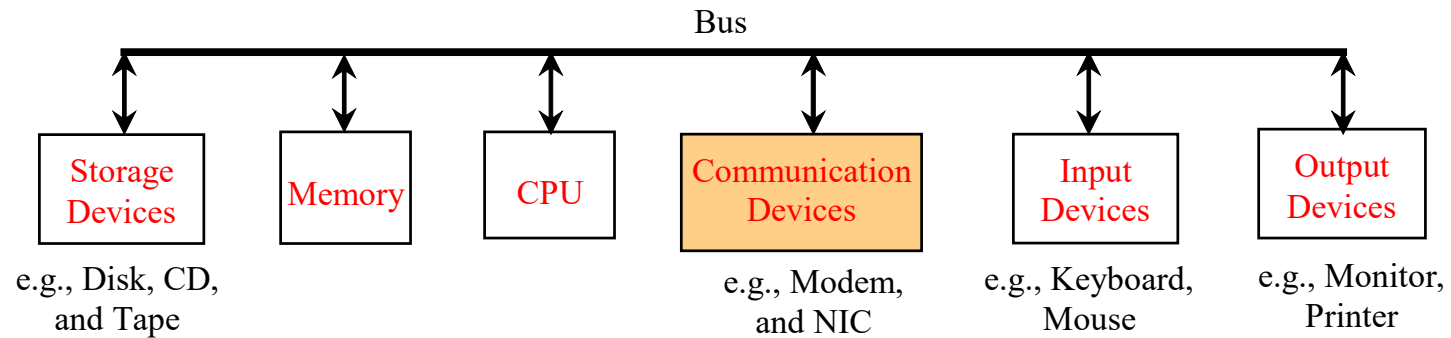
# Output Device: Monitor

---

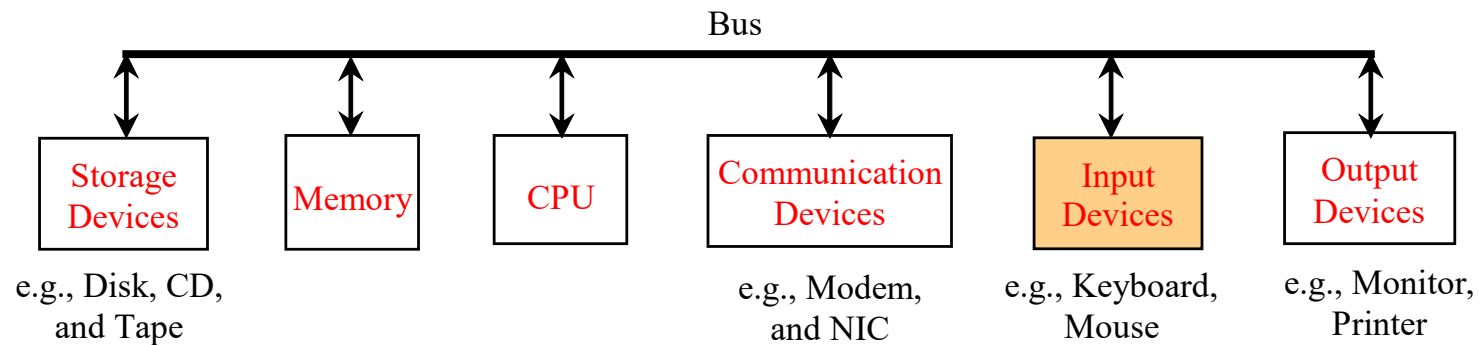
- **Resolution** specifies the number of pixels in horizontal and vertical dimension of the display device
  - The higher the resolution, the sharper and clearer the image is
  - A common resolution for a 17-inch screen, for example, is 1,024 pixels wide and 768 pixels high
- **Dot pitch:** Amount of space between pixels
  - The smaller the dot pitch, the sharper the display



# Communication Devices



# Input Devices



# Computer Software

---



# Programming Languages

---

- Computer programs, known as software, are **instructions** that tell a computer what to do
- Without programs, a computer is an empty machine
- Programs are written using **programming languages**



# Programming Languages

---

- Machine Language
- Assembly (Low-Level) Language
- High-Level Language



# Programming Languages

---

## Machine Language

- The instructions are in the form of **binary code**, so you have to enter binary codes for various instructions
- The programs are highly **difficult to read** and modify
- For example, to add two numbers, you might write an instruction in binary like this:

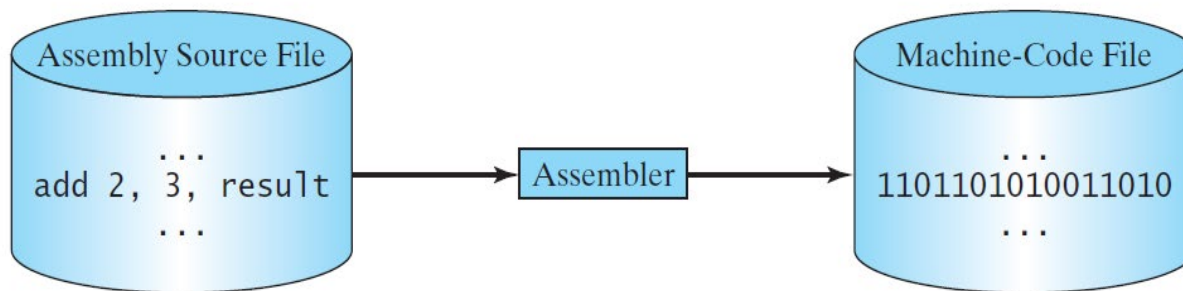
1101101010011010



# Programming Languages

## Assembly Language (Low-Level Language)

- Assembly languages were developed to make programming easy
  - Example: add 2, 3, result
- The computer cannot understand assembly language, however, a program called **assembler** is used to convert assembly language programs into machine code





# Programming Languages

---

## High-Level Language

- English-like and easy to learn and program
- For example, the following is a high-level language statement that computes the area of a circle with radius 5:

```
area = 5 * 5 * 3.1415;
```



# Programming Languages

---

## High-Level Language

- Popular high-level programming languages
  - Java
  - Visual Basic
  - Python
  - FORTRAN
  - Pascal
  - C
  - C++
  - C#



# Programming Languages

---

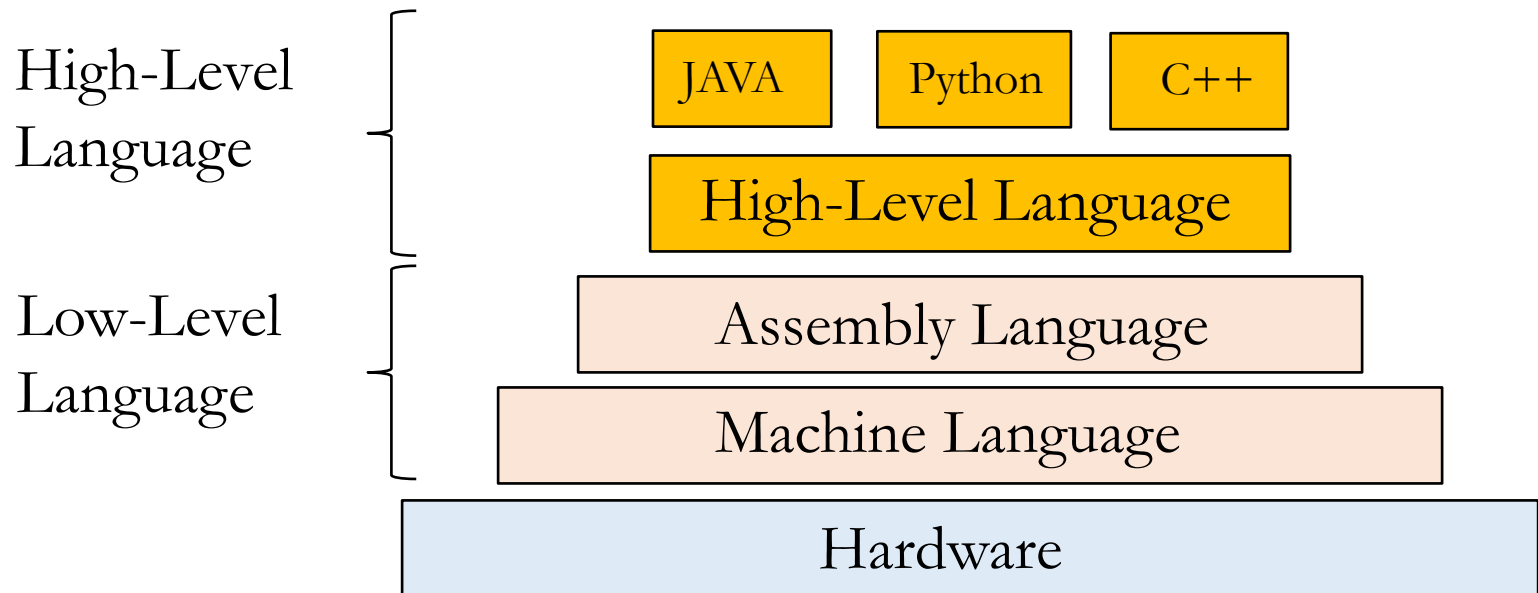
## Distinction between programming languages

- There is **no formal distinction** between high- and low-level language
- A low-level language is characterized by its closeness to hardware
- A **low-level language** directly interacts with hardware, whereas a **high-level language** needs many intermediaries to interact with hardware



# Programming Languages

---



# Programming Languages

---

## High-Level Languages

- **Benefit:** Easy to use
- **Drawback:** Memory and speed optimization are handled by compiler. Thus, less flexible
- Ex: Java, Python

## Low-Level Languages

- **Drawback:** Difficult to use
- **Benefit:** Memory and speed optimization are handled by the programmer. Thus, more flexible
- Ex: x86 assembly language



# Programming Languages

---

## Why are high-level languages becoming popular?

- Memory and CPU power (clock speed) are getting cheaper
- Compilers are now smart enough to perform memory and speed optimization



# Interpreting/Compiling Source Code

---

## Source Code (or Source Program):

- A program written in a high-level language is called a **source code** or a source program

## Compiler/Interpreter:

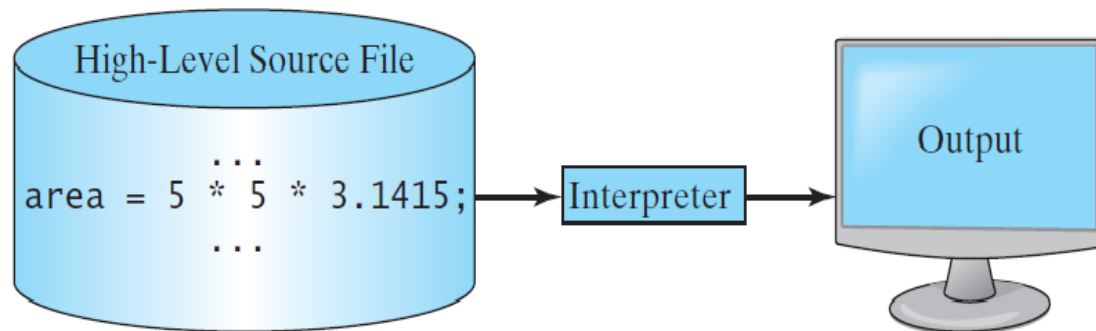
- Computer cannot understand source code
- Needs to be translated into machine code for execution
- The translation can be done using another programming tool called a **compiler** or an **interpreter**



# Interpreting/Compiling Source Code

## Interpreter:

- An interpreter reads **one statement** from the source code, translates it to the machine code, and then executes it right away

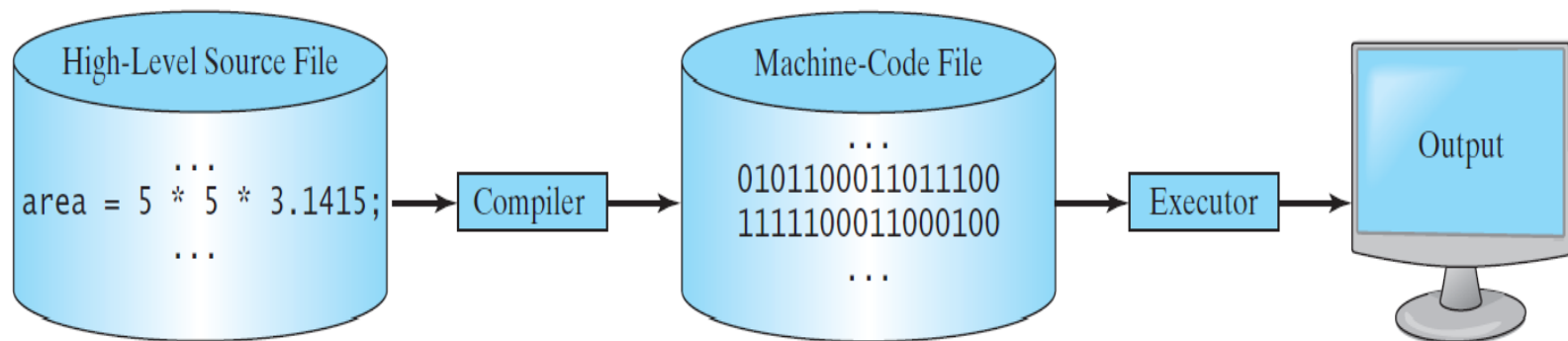




# Interpreting/Compiling Source Code

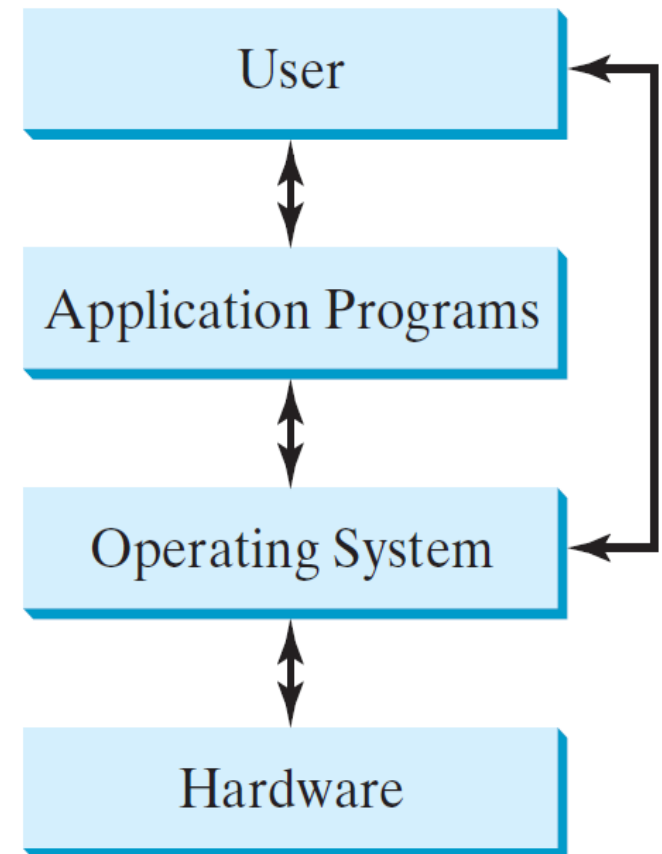
## Compiler:

- A compiler translates **the entire source code** into a machine-code file, and the machine-code file is then executed



# Operating System (OS)

- Program that manages and controls a computer's activities
- Popular OS: Microsoft Windows, Mac OS, and Linux
- Application programs, such as a Web browser or a word processor, cannot run unless an OS is installed and running on the computer



# Review

---



- 
- **Q:** A bit is a sequence of 8 bytes? (T/F)
  - **A:** False
  
  - **Q:** We can store data permanently in storage devices? (T/F)
  - **A:** True
  
  - **Q:** Assembly language is a low-level programming language? (T/F)
  - **A:** True



- 
- **Q:** Only numeric data is stored as binary? (T/F)
  - **A:** False
  
  - **Q:** We can store data permanently in RAM? (T/F)
  - **A:** False
  
  - **Q:** A high-level language is closer to hardware in terms of direct interaction than a low-level language? (T/F)
  - **A:** False



- 
- **Q:** Which is an example of a code in machine language?
    - $\text{area} = 5 * 5 * 3.1415$
    - 1101101010011010
    - Both of the above
    - None of the above
  - **A:** B



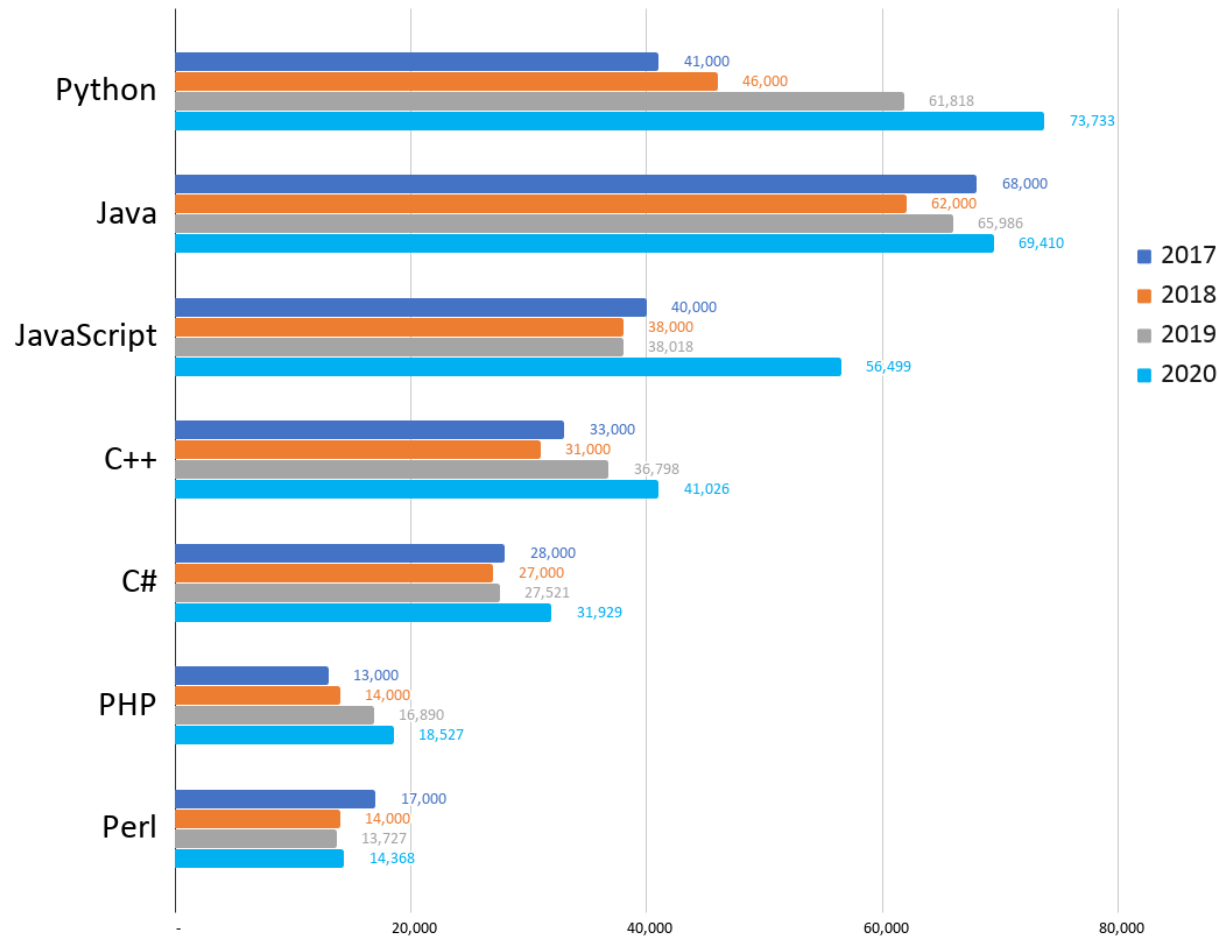
# Why Python?

---



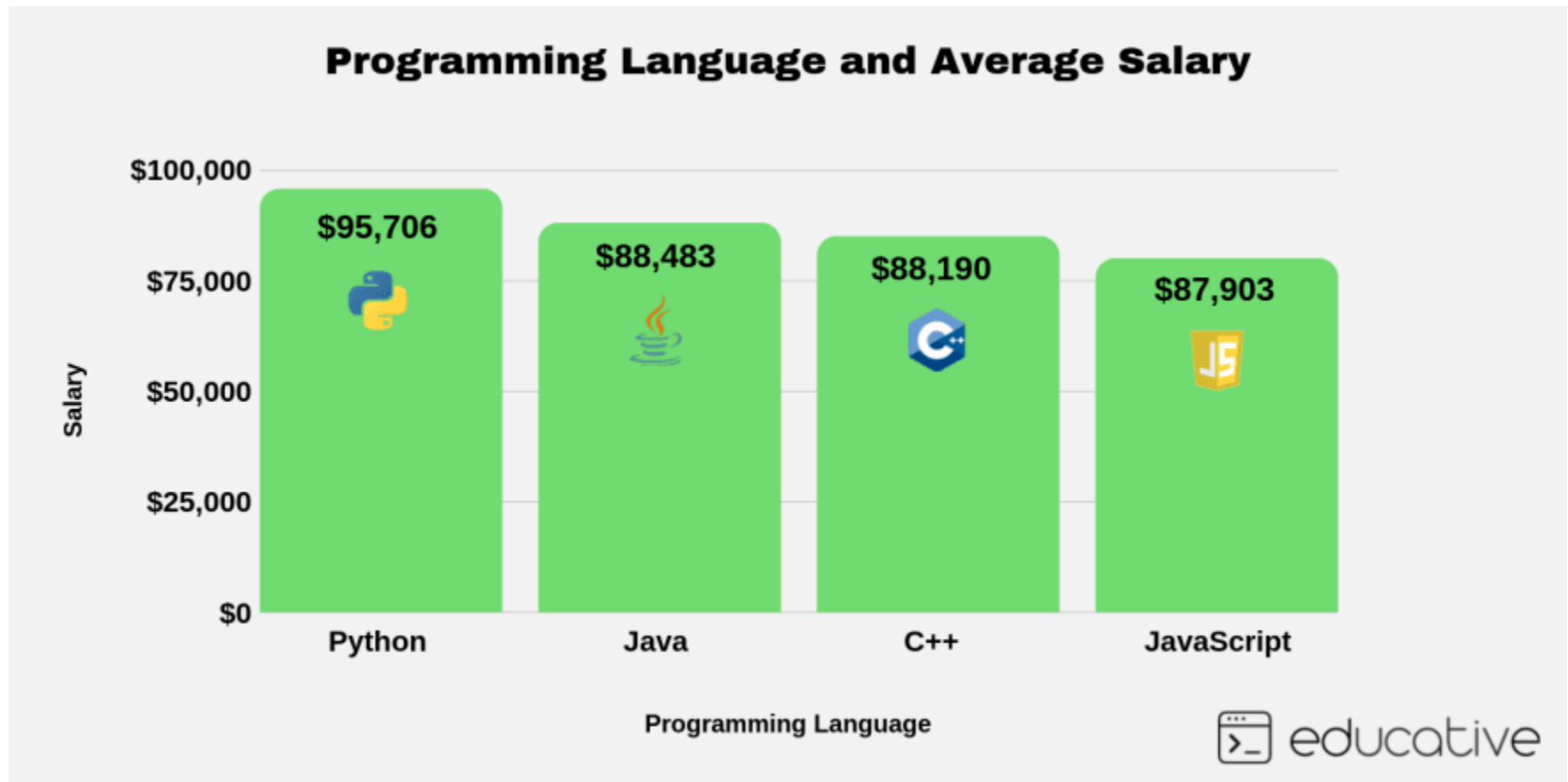
# In-demand

How do our usual languages fare?  
Worldwide jobs on indeed.com





# Job prospects: \$\$\$\$



# Download and Installation

---



# Where to write Python programs?

---

- Any text editor can be used to create and edit Python programs
- We will use an **integrated development environment** (IDE) to write Python programs
- IDE provides **comprehensive facilities** to computer programmers – source code editor, automation tools, debugger, etc.
- Popular IDEs
  - PyCharm
  - **Anaconda** ✓



# Anaconda

---

- **Download:** Anaconda Distribution (includes Python 3.8 + popular packages and modules)
- Download link:  
<https://docs.anaconda.com/anaconda/install/>
  - For Windows:  
<https://docs.anaconda.com/anaconda/install/windows/>
  - For Mac OS X:  
<https://docs.anaconda.com/anaconda/install/mac-os/>
  - For Linux / UNIX:  
<https://docs.anaconda.com/anaconda/install/linux/>



# Anaconda Navigator

---

- **Anaconda Navigator** is automatically installed with Anaconda Distribution
- Open Anaconda Navigator:
  - On **Windows**, the installer will create a Start menu shortcut for Navigator
  - On **macOS**, if using the GUI (.pkg) installer, you'll get an icon for Navigator in Launchpad
  - On **Linux** or macOS installed via .sh installer, open a terminal and enter this command: `anaconda-navigator`



# “Hello World!”

---

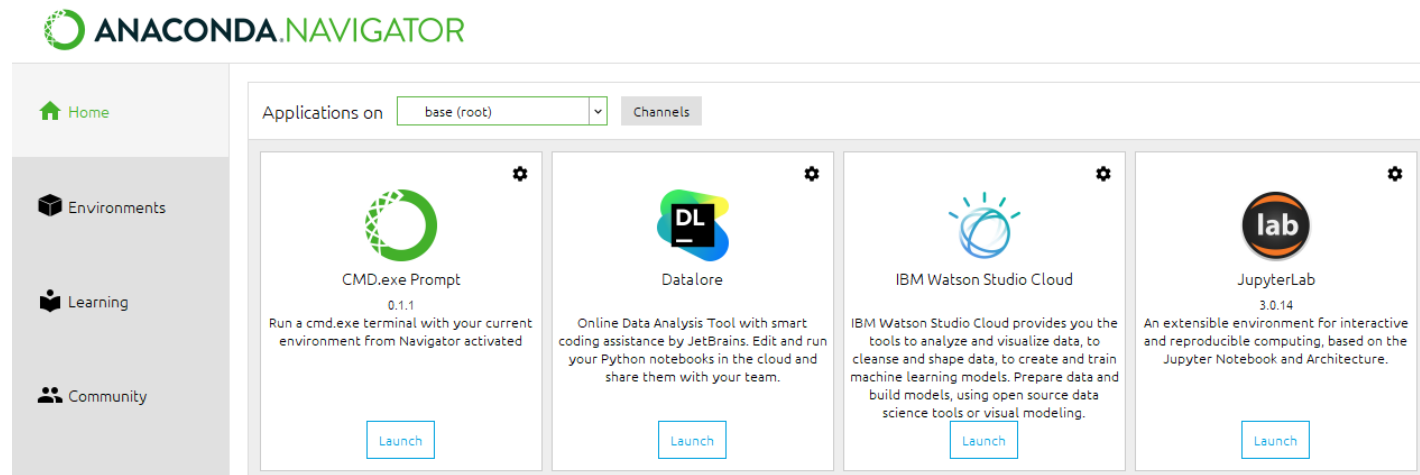
Writing a program to display “Hello World!” in the console



# “Hello World!” Program

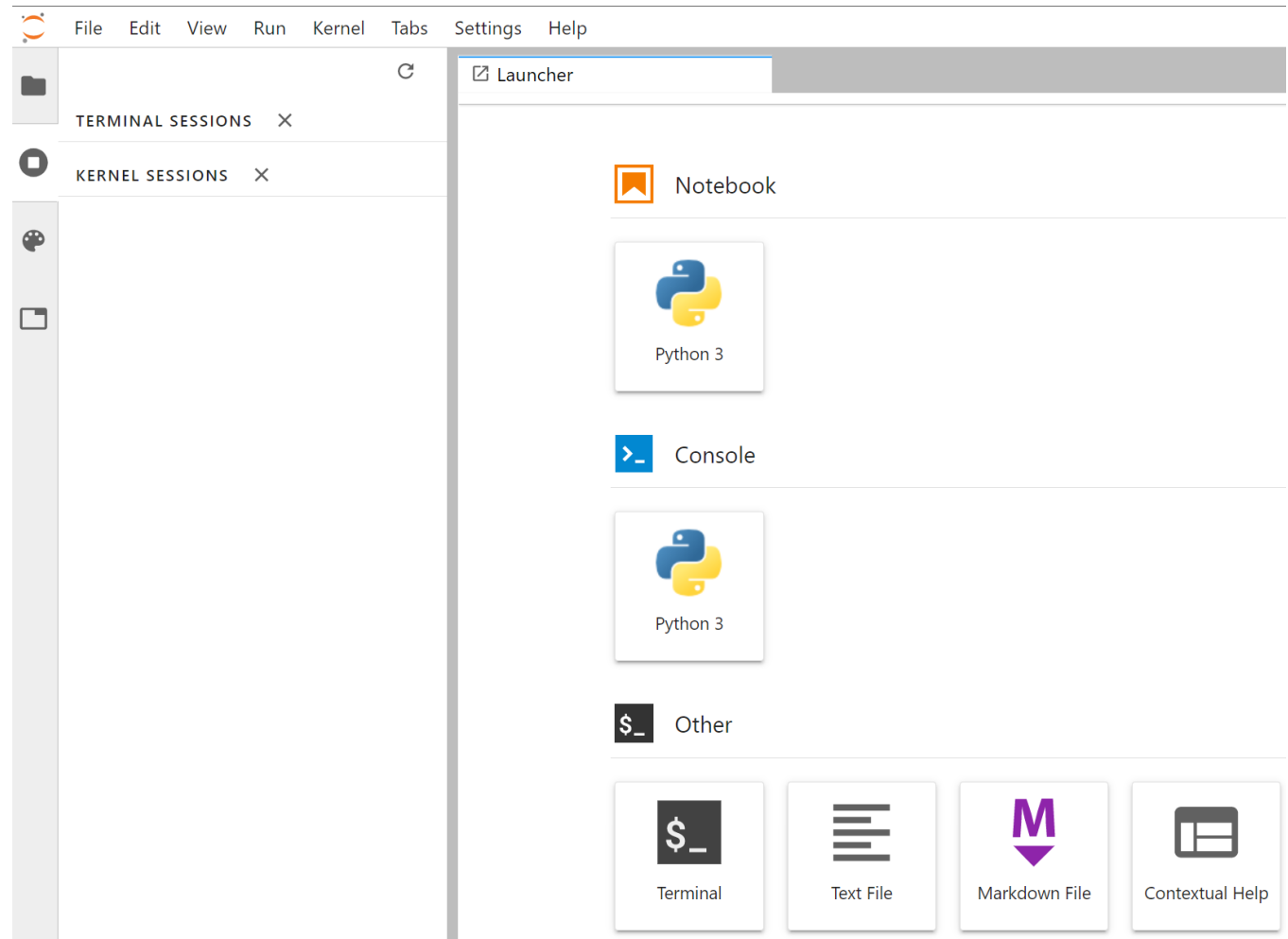
Open →  
Anaconda  
Navigator

Click on →  
JupyterLab



# “Hello World!” Program

Under  
Notebook →  
**Click** on →  
Python 3





# “Hello World!” Program

---

```
# This program prints Hello World!
```

```
print("Hello World!")
```



# Anatomy of a Python Program

---

- Statements
- Comments
- Special Symbols



# Statement

---

- A **statement** represents an action or a sequence of actions
- The statement **print("Hello World!")** in the program is a statement to display the greeting "Hello World!"

```
# This program prints Hello World!
```

```
print("Hello World!")
```



# Comments

---

- Line 1 (in **green color**) is a **comment** that documents what the program is and how it is constructed
- They are not programming statements, and thus are **ignored** by the compiler

```
# This program prints Hello World!
```

```
print("Hello World!")
```



# Comments

---

- Line Comment
  - In Python, comments are preceded by pound sign (#) on a line, called a line comment
- Example:     **# This program prints Hello World!**
- Block Comment (or Paragraph Comment)
  - In Python, select multiple lines and press **ctrl** and **/**
- Example:
  - # This program prints Hello World!**
  - # This program .....**
  - # This program....**



# Special Symbols

---

- **( )** i.e. Opening and closing parentheses
  - Used with functions and methods
- **#** i.e. Pound sign
  - Precedes a comment line
- **“ ”** i.e. Opening and closing double quotation marks
  - Enclosing a string (i.e. a series of characters)

```
# This program prints Hello World!
```

```
print("Hello World!")
```



# Special Symbols

---

( ... )

```
# This program prints Hello World!
```

```
print("Hello World!")
```



# Special Symbols

---

#

```
# This program prints Hello World!
```

```
print("Hello World!")
```





# Special Symbols

---

“ ... ”

```
# This program prints Hello World!
```

```
print("Hello World!")
```



# Programming Style and Documentation

---

- Appropriate Comments
  - A summary at the beginning of the program and other appropriate positions to **explain what the program does**, its key features, its supporting data structures, and any unique techniques it uses
  - Good habit to include your name, class section, date, and a brief description at the beginning of the program
- Naming Conventions
  - Choose **meaningful and descriptive** names
- Proper Indentation and Spacing Lines



# Programming Errors

---

- 1) Syntax Errors
  - **Detected** by the compiler
- 2) Logic Errors
  - Produce **incorrect results**



# Programming Errors

---

## Syntax Error

```
# This program prints Hello World!
```

```
print("Hello World!")
```

```
"
```



# Programming Errors

---

## Logic Error

```
# This program prints the average of 3 + 4
```

```
print("Average of 3 and 4 is ")
```

```
print(3 + 4 / 2)
```

**Output:** Average of 3 and 4 is 5

**Correct output:** 3.5

**Correct way:**  $(3+4)/2 = 3.5$



# Review

---



---

```
# This program prints Hello World!
```

```
print("Hello World!")
```

**Ans:** Missing a paranthesis



---

print

# This program prints Hello World!

pirnt("Hello World!")

**Ans:** Misspelling Names





---

```
# This program prints Hello World!
```

```
print("Hello Wrld!")
```

Logic Error

**Ans:** Prints a misspelled sentence

