



# Basic Program Structure

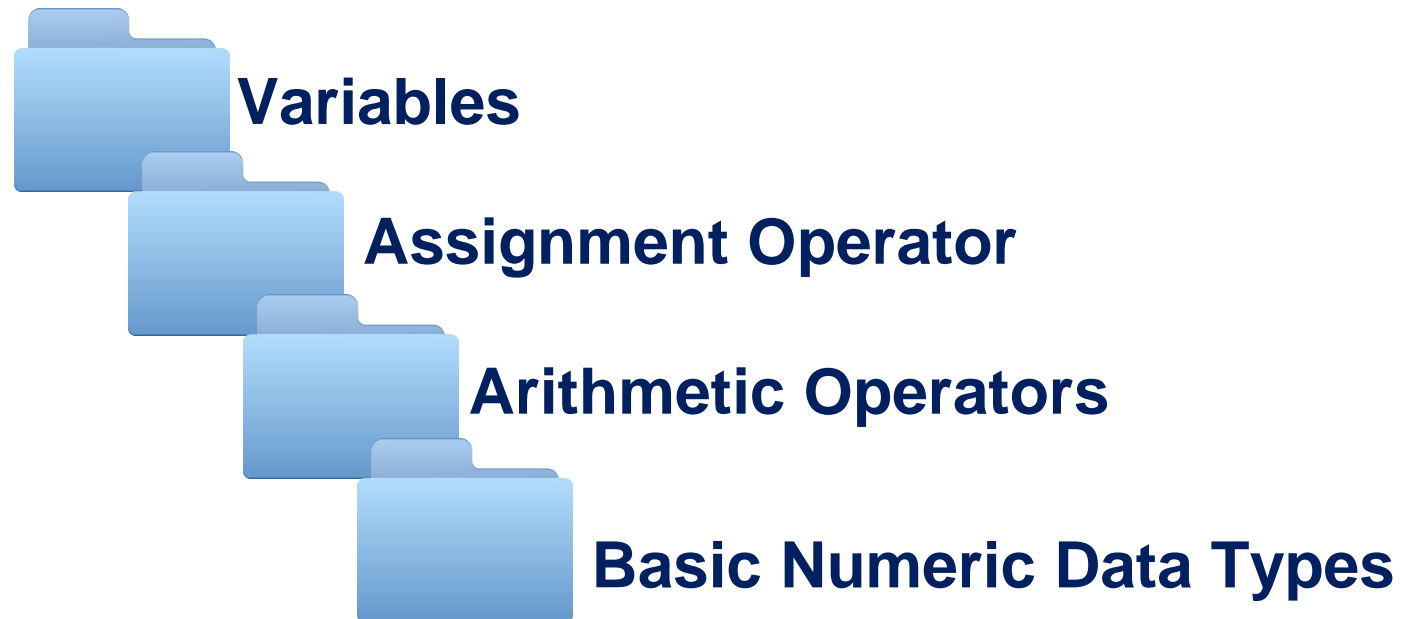
## Data Type, Variable



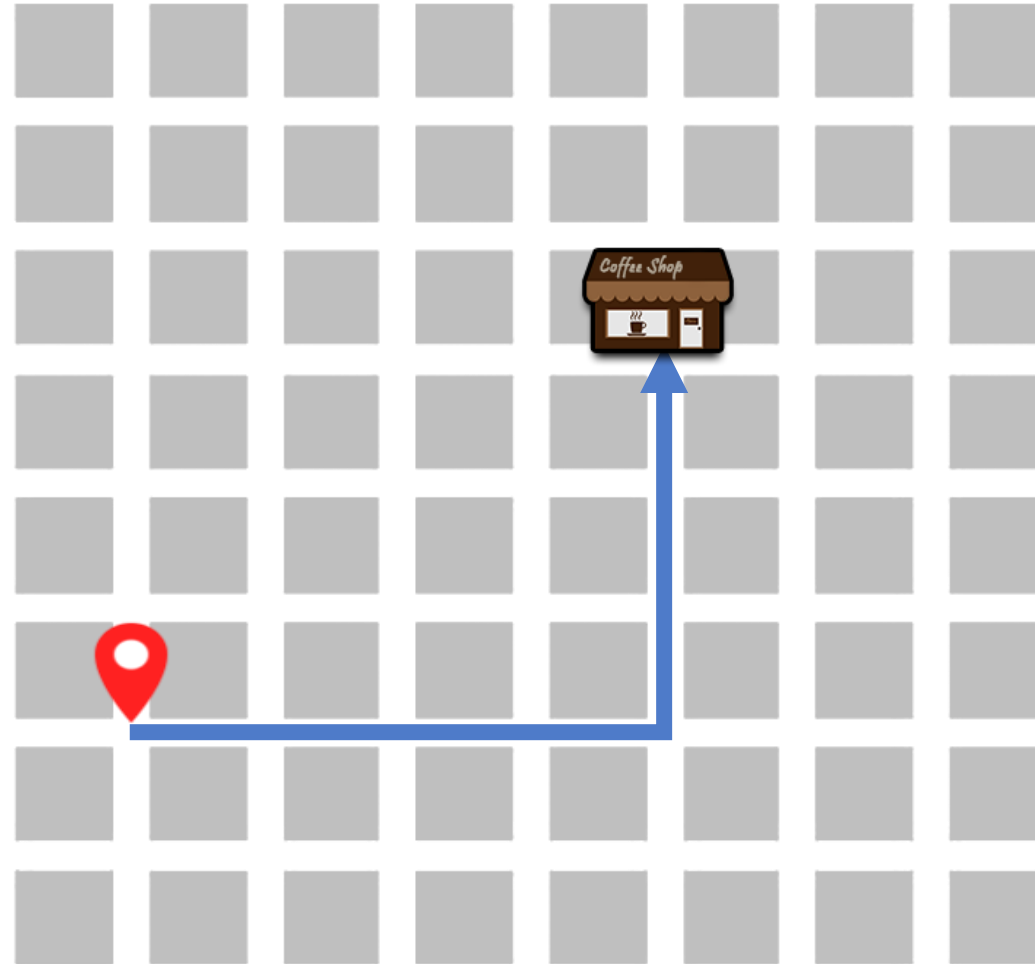
**At the end of this lesson, you should be able to:**

- Explain the following concepts:
  - Variables
  - Assignment operator
  - Arithmetic operators
  - Basic numeric data types
- Use variables, assignment operator, arithmetic operators, and basic numeric data types in coding

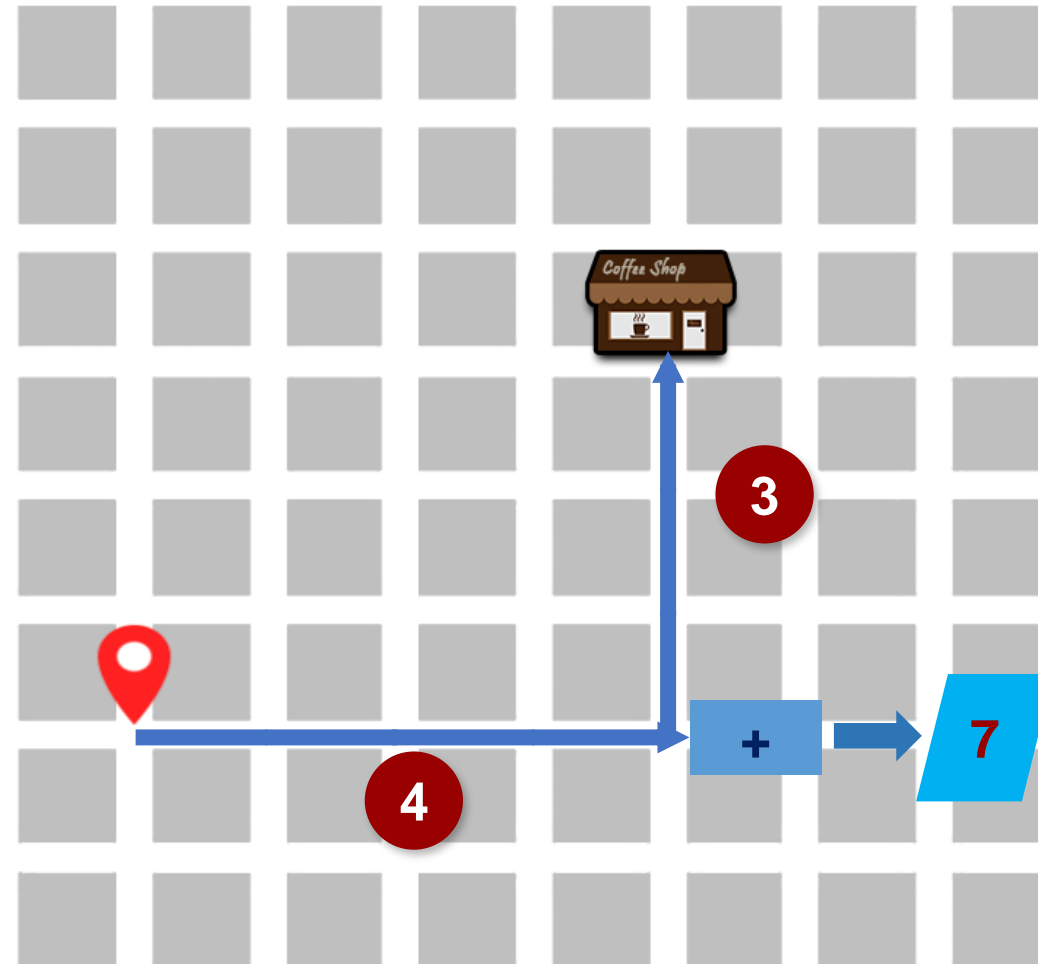
# Topic Outline



# Scenario 3: Find the Distance Traveled



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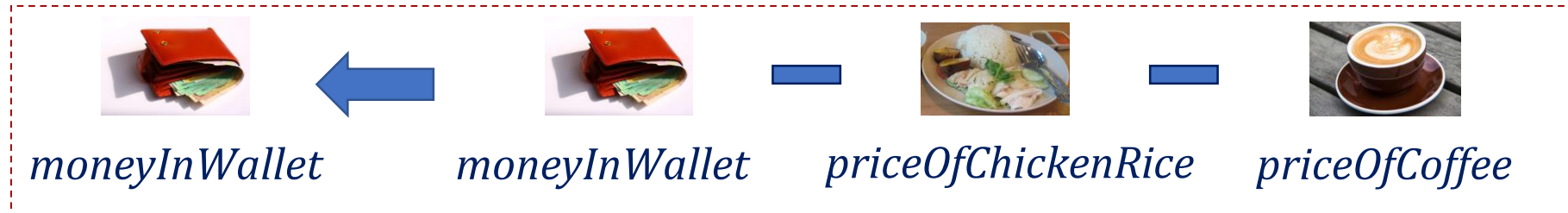
In most computer programs, we need data storage to represent and store data temporarily.

A **variable** is like a labeled box that contains a value inside it.



Why **abstraction** (give names to values of expression)?

- Reuse names instead of values
  - Helpful in keeping track of useful information without needing to remember a bunch of numbers



- Easier to change the code later

# Variable Names and Values

Each variable has its:

- **Name:** e.g., *priceOfChickenRice*
- **Value:** e.g., 2.8

*priceOfChickenRice* = 2.8 

Name	Value
<i>priceOfChickenRice</i>	2.8



**Expression:** anything that produces/ returns a value

- combination of values (e.g., literal, variables, etc.) and operations (e.g., operators, functions, etc.)



*moneyInWallet*



*priceOfChickenRice*



*priceOfCoffee*



## Examples

- 3.14
- 100\*15
- Result \*100

# Assignment Operator

**Assignment Operator**: binds variables and values

The '=' sign is the **assignment operator**, **not** the **equality** in mathematics.

When we see:	We mean:
$x = 7.1$	We have a variable called <b>x</b> and a value of 7.1 assigned to it.
$x = 7 * 2 - 5$	We <b>evaluate</b> the value of the expression $(7*2 - 5)$ , that is 9 and assign a value of 9 to <b>x</b> .
$x = x + 7$	We <b>recall the value of x</b> , <b>add 7 to it</b> , and <b>assign the expression result to x</b> .

## Basic Syntax

Left Hand Side (LHS) = Right Hand Side (RHS)



**a variable**



**an expression**

**Assignment means:**

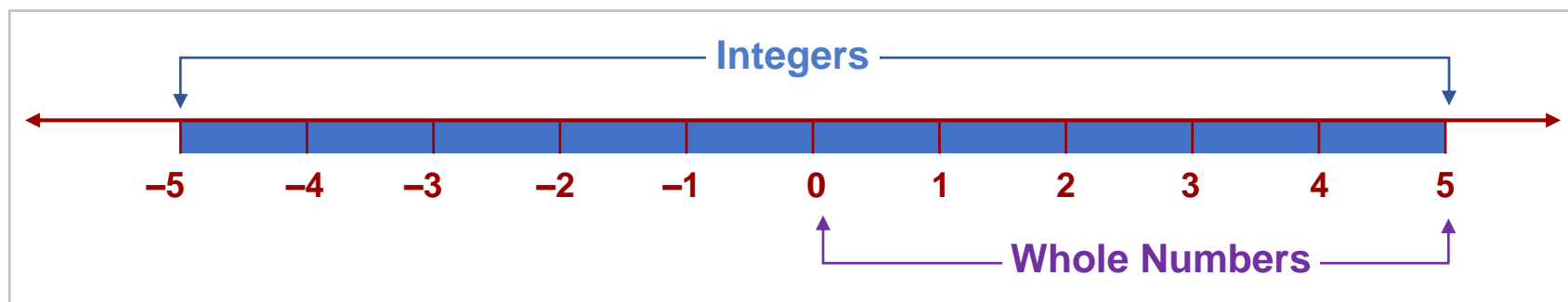
1. Evaluate the expression on RHS
2. Take the resulting value and assign it to the name (variable) on the LHS.

# Basic Numeric Data Types: Integers and Floats

## Integers

- are like whole numbers, including the negative numbers
- can be negative  $\{-1, -2, -3, -4, -5, \dots\}$ , positive  $\{1, 2, 3, 4, 5, \dots\}$ , or zero  $\{0\}$

**Integers:**  $\{\dots, -5, -4, -3, -2, -1, 0, 1, 2, 3, 4, 5, \dots\}$

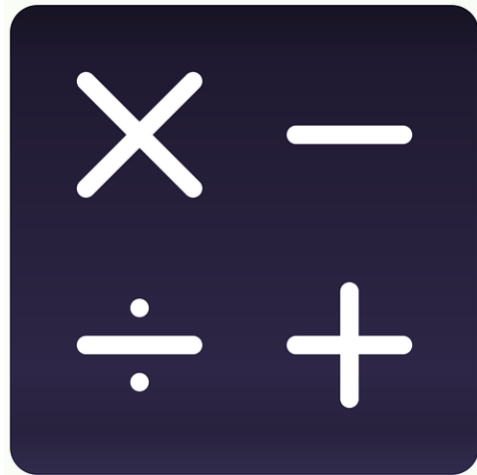


## Floats

Represent real numbers; allow fractions (e.g., 2.8, 7.1, 9.0001)

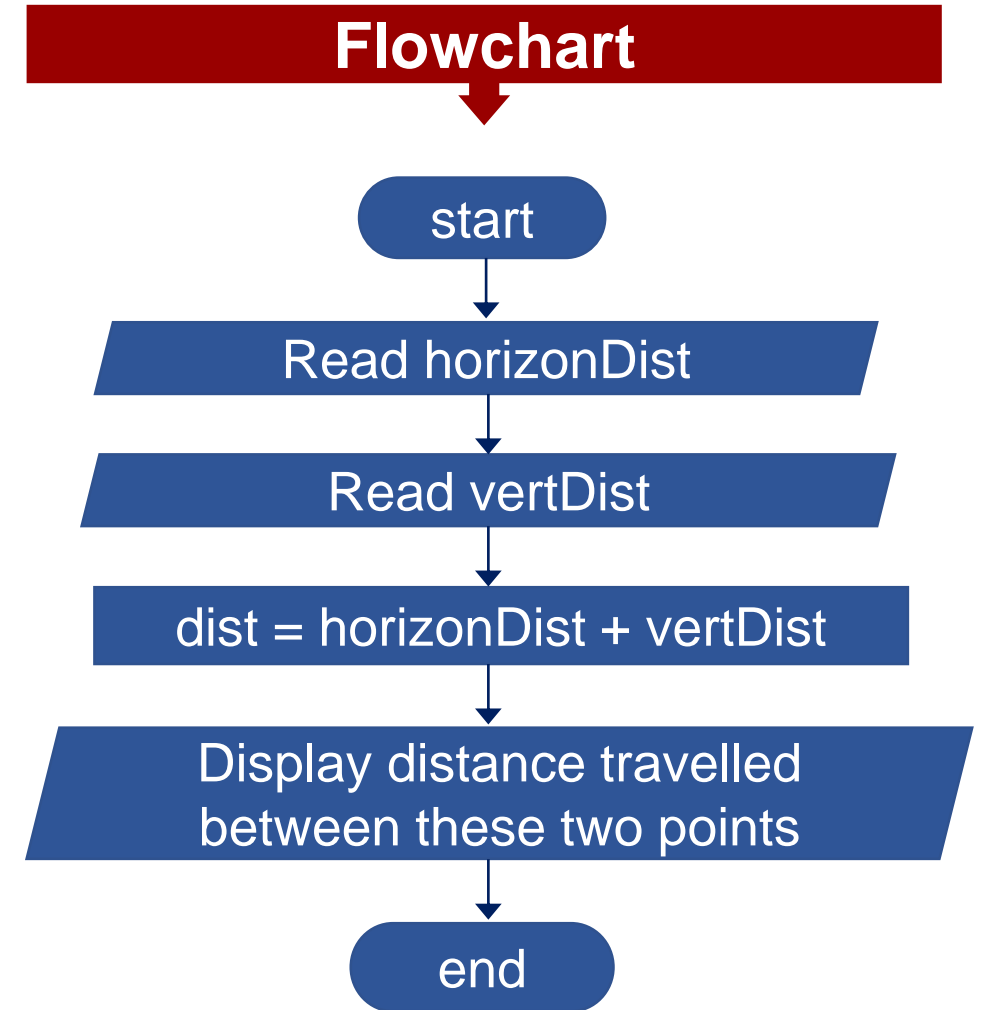
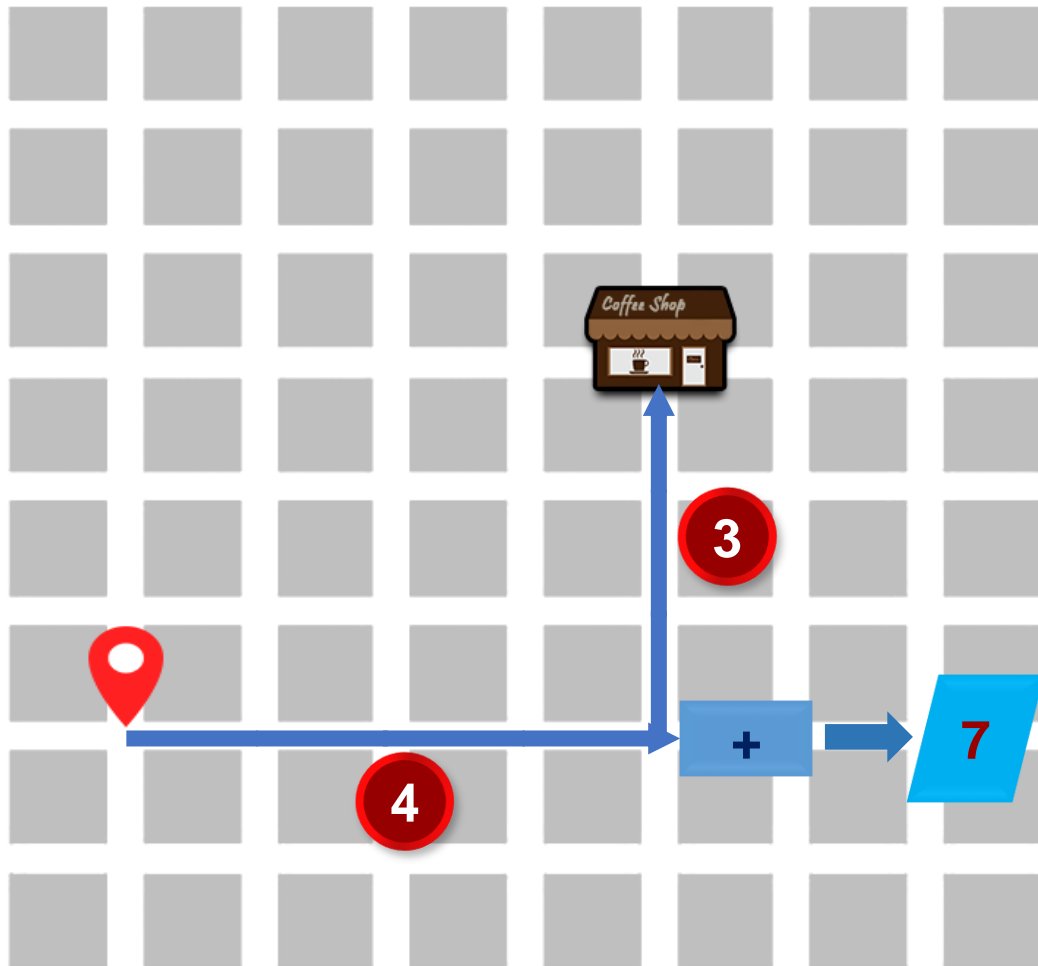
# Arithmetic Operators

- Used in common **arithmetic**
- Each arithmetic operator is a **mathematical** function that takes one/ two operand(s) and performs a calculation on them
- Most computer languages contain a set of such **operators** that can be used within equations to perform a number of types of sequential calculation



*Different programming languages support **arithmetic operators** in different ways.*

# Scenario 3: Find the Distance Traveled - Flowchart



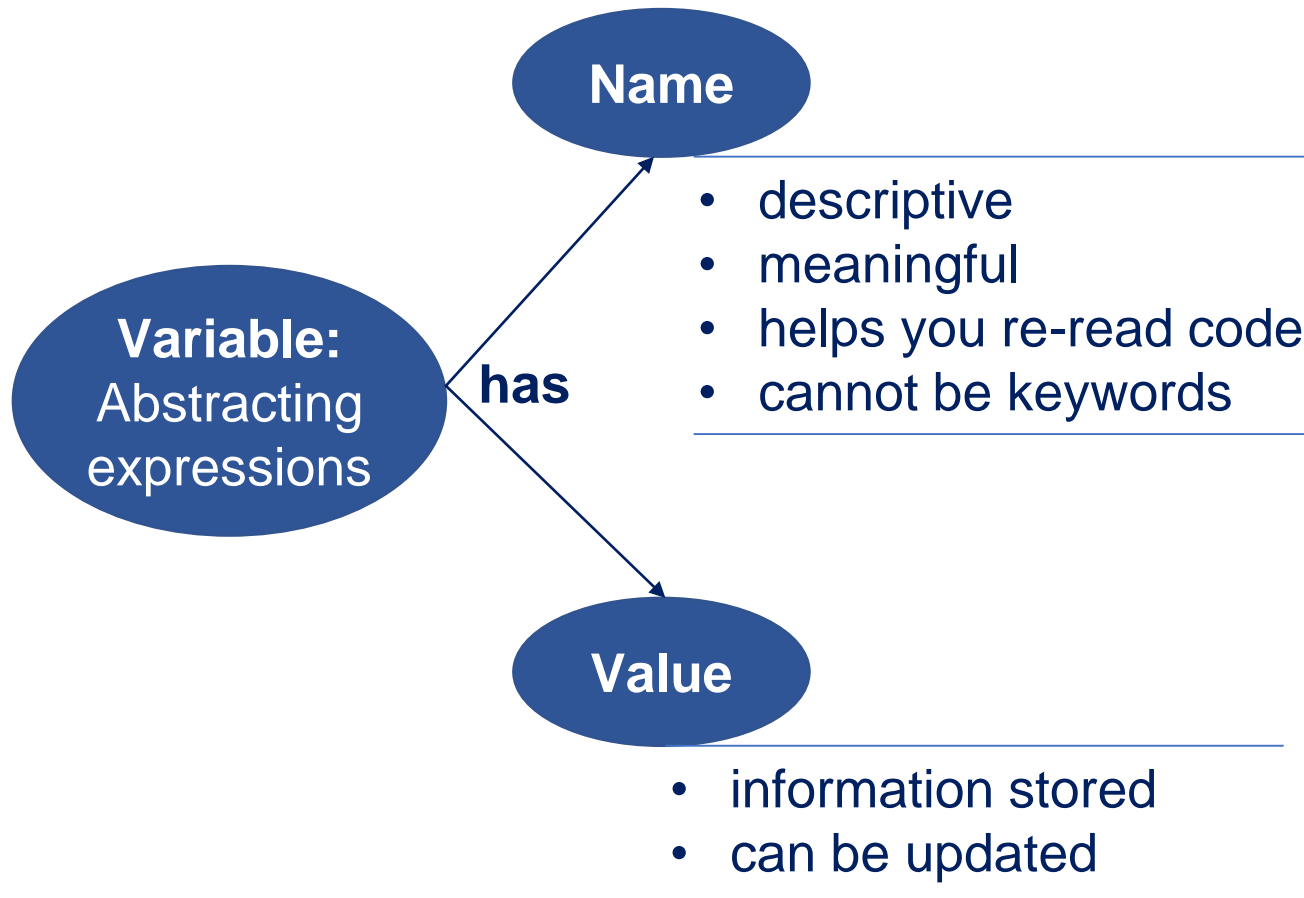
# Question to Ponder Before Coding Scenario 3

For the next lesson...



- How many variables should you define?
- What is the data type of each variable?
- Do you need assignment operator in your program?
- Do you need arithmetic operators in your program?





## Binding variables and values

- equal sign is an **assignment** of a value to a variable name
- value is stored in computer memory
- an assignment binds a name to a value
- retrieve value associated with name or variable by invoking the name

## Basic Data Types

- integers
- floats








*More on this later..*

## Arithmetic Operators:

**+** **-** **×** **÷**

# References for Images

No.	Slide No.	Image	Reference
1	7, 9		Money in the wallet [Online Image]. Retrieved April 18, 2018 from <a href="https://torange.biz/money-wallet-1376/">https://torange.biz/money-wallet-1376/</a> .
2	7, 9		By No machine-readable author provided. Terence assumed (based on copyright claims). - No machine-readable source provided. Own work assumed (based on copyright claims)., CC BY 2.5, retrieved April 18, 2018 from <a href="https://commons.wikimedia.org/w/index.php?curid=696774">https://commons.wikimedia.org/w/index.php?curid=696774</a> .
3	7, 9		Nilsson S. (2014). Cup of coffee [Online Image]. Retrieved April 17, 2018 from <a href="https://www.flickr.com/photos/infomastern/14956851150">https://www.flickr.com/photos/infomastern/14956851150</a> .
4	13		By User:Bobarino - Made by following Information.png, CC BY-SA 3.0, retrieved April 18, 2014 from <a href="https://en.wikipedia.org/w/index.php?curid=9180601">https://en.wikipedia.org/w/index.php?curid=9180601</a> .
5	15		Question problem [Online Image]. Retrieved April 18, 2018 from <a href="https://pixabay.com/en/question-problem-think-thinking-622164/">https://pixabay.com/en/question-problem-think-thinking-622164/</a> .