

Computer Programming

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Session: Mr Buddhuram Dumbo

Recap



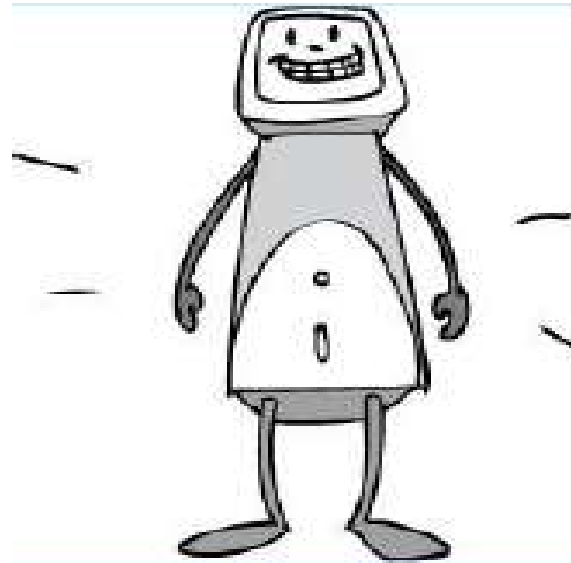
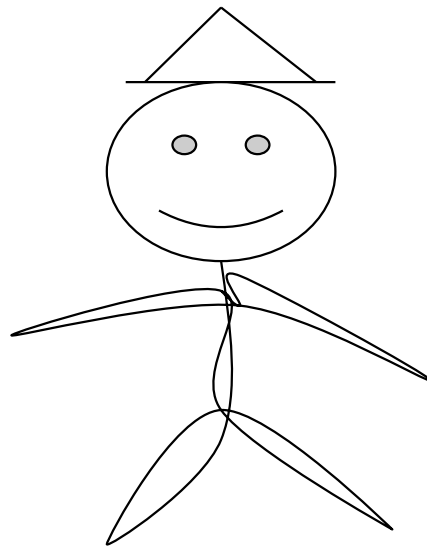
- Computer can handle numbers
- It can
 - Collect input values,
 - Calculate new values using its computational abilities
 - Give us desired results as output values
- It can operate only when a 'program' is given to it
 - Program is a set of instructions
 - Computer first reads and understand the entire program
 - It then executes the instructions in specified order

Overview of This Lecture



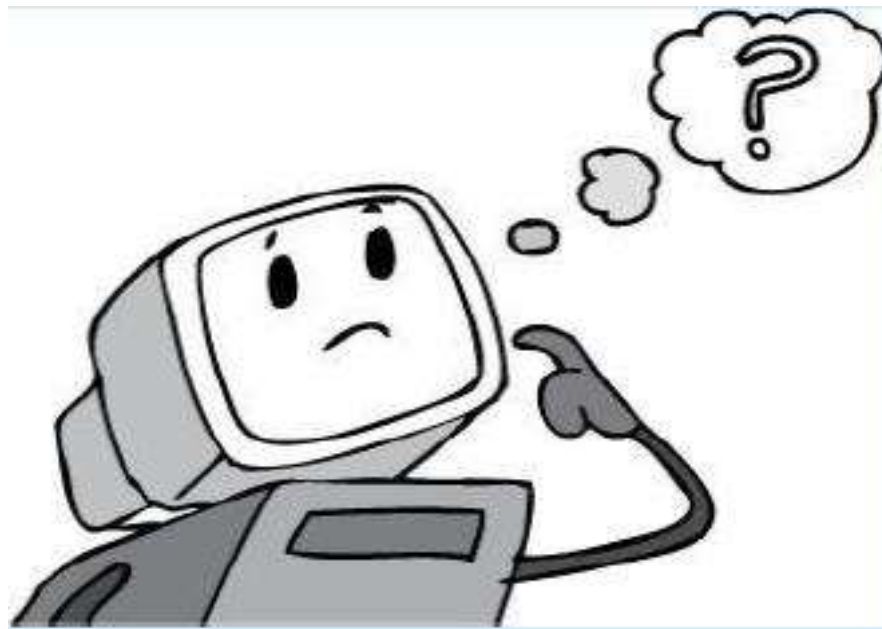
- A conceptual model of the computer
 - Mr. Buddhuram Dumbo
 - Dumbo's tools
 - How to instruct Dumbo
(Writing a program for Dumbo)
 - Input, Output, and Assignment instructions
 - A declarative instruction

Buddhu Ram Dumbo



Mr. Dumbo has poor memory

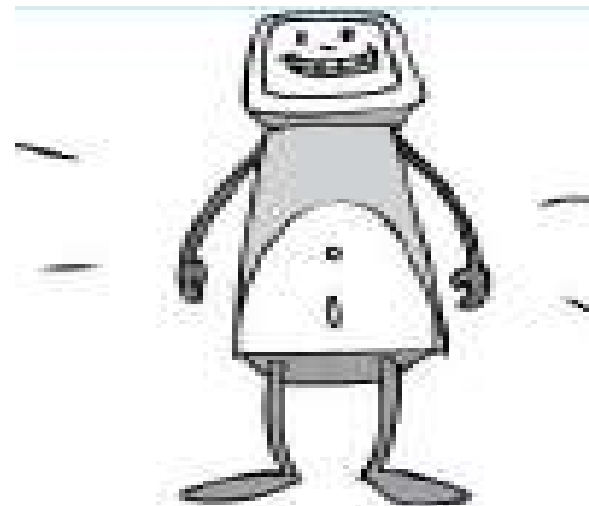
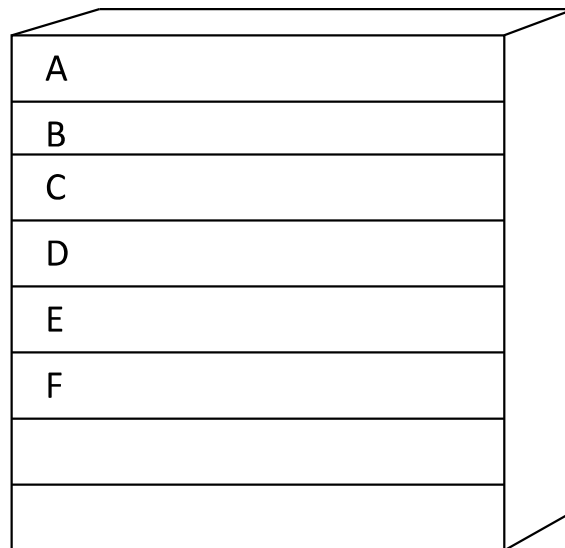
- Mr Dumbo cannot remember anything in his head



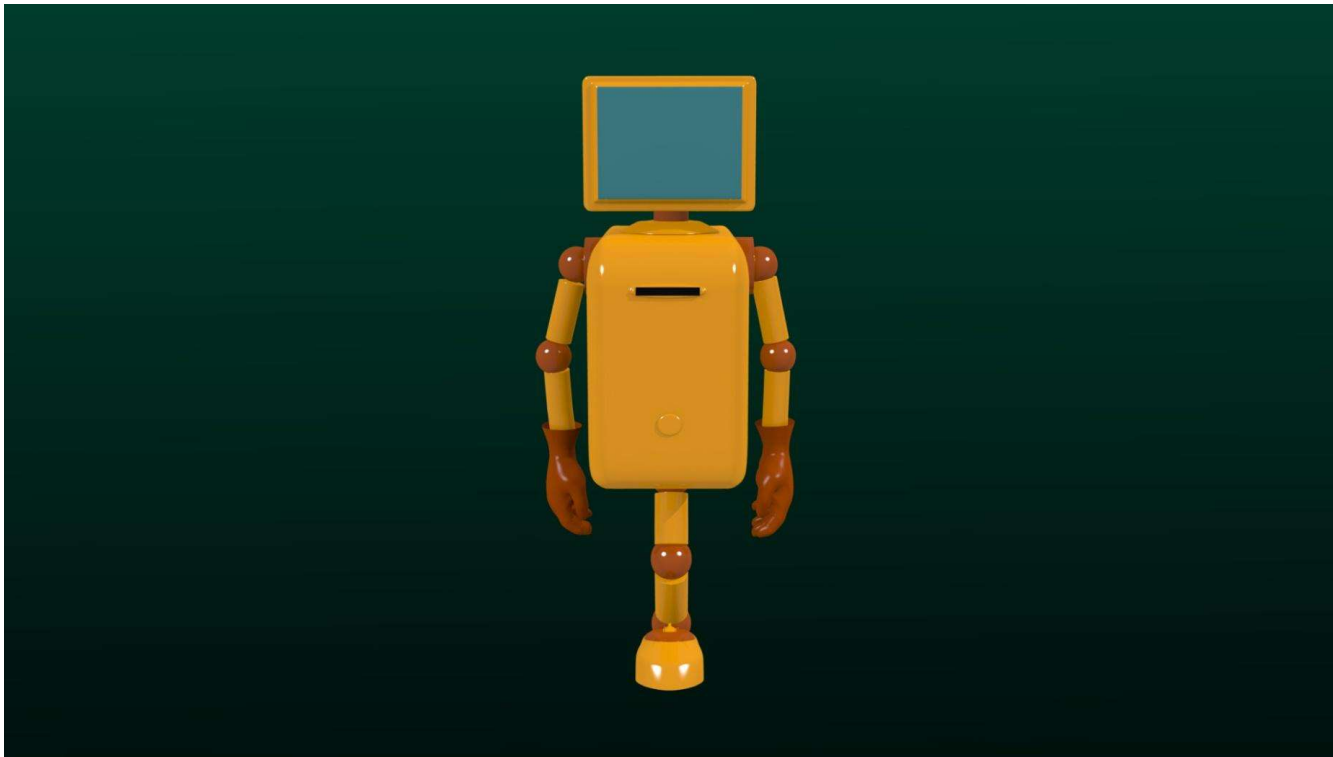
Mr. Dumbo uses a special device as memory

- Dumbo uses a cupboard with drawers serving as memory locations

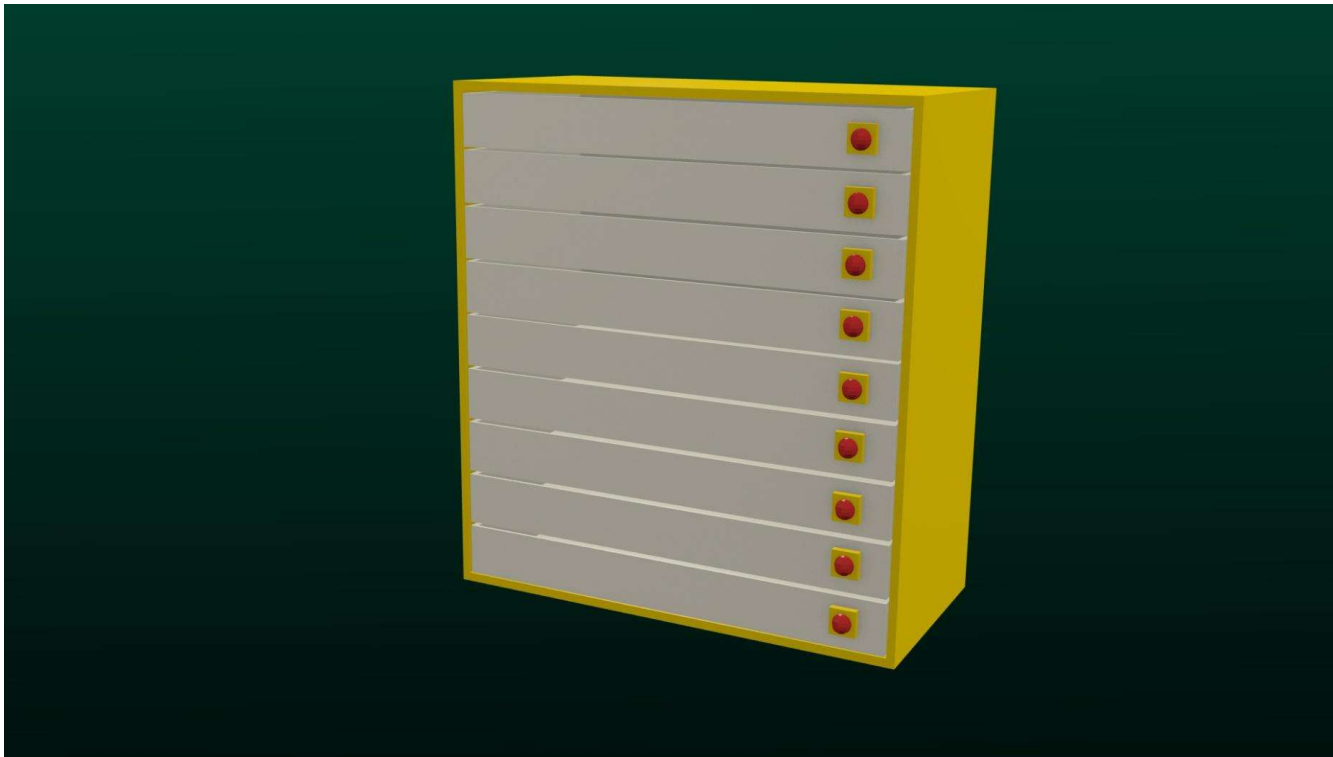
Dumbo's memory



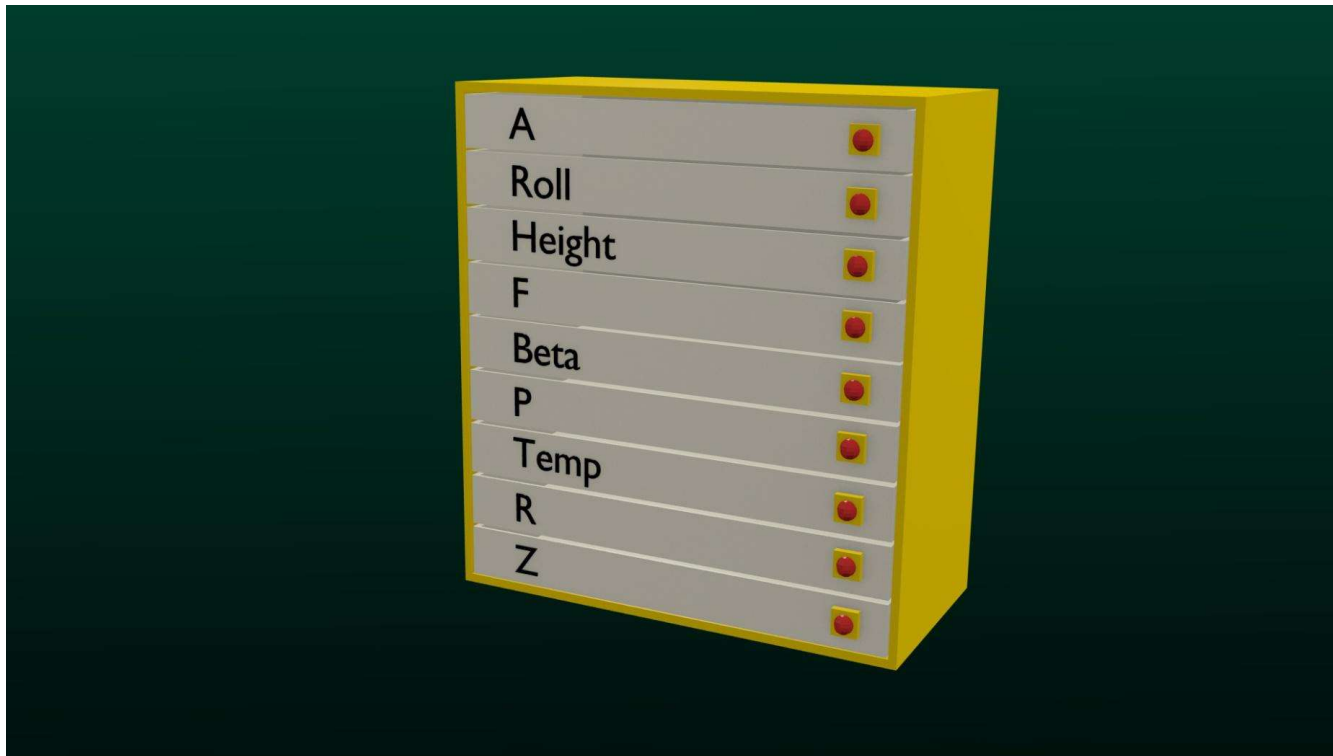
Dumbo and his tools



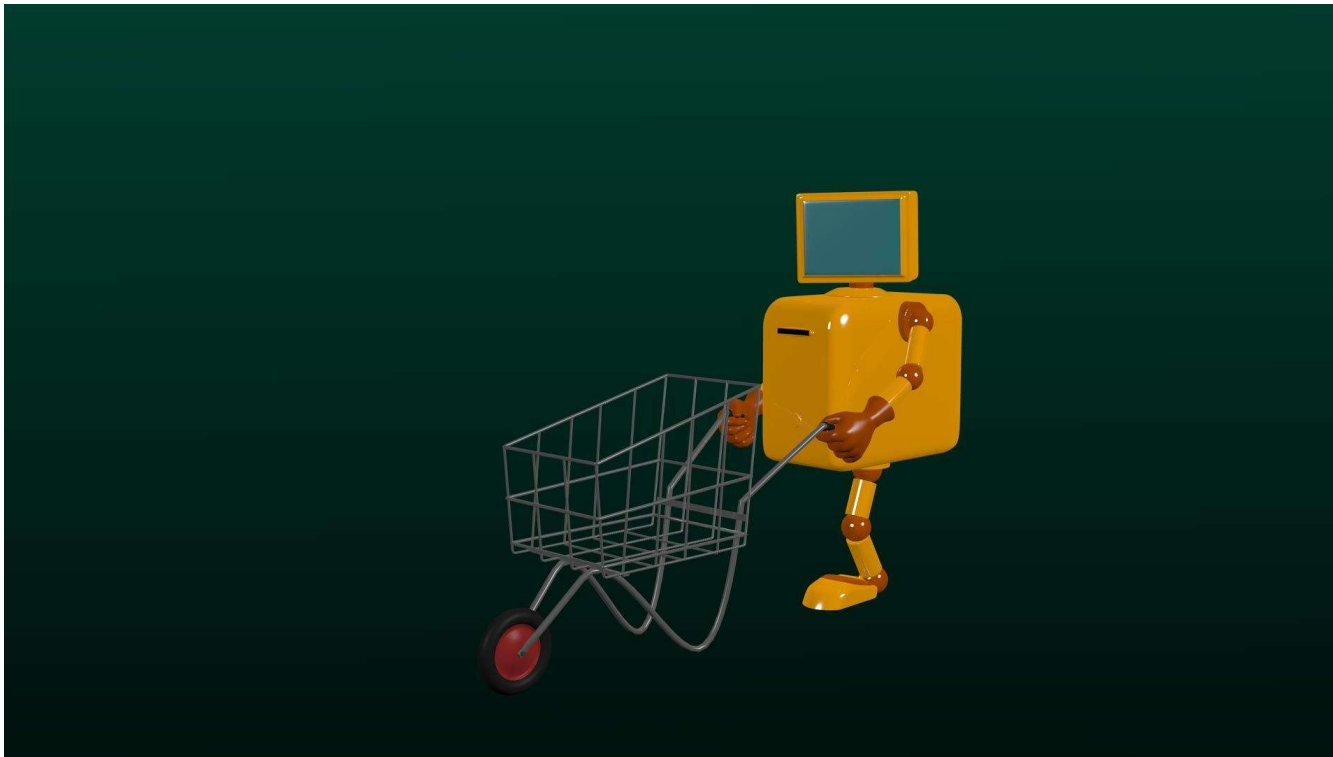
Dumbo and his tools



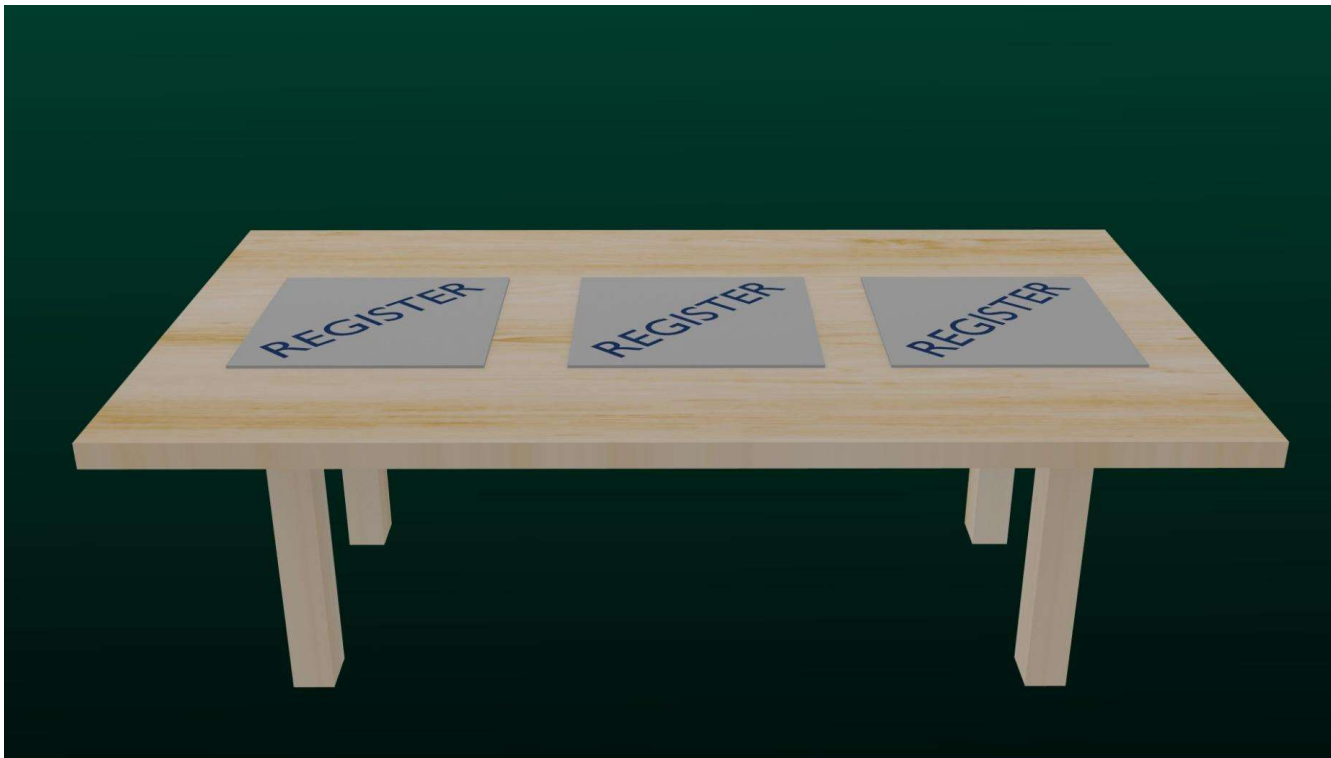
Dumbo and his tools



Dumbo and his tools



Dumbo and his tools



Dumbo and His Tools



- Animation showing Dumbo's [tools](#)

Instructing Mr. Dumbo



- The ‘instructions’ to be written for Mr. Dumbo, can be
 - To get an input value from us, and to store it in a named location, say X, we will write the following instruction
Input X
 - To give us an output value, from a named location, say Y, we will write the instruction
Output Y
 - To perform a computation, say A-B, and to assign the calculated result value to a named location, say R, we will write the instruction
$$R = A - B$$

A note on the 'Assignment' Instruction



- The instruction $R=A-B$ performs two distinct sub-tasks
- One sub-task deals with the intended calculations, and the other deals with storing the result of the calculations
- These two sub-tasks are written on two sides of '=' symbol
 - A computational expression on RHS
 - The name of a location on LHS
- This instruction is said to perform an 'Assignment' operation
 - It assigns a new value to R

A Declarative instruction for Mr. Dumbo



- We will use several ‘names’ in our instructions
 - Such as A, B, R, etc.
- Dumbo has to associate these names with specific drawers
- It is important to tell Dumbo about all such names we use
- We design a ‘declaration’ instruction

Use locations A, B, R

- While ‘Compiling’ the program, Dumbo will label his memory drawers with these names

A program for Mr. Dumbo



Use locations A , B, SUM;

Input A;

Input B;

$SUM = A + B$;

Output SUM;

Summary



- We got introduced to Mr Buddhuram Dumbo, who has
 - A set of drawers serving as memory locations
 - A cart to carry input and output values
 - A Workbench to perform computations
- We also defined how to write a program for Mr. Dumbo
- Instructions in a program can be for
 - input,
 - Output
 - Assignment
- A declarative instruction, to announce names we use