

# **PROGRAM'S ANATOMY**

## THE LIFI-PROJECT



# DISCLAIMER

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The following slides are for presentation purposes only.

They contain mostly visuals and are not meant to as a script for studying. Please always watch the video or listen to the audio along with these slides and read the respective lessons in the [online script](#).

Please consider the environment before printing these slides.

Always use the [link to the original slides](#) to access the latest version. The slides are likely to change during a semester.

## TERMS

CAN YOU EXPLAIN?

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**Python**

**Programming  
Language**

**API**

**IDE**

- ✓ Syntax Highlighting
- ✓ Code Completion
- ✓ Debugging
- ✓ Warnings / Errors
- ✓ Code formatting

**GUI**

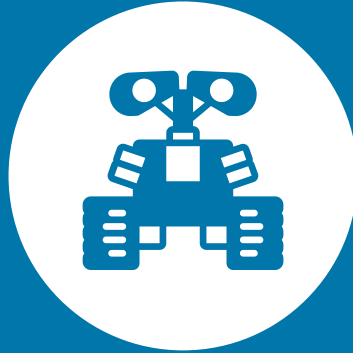
**File Extension**

**File Path**

**Folder**

**Operating System (OS)**

# PROGRAM'S ANATOMY



**Can you approximate the square root of  
a given positive number?**

**EXPLAIN HOW!**

A finite-length rule consisting of individual instructions is called an **algorithm**.

Source: Vornberger, O., Algorithms and Data Structures, Lecture Notes (<http://www-lehre.inf.uos.de/~ainf/2013/PDF/skript.pdf>)  
Translated from German using [DeepL](#)

# ALGORITHM

## PROBLEM-SOLVING

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**Algorithm** = Procedure description for solving a problem.

**Program** = Algorithm formulated in a programming language.



# FROM ALGORITHM TO PROGRAM

## EXAMPLE

### Algorithm

A recipe to solve a problem

1. Get a number  $x$  from user
2. Check if  $x$  is positive
3. Set  $A = x/2$  and  $B = x/4$
4. Repeat until  $|A-B|$  is less than 0.00001
  - 4a. Set  $A = (A+B)/2$
  - 4b. Set  $B = x/A$
5. Give  $A$  as the result



### Program

Implementation in a programming language

```
examples > square_root.py > ...
1  import sys
2  print("I can calculate square roots!")
3
4  number = input("A number, please: ")
5  number = int(number)
6
7  if number < 0:
8      print("Cannot extract roots from negative numbers.")
9      sys.exit()
10
11  a = number / 2
12  b = number / a
13
14  while(abs(a - b) > 0.00001):
15      a = (a + b) / 2
16      b = number / a
17
18  print(f"The square root of { number } is { a }")
```

- 1. Commands**
- 2. Variables**
- 3. Loops**
- 4. Control Structures**
- 5. Functions**

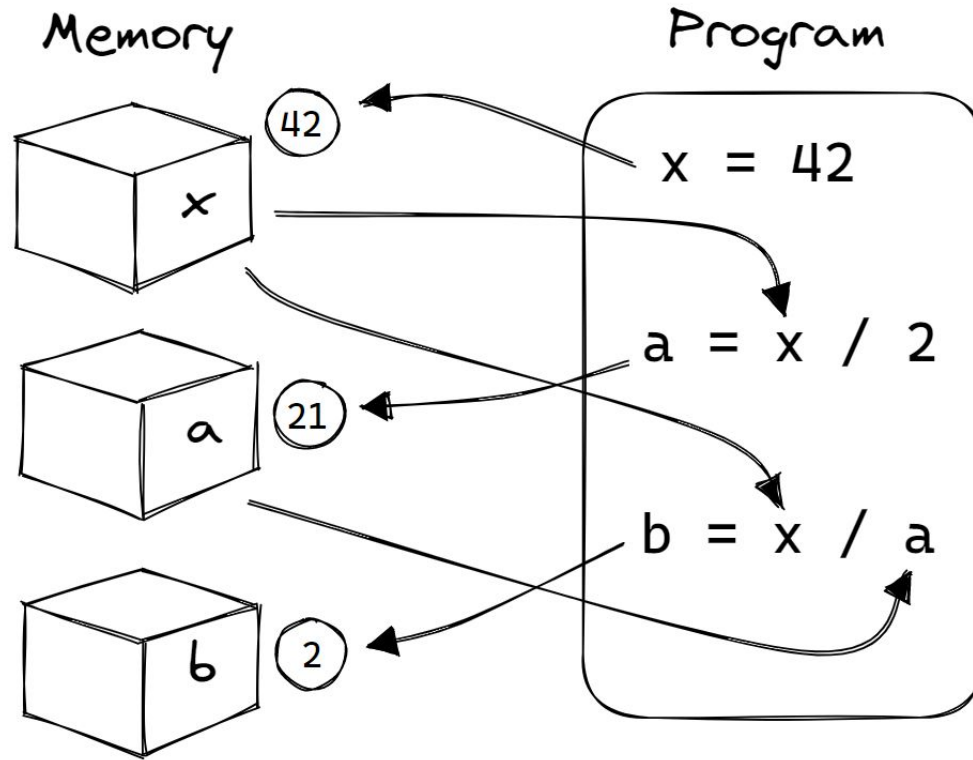
**Internal or built-in functions**

**Functions from external modules**

**User-defined functions**

## 5 TYPES OF INSTRUCTIONS

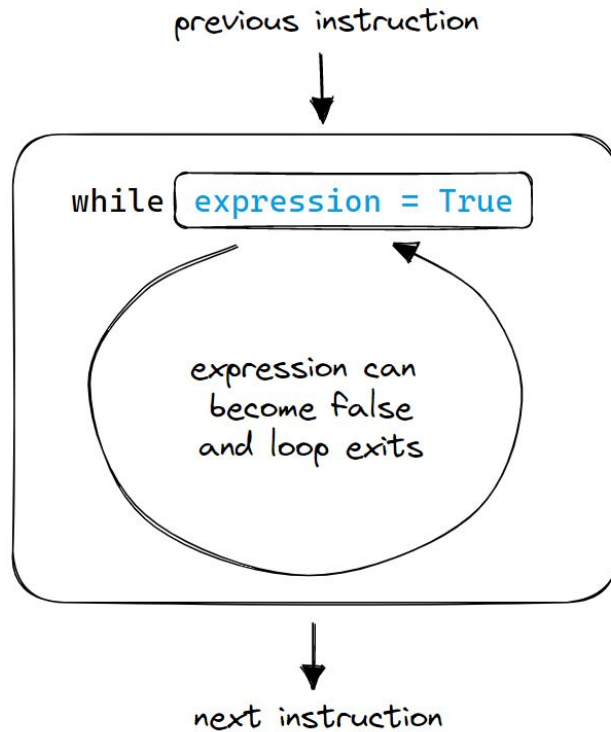
### VARIABLES (2/5)



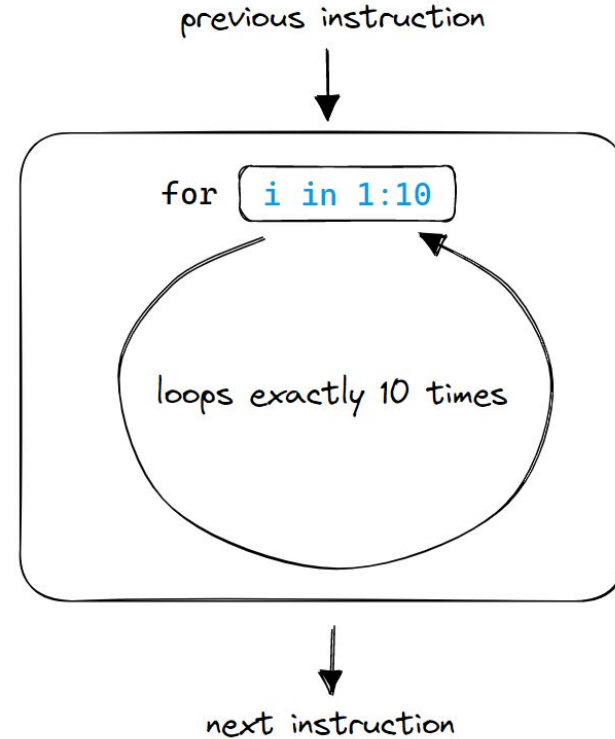
## 5 TYPES OF INSTRUCTIONS

### LOOPS (3/5)

#### While-Loop



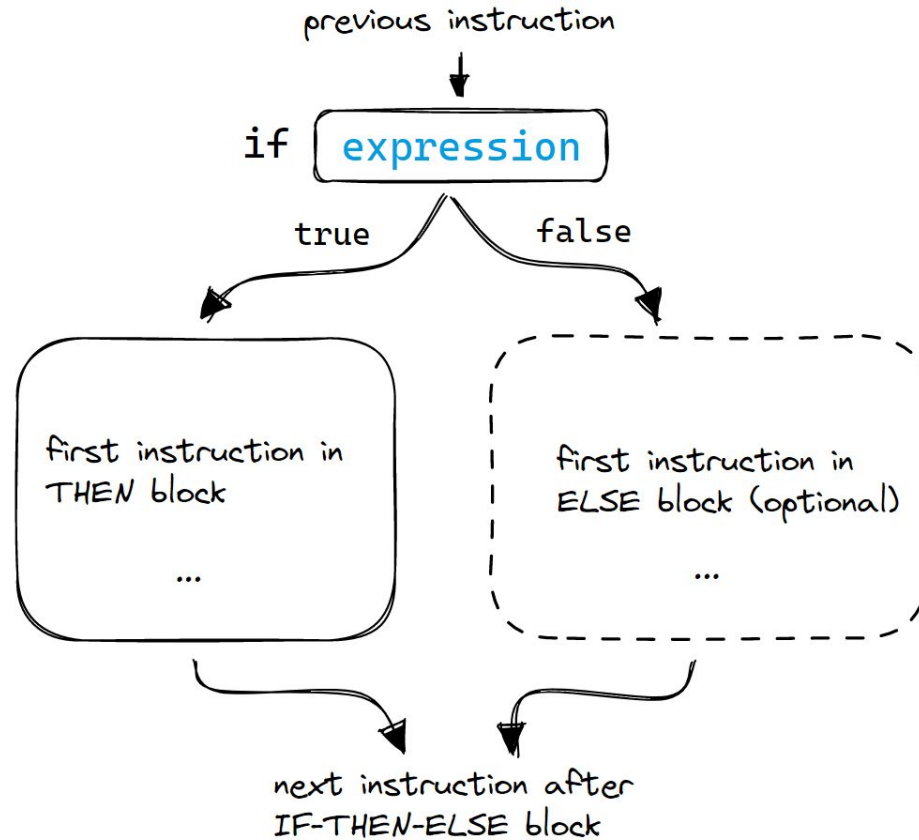
#### For-Loop



## 5 TYPES OF INSTRUCTIONS

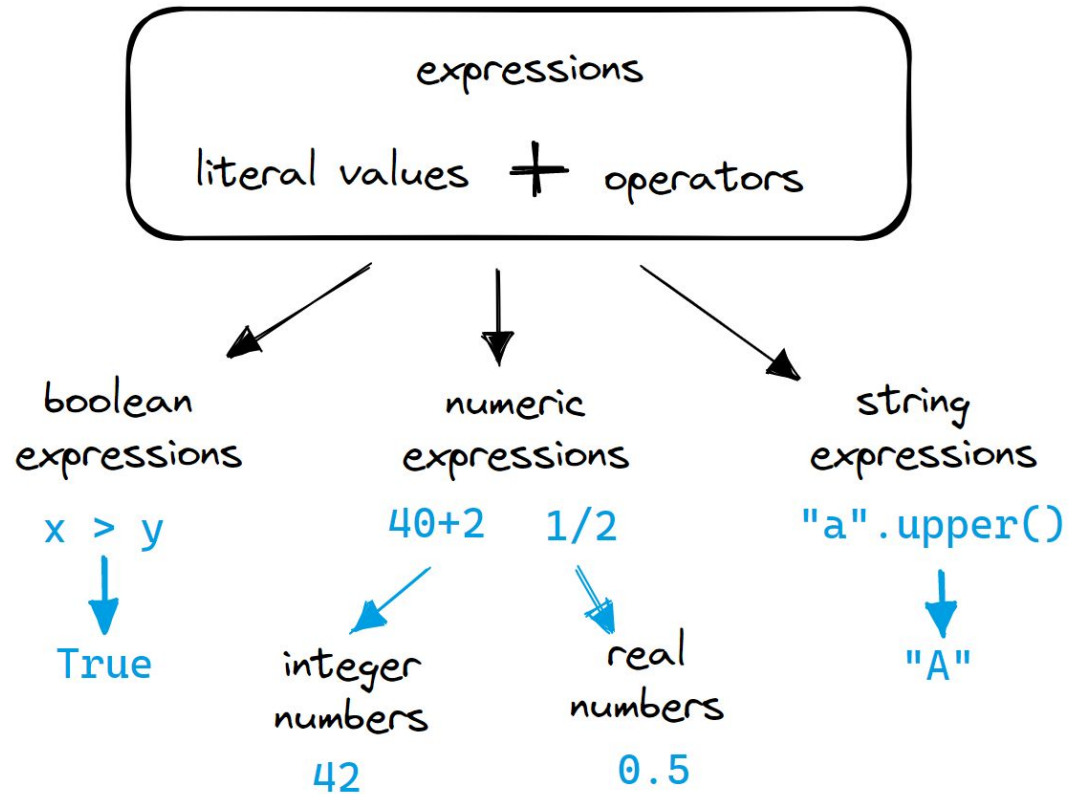
### CONTROL STRUCTURES (4/5)

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**Code block we can reuse by its name**

**Optional parameters and return value**





# Instructions in action to solve a problem

