

# Basics of Programming

## L03: Program Design

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# Review: Last Lectures

- Wrote simple programs (graphics, polygons)
- Basic arithmetics
- Need for variables
- Need for loops
- Need for functions

# How to Write Programs

- Ensure program works correctly for all valid inputs
  - It should reject invalid/illegal inputs
- Program should never crash
  - it should do a graceful handling
- Writing a program requires some planning
  - A logical thinking and algorithmic analysis,
- Expectation when writing a program
  - Correct
  - Maintainable
  - Elegant
  - Meets performance objectives

# Program Development

- Understand requirements and objectives
- Write specifications
- Identify and construct the test cases
- Analyze and think how would you solve the problem with pencil and paper.
  - A must to write correct programs
- Write down your ideas formally and make a plan
- Write (code) the program. Preferably use IDE
- Perform mental check if the program follows your plan. Are there any mistakes in program writing
- Run the test cases you have planned.
- Debug the challenges. Use debuggers.
  - Avoid print statements for debugging

# Programming Problem

- Computation of  $e$ :  
$$e = 1/0! + 1/1! + 1/2! + \dots + 1/n!$$
- Write the program with following variations:
  - Take  $n$  as an input and computes  $e$ .
- 2<sup>nd</sup> variation of this program:
  - Take  $\delta$  as input and stop when incremental change becomes less than  $\delta$ .

# Specification

- Specification
  - What is input?
  - What is output?
  - When will you consider output as correct
- Real life programming problems
  - There may be ambiguity and confusion
  - Write down what is given
  - What is needed precisely
  - Write down your assumptions
  - Identify conditions (inputs) when your program will not work

# Specification for computing $e$

- Input
  - An integer  $n \geq 0$
- Output
  - Sum:  $1/0! + 1/1! + 1/2! + \dots + 1/n!$
- Notes:
  - Specified that input  $n$  is a positive integer.
    - Can't be a negative number
    - Can't be real number.
    - Can we mistakenly assume something.
      - How many terms to be added
        - »  $n$  or  $n+1$ ?
      - How many additions:
        - »  $n$  (and not  $n+1$ )

# Test cases for computing $e$

- Write initial few computation to help better understanding
- Computation answer for some values of  $n$ 
  - $n=0$ ,  $ans=1$
  - $n=1$ ,  $ans=2$
  - $n=2$ ,  $ans=2.5$
  - $n=3$ ,  $ans=??$ 
    - it is **not**  $2.5+1/3$ ,
    - it is  $2.5+1/6$



# Algorithm for computing $e$

- Pen and pencil approach
  - calculate  $1/0!$
  - calculate  $1/1!$  and add to previous value
  - calculate  $1/2!$  and add to previous sum
  - calculate  $1/3!$  and add to previous sum
- How should you calculate each term
  - Independently, or
  - Make use of earlier term
- What is the formula for computing  $k^{\text{th}}$  term
  - $k^{\text{th}} \text{ term} = (k-1)^{\text{th}} \text{ term} / k$
  - $1/k! = (1/(k-1)!)/k$
- Now think of the program to write

# Consolidations of thoughts

- Computing  $e$ 
  - Program must perform  $n$  additions
    - Have a loop that iterates  $n$  times.
  - In the  $k^{\text{th}}$  iteration, compute  $k^{\text{th}}$  term
    - Add to previous sum
  - To compute  $k^{\text{th}}$  term, we need  $(k-1)^{\text{th}}$  term
    - need to know the value of  $k$
  - How many variables we need
    - sum
    - last term
  - For loop iteration use the iterator i.e.  $i$

# Program Sketch

```
main {  
    int n;  
    get n; //either command line argument, or read  
    double sum=0.0, term=0.0;  
    int i; // loop variable  
    for i=0 to n {  
        // is it as per our thoughts?  
        term = term/i  
        sum = sum + term  
    }  
    print sum  
}
```

# Testing and Debugging

- Run for different values of input n
- Use IDE to debug
- Use meaningful comments on what the program is doing.
- Get your code review done by your colleagues.
  - Can s/he understand it without you explaining it.
- Do not use any hard coding of values.
  - Use parameters, variables etc.

# Programming Exercises

- A: Compute the following for n terms

$$1. e^x = \frac{x^0}{0!} + \frac{x^1}{1!} + \frac{x^2}{2!} + \frac{x^3}{3!} + \dots$$

$$2. \frac{2}{\pi} = \frac{\sqrt{2}}{2} \cdot \frac{\sqrt{2 + \sqrt{2}}}{2} \cdot \frac{\sqrt{2 + \sqrt{2 + \sqrt{2}}}}{2} \dots$$

- B: Compute  $D(r)$ , which is the number of ways in which numbers 1 thru  $r$  can be arranged in a sequence such that  $i$  is never in the  $i^{\text{th}}$  position for all  $i$ .

$$D(r) = \sum_{k=0}^r (-1)^k \frac{r!}{k!}$$

# Exercise Review

- Print first N prime numbers.
- Approach
  - Start with count=0
  - Increment by 1 when next prime number is printed
  - Stop when count becomes N
  - Start with first integer (=2)
  - Check for primality, if yes
    - print the number, increase count
  - Proceed with next number
- Algo:
  - one function to check for primality e.g. prime(x)
  - one loop to keep track of count

# Exercise Review

```
import math
def prime(x):
    for i in range(2,int(math.sqrt(x))+1):
        if x % i == 0:
            return False
    return True
#main code
N=10 # count of prime numbers
cnt=0;
num = 2 # start from 2
while cnt < N:
    if prime(num):
        cnt = cnt + 1
        print(num)
    num = num +1
#-----
```

# Programming Exercises

- C: Write a program that implements La-Russe algorithm for multiplication of two numbers A & B.
  - The algo works as follows,
    - Divide A by 2 and multiply B by 2.
    - Repeat the above process till A becomes 1.
    - For all those combinations of A and B, whenever A is odd, add all such values of B
    - The result will be multiplication of two numbers.
    - You should be able to do it only using one extra variable other than that for A & B



# Programming Exercises

- D: write a program that computes maximum and minimum of two numbers A & B without using any direct comparison operation between these two numbers. You can use comparison with 0 (Zero)
  - Hint: use absolute function of maths.

# Summary

- How to write correct programs
- Consider an implementation using pencil and paper.
- Identify few test cases.
- Identify where it can go wrong
- Get your code review done.

# Questions

