# MA144: Problem Solving and Computer Programming

#### **Lecture – 1: Introduction**





#### Dr. Sreenivasa Rao Y

Assistant Professor
Department of Mathematics
Contact: 9494776866

#### **Course Outcomes**

Course Code: MA144

# PROBLEM SOLVING AND COMPUTER PROGRAMMING

Credits 3-0-2: 4

At the end of this course, the student will be able to



CO1	Design algorithms for solving simple mathematical problems including computing,
	searching and sorting
CO2	Compare and contrast algorithms in terms of space and time complexity to solve simple mathematical problems
CO3	Explore the internals of computing systems to suitably develop efficient algorithms
CO4	Examine the suitability of data types and structures to solve specific problems
CO5	Apply control structures to develop modular programs to solve mathematical problems
CO6	Apply object oriented features in developing programs to solve real world problems

## **Syllabus**

**Fundamentals of Computers**: Historical perspective, Early computers, Components of a computers, Problems, Flowcharts, Memory, Variables, Values, Instructions, Programs.

**Problem solving techniques**: Algorithmic approach, characteristics of algorithm, Problem solvingstrategies:Top-downapproach,Bottom-upapproach,Timeandspacecomplexitiesof algorithms.

**Numbersystemsanddatarepresentation**:BasicsofC++,Basicdatatypes,Numbers,Digit separation, Reverse order, writing in words, Development of Elementary School Arithmetic Testing System, Problems on Date and factorials, Solutions using flow of control constructs,

Conditional statements: If-else, Switch-case constructs, Loops - while, do-while, for.

**Functions**: Modular approach for solving real time problems, user defined functions, library functions, parameter passing - call by value, call by reference, return values, Recursion,

Introduction to Pointers and Arrays: Sorting and searching algorithms, Large integer arithmetic, Single and Multi-Dimensional Arrays, passing arrays as parameters to functions, Magic square and matrix operations using Pointers and Dynamic Arrays, Multidimensional Dynamic Arrays

String processing, File operations.

**Structures and Classes**: Declaration, member variables, member functions, access modifiers,functionoverloading,ProblemsonComplexnumbers,Date,Time,LargeNumbers.

## Lab Syllabus



#### **PSCP LAB:**

- Programs on conditional control constructs.
- Programs on loops (while, do-while, for).
- 3. Programs using user defined functions and library functions.
- Programs on arrays, matrices (single and multi-dimensional arrays).
- Programs using pointers (int pointers, char pointers).
- 6. Programs on structures.
- 7. Programs on classes and objects.

#### Learning Resources:

#### Text Books:

- 1. Problem Solving with C++, Walter Savitch, Pearson, 2014, Ninth Edition
- 2. Big C++, Cay Horstmann, Wiley, 2009, Second Edition

# Scheme of Evaluation (independent grading)

This course is evaluated for 100 marks, with the following weightages

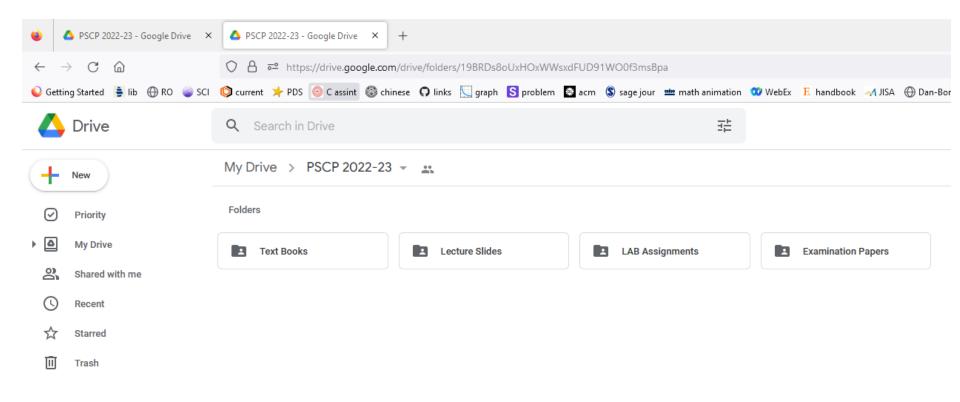


	Examination	Weightage in Marks
	Class Test — 1	15
	Class Test — 2	30
Theory	End — Semester Examination	30
	Lab Record	10
Lab	Attendance	5
	Lab Test	10
	Total	100

#### **Materials Link**

https://drive.google.com/drive/folders/19BRDs8oUx

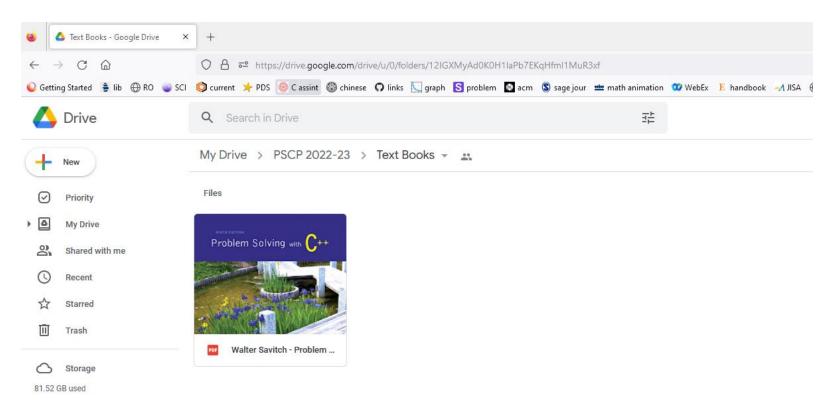
HOxWWsxdFUD91WO0f3msBpa?usp=share link



#### Materials Link (contd...)

https://drive.google.com/drive/folders/19BRDs8oUx

#### HOxWWsxdFUD91WO0f3msBpa?usp=share link



# Not Needed (for this course)

• Great Intelligence



Too much of Hard Work



## **Needed** (for this course)

- Interest
- Patience
- Enthusiasm



## **Excel Yourself by**

Attentiveness



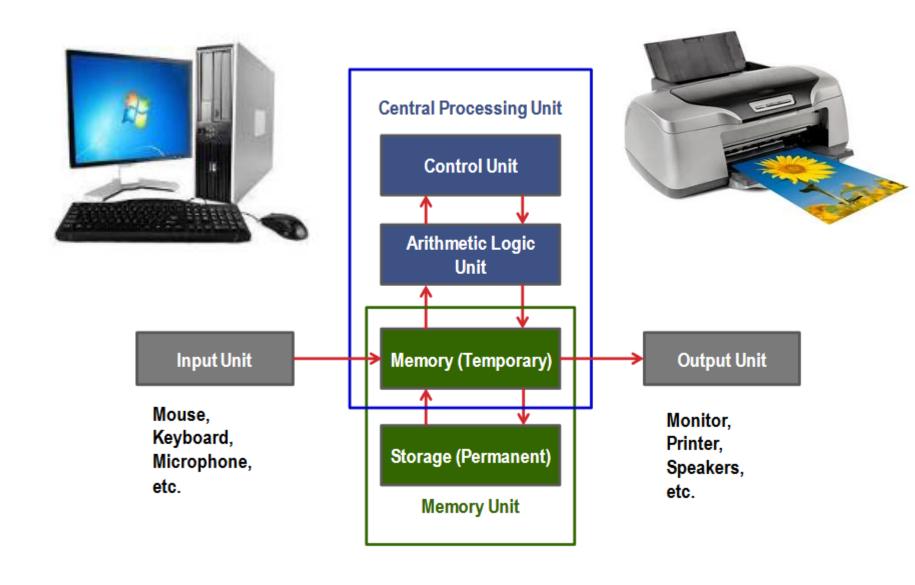
Analysis



Approach



## **Basic Components of a Computer**



## **Programming and Software**

- A computer needs to be programmed to perform tasks
- Programming is the process of writing instructions in a language that can be understood by the computer so that a desired task can be performed by it
- Program is a sequence of instructions to do a task, computer processes the instructions sequentially one after the other
- Software: programs for doing tasks on computers

## **Three Steps in Writing Programs**

Step 1: Write the program in a high-level language (in this course, C++) (called source program or source code)



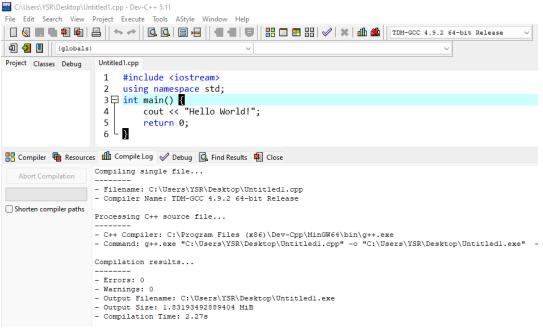
```
Project Execute Tools AStyle Window Help

Untitled1.cpp

#include <iostream>
2 using namespace std;
3 int main() {
4 cout << "Hello World!";
5 return 0;
6
```

## Three Steps in Writing Programs (contd...)

Step 2: Compile the program using a C++ compiler





 Translates a source program or source code, into the object program or object code (computer can understand and execute it).

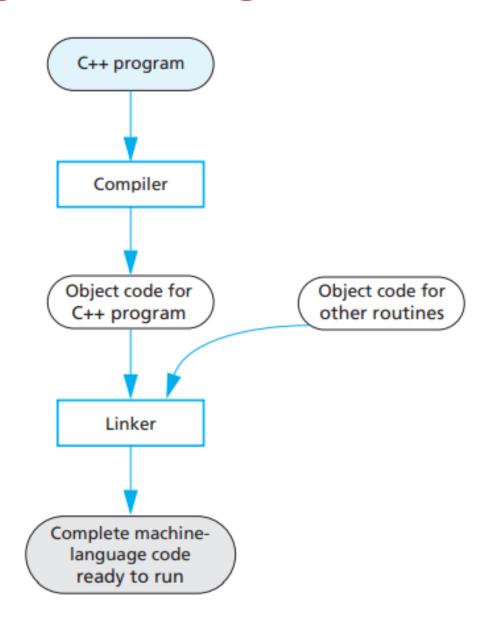
## Three Steps in Writing Programs (contd...)

**Step 3:** Run the program (the computer executes it)

C:\Users\YSR\Desktop\Untitled1.exe

```
Hello World!
------Process exited after 0.1682 seconds with return value 0
Press any key to continue . . .
```

# **Preparing a C++ Program for Running**



## Sample Program

```
#include <iostream>
using namespace std;
int main()
  cout << "Hello World!";</pre>
  return 0;
```

Hello World!

## Lab Activity

Slot: Every Tuesday, 2-4 pm

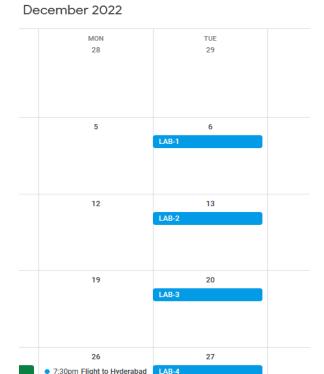
#### Task:

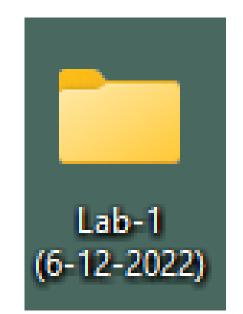
- Write and run the programs being discussed during lectures
- Write and run the programs which are given in Lab assignments

Backup: Save all the programs of each lab in a separate folder, with title

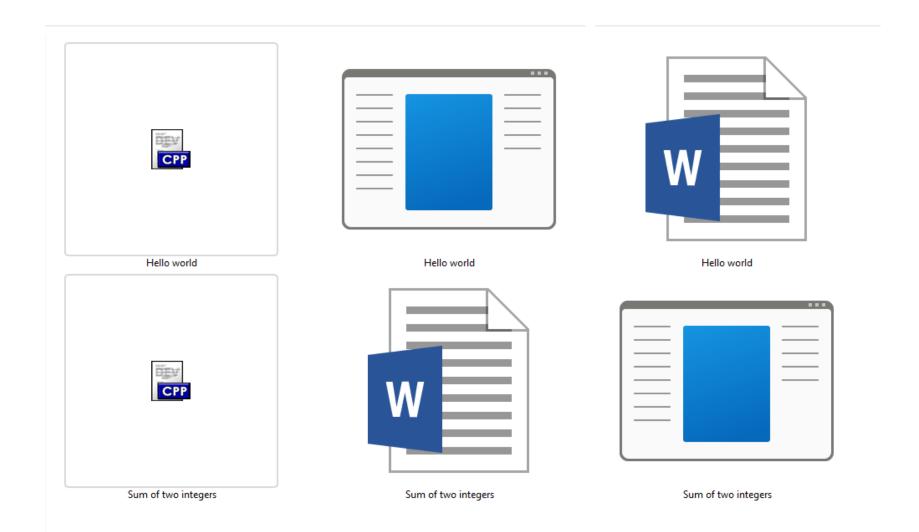
Lab-k (date)

Save this folder in your drive





#### Folder Should Contain ...



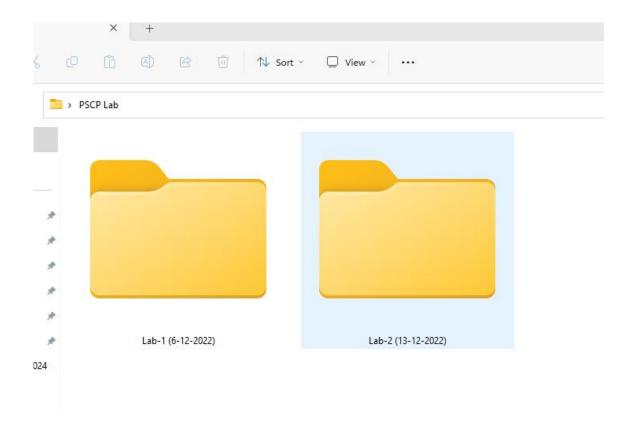
#### Lab Record

Write a program to read two integers from keyboard and print their sum.

```
Times New Roman
 #include <iostream>
                                                Size 12 (in bold style)
 using namespace std;
 int main() {
   int a,b,sum;
                                      Book Antiqua
   cout << "Enter two integers ";
                                      Size 12
   cin>> a>>b;
       sum=a+b;
      cout << "sum=" <<sum:
                                                 Times New Roman
   return 0;
                                                 Size 12
Enter two integers 9 10
sum=19
```

#### **PSCP Lab Folder**





#### **Lab Record Submission**

- Select 30 non-trivial and interesting programs
- Get printouts
- Submit the printouts in paper binding, during lab test

## Lab Record : First Page Format

#### MA144: Problem Solving and Computer Programming

#### Lab Record

Name:

**Roll No.:** 

**Branch:** I BTech (ECE)

**Section:** C

**Academic Year: 2022-23** 



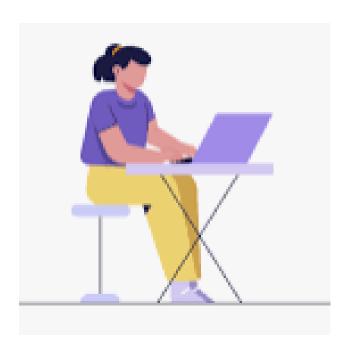
#### **Communication Medium**

Create a WhatsApp group with title
 PSCP\_2022-23



 Everyone can post any message regarding this course in this group

# Discipline is very essential



#### **Next Lecture**

**Historical Perspective, Early Computers**