

Intro to Programming

Objectives

- Explain what programming is.
- Create a algorithm.
- Use correct and specific language to describe code.
- Identify Expressions






What is
programming?

Group up and write your definition.



Algorithms

An algorithm is a process used to solve a specific problem. It's just like a recipe - a small set of instructions in a language that takes some ingredients and does something with them to produce something delicious.

Symbol	Name	Function
	Start/end	An oval represents a start or end point
	Arrows	A line is a connector that shows relationships between the representative shapes
	Input/Output	A parallelogram represents input or output
	Process	A rectangle represents a process
	Decision	A diamond indicates a decision

Flowchart symbols. Describe them.

Group Task: Whiteboards - Create a algorithm to describe a task of your choosing.

A hand-drawn diagram on a black background. In the center is a blue line drawing of a person's head and shoulders, facing forward. Surrounding this central figure are several programming language names and technologies written in a brown, handwritten style. At the top is 'C++'. To the left is 'JAVA'. To the right is 'C#'. Further right is 'FLASH'. Below 'FLASH' is 'HTML'. Below 'HTML' is 'PHP'. At the bottom right is 'SQL'. Below 'SQL' is 'VB'. To the left of the central figure is 'HTML5'. Below 'HTML5' is '.NET'. Below '.NET' is 'CSS'. The central figure appears to be holding or interacting with these elements.

Programming Language

A programming language is, as the name would suggest, a language developed to express programs.



Difficult to follow.

Typically expressed in binary.

Unique to a particular architecture.

Two different computers could use two different versions of machine code.

Programming Language



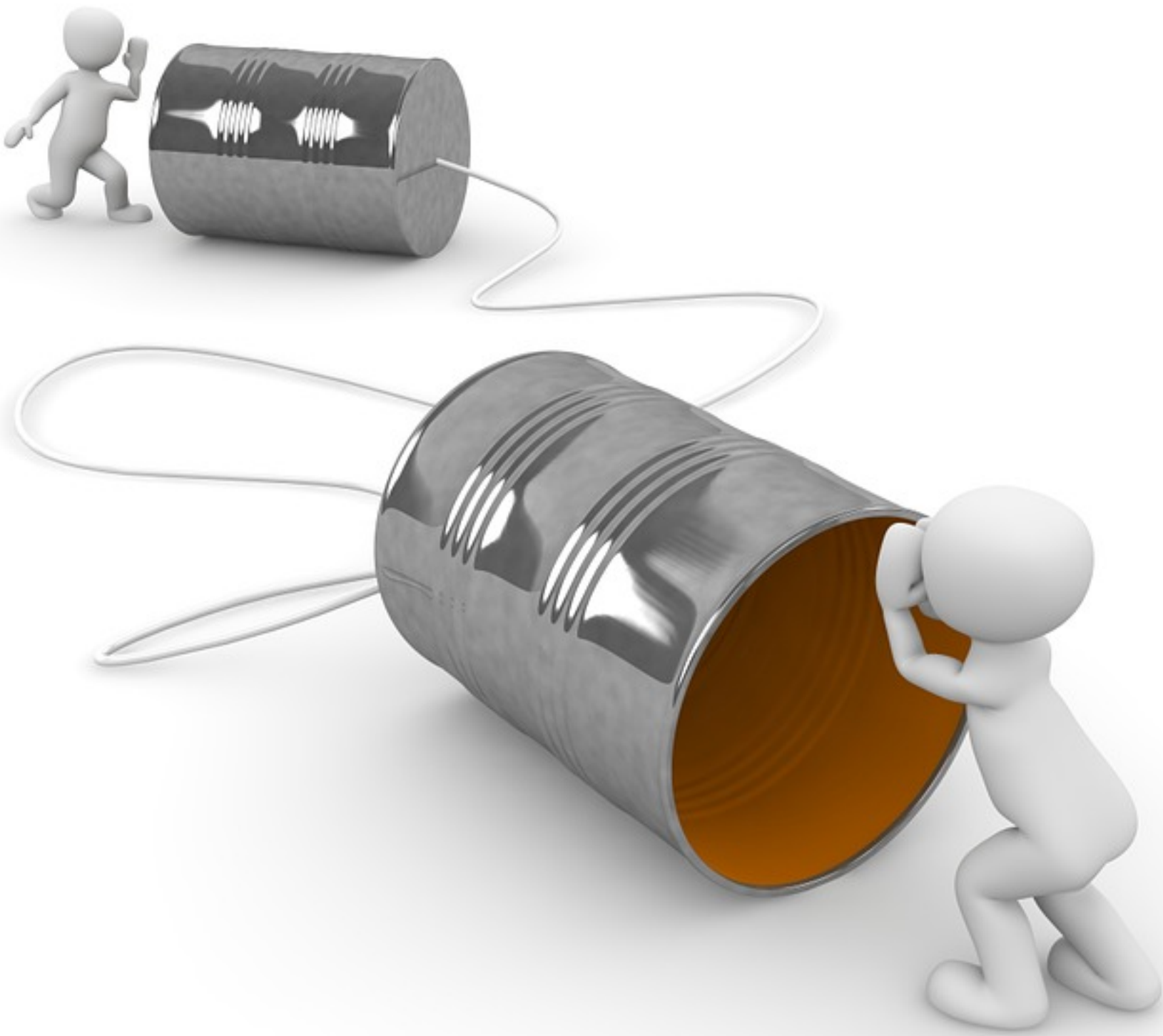
Provide a better interface between us, as the programmers, and the computer.

Allows programs to be expressed in a language easier to understand.

Potentially common to a number of architectures.

Can be translated into machine code.

For this to happen a computer must either compile or interpret the program so it can be executed.



Speaking
like
a developer



WHY?

Collaborating on code with other developers.

Interpreting error messages.

They tend to be incredibly specific.

Understanding documentation.

Performing well in technical interviews.

Speaking with confidence

Declaration

```
var x;
```

Assignment

```
var x = 1;
```

This is Declaring and Assignment combined.
^You might hear the term "set" instead of assign.

Declaration/Assignment

The previous example showed them together ... but they can (and are commonly) placed on different lines.

```
var x;
```

```
x = 1;
```

Identifier
(variable name)

Keyword \rightarrow var x $=$ 1 \leftarrow Value

Operator

Identifiers

Used in

- Variable Names.
- Function Names.
- Parameter Names.

Rules

- Must Start with a letter, _ or \$.
- The rest may be letters, numbers, _ or \$.

Keywords

- Reserved
- `if` / `function` / `var` / `while` / `this` (and more)

```
var pi = 3.14
```

Operators

- They act like functions
- Different Syntax

```
var five = 2 + 2
```

Literals

- Literally represents the data.
- Shorthand - extremely common.

```
var greeting = "Hello g[32]";
```


Expressions / Statements

- Expression
 - Something that results in a value.
 - `someVar`
 - `1 + 1`
- Statement
 - A block of code that does something
 - `If (x === y) ...`
 - `x = 7;`

Statement or Expression

```
var x = 1 + 1
```

Statement or Expression

```
var x = 1 + 1
```

Trick question ... both

The entire thing is a statement.

The 1+1 bit is an expression.

Whiteboard Write one expression and one statement.

Evaluation

The order in
which Javascript
does things.



The process of determining the value of an
expression

“Running the code” ...

Reducing expressions to their values.

Determined by precedence

Show mdn javascript precedence

[https://developer.mozilla.org/en-US/docs/](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Operators/Operator_Precedence)

[Web/JavaScript/Reference/Operators/](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Operators/Operator_Precedence)

[Operator Precedence](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Operators/Operator_Precedence)

Source Code to Machine Code. Digital image.
Compiling. Skillcrush, n.d. Web. [http://
skillcrush.com/2012/06/13/compiling/](http://skillcrush.com/2012/06/13/compiling/).

All other images from pixabay.com licensed under a
CC-0 license.