

Basic Programming Concepts



Welcome!

```
main.c
1  #include <stdio.h> // Program constants
2  const float HIGH_TEMP_F_WARNING=100.;
3  const int MAX_LOOP=5;
4
5  float temp_F_to_C( float tF ) {
6      return (tF - 32)/1.8; // Math formula to convert Fahrenheit to Celsius
7  }
8
9  int main() // Declaration of program
10 {
11     float temp_f; // Declaration of variable that the program will use
12     float temp_c;
13     int i;
14     for(i=0; i<MAX_LOOP; i++){ // loop
15         printf("\nEnter the temperature in degrees F : "); // Input the temperature to convert
16         scanf("%f",&temp_f); // Reads the user input
17
18         temp_c = (temp_f- 32)/1.8; // Math formula to convert Fahrenheit to Celsius
19
20         printf("The temperature in Celsius (C) is %f\n",temp_c); // Output the Celsius result
21
22         printf("The temperature in Celsius (C) is %f\n", temp_F_to_C( temp_f ));
23
24         if(temp_f > HIGH_TEMP_F_WARNING){ // Check for high temperature
25             printf("Remember to hydrate\n");
26         }
27
28         if(temp_f < LOW_TEMP_F_WARNING){ // Check for low temperature
29             printf("Remember to pack Long underwear\n");
30         }
31     }
32 }
33
34
35
```

Output

```
temp1F0Gg1ZYqV.o
Enter the temperature in degrees F : 120
The temperature in Celsius (C) is  48.888889
The temperature in Celsius (C) is  48.888889
Remember to hydrate

Enter the temperature in degrees F : 100
The temperature in Celsius (C) is  37.777779
The temperature in Celsius (C) is  37.777779

Enter the temperature in degrees F : |
```

Who has programmed?



- ▶ What languages have you tried to program in?
- ▶ Do you have a favorite? Why?
- ▶ Do you know how to type?
- ▶ What computer experience do you have?

Starting a Program



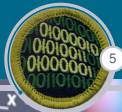
- ▶ The best programmers don't start by coding.
- ▶ The best programmers plan first. They write the requirements and generate diagrams to help plan out the code they write.
- ▶ Then they use this to generate pseudo code.
- ▶ Then the actual programming begins.

Pseudo Code



```
1 '''
2 -----
3 File: calc_adder.py
4 Description: Calculator to Add two integers.
5 Revision: 1.0
6 Date: 06DEC2021
7 Author: Sparkineer
8 -----
9 '''
10 # Request two integers from the program user.
11 # Store the first integer.
12 # Store the second integer.
13 # Add integer1 and integer2.
14 # Display result.
15 # Ask – Quit or Repeat?
```

Variables



Variables are the backbone of all programming languages. They are used to store important information for the programmer. The programmer can then use this stored information at a later point in the program.

Examples

- ▶ We store names in memory to recall them later to obtain that person's attention.
- ▶ When hiking we store the path color or the the next direction we need to head in memory so when we see the next marker or trail we can make a decision of the direction to head.

Control Structures



Decision Making (conditionals)

- ▶ **If, If/Else:** Used to compare variables against a value or another variable to make a decision.
- ▶ **Case/Switch:** Similar to several stacked single if tests.

Loops (iteration)

- ▶ **While loops** execute and continue to execute repeated time at the onset and verification of a logical condition. The condition is tested at the start of every loop iteration.
- ▶ **For loops** execute for a prescribed number of times, as controlled by a counter or an index.

Pseudo Code



Listing 2: Sample Code Listing Python

```
'''
```

```
-----  
File: calc_adder.py  
Description: Calculator to Add two integers.  
Revision: 1.0  
Date: 06DEC2021  
Author: Sparkineer  
-----
```

```
'''
```

```
10 # Request two integers from the program user.  
11 # Store the first integer.  
12 # Store the second integer.  
13 # Add integer1 and integer2.  
14 # Display result.  
15 # Ask – Quit or Repeat?
```

File Header



NODE 05

Listing 3: Sample Code Listing Python

```
'''
```

```
File: calc_adder.py
Description: Calculator to Add two integers.
Revision: 1.0
Date: 06DEC2021
Author: Sparkineer
```

```
'''
```

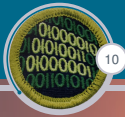

Pseudo Code



Listing 4: Sample Code Listing Python

```
1 # Request two integers from the program user.  
2 # Store the first integer.  
3 # Store the second integer.  
4 # Add integer1 and integer2.  
5 # Display result.  
6 # Ask – Quit or Repeat?
```

LETS CODE: Implement User Input...



Listing 5: Sample Code Listing Python

```
1 # Request two integers from the program user.  
2 # Store the first integer.  
3 intA = input("Please enter first integer: ")  
4 # Store the second integer.  
5 intB = input("Please enter second integer: ")  
6  
7 print(intA, "+", intB) # test input
```

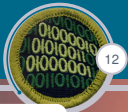
LETS CODE: Perform the Math.



Listing 6: Sample Code Listing Python

```
1 # Add integer1 and integer2.  
2 result = int(intA) + int(intB)  
3 # Display result.  
4 print(intA, "+", intB, "=", result)  
5 # Ask - Quit or Repeat?
```

Addition Calculator



```
'''
-----
File: calc_adder.py
Description: Calculator to Add two integers.
Revision: 1.0
Date: 06DEC2021
Author: Sparkineer
-----
'''
def main():

    # Request two integers from the program user.
    # Store the first integer.
    intA = input("Please enter first integer: ")
    # Store the second integer.
    intB = input("Please enter second integer: ")
    # Add integer1 and integer2.
    result = int(intA) + int(intB)
    # Display result.
    print(intA, "+", intB, "=", result)
    # Ask - Quit or Repeat?

if __name__ == '__main__':
    main()
```



Good Luck with the
Programming!