Chapter 2: Elementary Programming

Instructor: Dr. Murat Tunc

Lecture 2

November 16, 2021

Last Week (Summary)



"Hello World!" Program

```
# This program prints Hello World!
print("Hello World!")
```



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!")
```



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!")
```

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



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In-class Exercise 1 (Group study – 10 min)

Write a program that

- 1) reads in an input as the radius of a circle from the user, and
- 2) calculates and prints the area of a circle



Writing a Simple Program

- **Designing Algorithm:** how a problem is solved by listing the actions that need to be taken
 - Description can be in natural language or in pseudocode
- Algorithm to calculate area of a circle:
 - Step 1: Read in the circle's radius from the user
 - Step 2: Compute area using the formula:

area =
$$\pi$$
 * radius * radius

• Step 3: Display the result



Writing a Simple Program

• Translating the algorithm into a program

```
# Step 1: Read in radius from the user
```

Step 2: Compute area

Step 3: Display the area



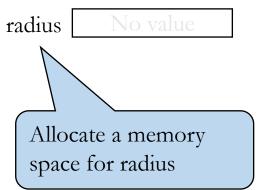
Writing a Simple Program

```
# Step 1: Read in radius from the user
  radius = input("Please input the radius of a circle and
press Enter: ")
  radius = float(radius)
  # Step 2: Compute area
  area = radius * radius * 3.14159
  # Step 3: Display the area
  print("The area of a circle with the radius", radius,
"is", area)
```

Step 1: Read in radius from the user radius = input("Please input the radius of a circle and press Enter: ") radius = float(radius) radius No value

Step 2: Compute area

area = radius * radius * 3.14159



Step 3: Display the area

```
# Step 1: Read in radius from the user
radius = input( 'Please input the radius of a circle
and press Enter: '')
radius = float(radius)

# Step 2: Compute area
area = radius * radius * 3.14159

Example user input:
7.5
```

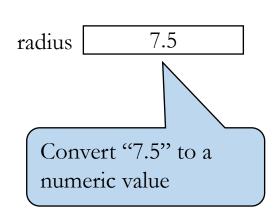
Step 3: Display the area

Step 1: Read in radius from the user

radius = input("Please input the radius of a circle and press Enter: ")

Step 2: Compute area

area = radius * radius * 3.14159



Step 3: Display the area

```
# Step 1: Read in radius from the user

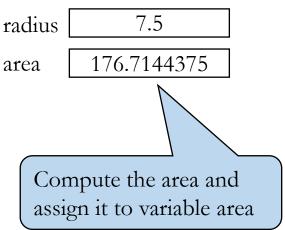
radius = input("Please input the radius of a circle
and press Enter: ")

radius = float(radius)

radius = 7.5
```

Step 2: Compute area

area = radius * radius * 3.14159



Step 3: Display the area

```
# Step 1: Read in radius from the user
  radius = input("Please input the radius of a circle
and press Enter: ")
  radius = float(radius)
                                                     7.5
                                            radius
                                                  176.7144375
                                            area
  # Step 2: Compute area
  area = radius * radius * 3.14159
                                     Display the area
  # Step 3: Display the area
  print("The area of a circle with the radius", radius,
```

In-class Exercise 2 (Self study - 10 minutes)

Write a program that

- 1) reads in a Celsius degree from the user,
- 2) converts Celsius to Fahrenheit degree, and
- 3) displays the result

Hint. Fahrenheit = (9 / 5) * Celsius + 32



In-class Exercise 2 - Answer

```
# Step 1: Read in Celsius degree from the user
  celsius = input("Please input the Celsius degree and
press Enter: ")
  celsius = float(celsius)
  # Step 2: Convert Celsius to Fahrenheit degree
  fahrenheit = (9 / 5) * celsius + 32
  # Step 3: Display the result
  print("Celsius degree of", celsius, "is equal to",
fahrenheit, "Fahrenheit degree")
```

Review



• Q: input() statement reads in a value from the user as numeric.

A. True

B. False

• Ans: B



• Q: What does the following program print?

```
radius = 7.5
print("radius")
```

A. 7.5

B. radius

• Ans: B



• Q: What does the following program print?

```
radius = 7.5
print(radius)
```

A. 7.5

B. radius

• Ans: A



In-class Exercise 3 (Practice at home – 10 min)

Write a program that

- 1) reads three numbers from the user and
- 2) displays their average



Identifiers

• Identifiers are the names that identify the elements such as variables, constants, methods, classes, and packages in a program

• An identifier is a sequence of characters that **consist of letters**, **digits**, and **underscores** (_).

• An identifier must start with a letter, an underscore (_). It cannot start with a digit



Identifiers

- An identifier cannot be a reserved keyword
 - import, return, except, if, else, ...

- An identifier cannot be True or False
- An identifier can be of any length

- Python is case sensitive
 - Area, area, and AREA are all different identifiers



Variables

- The program needs to read the radius entered by the user from the keyboard. This raises two important issues:
 - Reading the radius
 - Storing the radius in the program

• In order to store the radius, the program needs to declare a symbol called a **variable**



Variables

 Variables are used to store values to be used later in a program

They are called variables because their values can be changed

• We need to tell the compiler the name of the variable

- Choose descriptive names for variables
 - radius for radius
 - area for area



Assignment Statements

- We can assign a value to a variable by using an assignment statement
- In Python, the **equal sign** (=) is used as the assignment operator
- The syntax for assignment statements is as follows:

• An expression represents a computation involving values, variables, and operators that taking them together, evaluates to a value

Assignment Statements

•
$$x = 1$$
 # Assign 1 to x



Assignment Statements

• To assign a value to a variable, you must place the variable name to the left of the assignment operator



Review



• Q: Which of the following are valid identifiers?

A. a

B. +app

C. 3number

D. radiusOfTheCircle

E. \$2

f. d+7

G. True

• Ans: A, D



Numeric Literals

• A literal is a constant value that appears directly in a program

• For example, 34 and 0.305 are literals in the following statements

numberOfYears = 34

weight = 0.305



Numeric Literals

- An integer literal can be assigned to a variable
 - integerVariable = 3
 - print (type (integerVariable)) # Displays <class 'int'>
- A floating point literal written with a decimal point
 - floatVariable = 3.14
 - print (type (floatVariable)) # Displays <class 'float'>



Numeric Literals - Conversion

- We can convert a floating point literal to an integer literal
 - Removes the decimal parts of a float number

• Example:

```
numberBeforeConvertion = 3.14
numberAfterConvertion = int( numberBeforeConvertion )
print ( type ( numberAfterConvertion ) )
    # Displays <class 'int'>
print ( numberAfterConvertion )
# Displays 3
```



Numeric Literals - Conversion

- Similarly, we can convert an integer literal to a float number
 - Simply adds a decimal point and a zero

• Example:

```
numberBeforeConvertion = 3
numberAfterConvertion = float( numberBeforeConvertion )
print ( type ( numberAfterConvertion ) )
    # Displays <class 'float'>
print ( numberAfterConvertion )
# Displays 3.0
```



Numeric Operations

Name	Meaning	Example	Result
+	Addition	34 + 1	35
_	Subtraction	34.0 - 0.1	33.9
*	Multiplication	300 * 30	9000
/	Division	1.0 / 2.0	0.5
0/0	Remainder	20 % 3	2



- Division operator: /
 - will always result in a floating point number
 - Example: 5 / 2 yields a floating point number 2.5
- Integer division operator: //
 - Example: 5 // 2 yields an integer number 2
- Remainder operator: %
 - will result in the **remainder** of the division
 - Example: 5 % 2 yields an integer number 1
- Remainder operation is useful in programming
 - Even number % 2 is always 0
 - Odd number % 2 is always 1



- The **result of a division** operation is **always** a floating point number
 - 4 / 2

- # Results in 2.0
- The result of an integer division and remainder operation
 - **Depends** on the types of the numeric literals used in the operations



- If at least one floating point number is used in integer division and remainder operations
 - The result will be a floating point number
- Examples:
 - 7 // 3.0 # Results in 2.0
 - 7.0 % 3 # Results in 1.0



- If two integer numbers are used in integer division and remainder operations
 - The result will be an integer number
- Examples:
 - 7 // 3 # Results in 2
 - 7 % 3 # Results in 1



In-class Exercise 4 (Self-study – 10 min)

Write a program to obtain minutes and remaining seconds from an amount of time in seconds.

- 1) Read in the time in seconds from the user (Example: 200 seconds)
- 2) Convert 200 seconds => 3 minutes and 20 seconds



In-class Exercise 4 - Answer

```
# Step 1: Read in the time in seconds from the user timeInSeconds = float(input("Please input the time (in seconds) and press Enter: "))
```

Step 2: Convert the time to minutes and seconds

```
minutes = int (timeInSeconds // 60)
seconds = timeInSeconds % 60
```

Step 3: Display the result

print(timeInSeconds, "seconds equals to", minutes,
"minutes and", seconds, "seconds")

Review



• count = 7/3 # What is the value stored in count?

A. 1

B. 2

C. 2.3333

• **Ans:** 2.3333

• test = 7 % 3

A. 1

B. 2

C. 2.3333

What is the value stored in test?

• **Ans:** 1



- count = 7 / / 3 # What is the value stored in count?
 - A. 1
 - B. 2
 - C. 2.3333
- **Ans:** 2
- test = 7.5 // 3 # What is the value stored in test?
 - A. 2.5
 - B. 2
 - C. 2.0
- **Ans:** 2.0



Exponent Operations

• **pow** (a, b) is used to compute a^b

```
print(pow(2, 3))
# Displays 8
print(pow(4, 0.5));
# Displays 2.0
print(pow(2.5, 2));
# Displays 6.25
print(pow(2.5, -2));
# Displays 0.16
```



Arithmetic Expressions

$$\frac{3+4x}{5} - \frac{10(y-5)(a+b+c)}{x} + 9(\frac{4}{x} + \frac{9+x}{y})$$

is translated to

$$(3+4*x)/5 - 10*(y-5)*(a+b+c)/x + 9*(4/x + (9+x)/y)$$



How to Evaluate an Expression

• We can safely apply the arithmetic rule for evaluating a Python expression

$$3 + 4 * 4 + 5 * (4 + 3) - 1$$
 $3 + 4 * 4 + 5 * 7 - 1$
 $3 + 16 + 5 * 7 - 1$
 $3 + 16 + 35 - 1$
 $4 + 35 - 1$
 $54 - 1$
 53
 (1) inside parentheses first

(2) multiplication

(3) multiplication

(4) addition

(5) addition

(6) subtraction



Augmented Assignment Operators

• The operators +, -, *, /, and % can be combined with the assignment operator (=) to form **augmented operators**

Operator	Name	Example	Equivalent
+=	Addition assignment	i += 8	i = i + 8
-=	Subtraction assignment	i -= 8	i = i - 8
*=	Multiplication assignment	i *= 8	i = i * 8
/=	Division assignment	i /= 8	i = i / 8
% =	Remainder assignment	i %= 8	i = i % 8



Review



x /= 2

- A. 2
- B. 3
- C. 2.5
- D. Error

• Ans: C

What is the value stored in x?



• test = 5

test += test + 1

A. 6

B. 5

C. 11

D. Error

• Ans: C

What is the value in test?



x / / = 2

- A. 2
- B. 3
- C. 2.5
- D. Error

• Ans: A

What is the value stored in x?



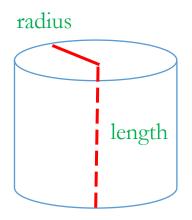
Practice Question 1

Write a program that

- 1) reads a two digit integer from the user and
- 2) swap its digits to create a new integer.

For example, if an integer is 93, after swapping it becomes 39.





Practice Question 2

Write a program that

- 1) reads numbers for radius and length from the user and
- 2) displays the volume of a cylinder on console.

```
area = radius * radius * \pi
volume = area * length
```



Practice Question 3

Write a program that

- 1) reads the values of x and y from the user and
- 2) display the following result on console.

$$y^{x-7} + \frac{x+y}{4} - \frac{2(x-y)+3}{5} + \frac{y}{3x-10}$$

Check the result for x=10, y=5 (The answer should be 126.4)

