CS100: CPADS Programming Concepts, Variables & Expressions

David Babcock / James Moscola Department of Physical Sciences York College of Pennsylvania



Programming Constructs

- Almost any program can be broken down into five basic operations:
 - Getting input obtain data from a source such as a user or a file
 - Generating output provide results, typically on a display or written to a file
 - Performing computations mathematical manipulation of data using expressions
 - Making decisions check logical conditions to select between alternative operations
 - Doing repetitions execute a sequence of statements multiple times often with some variation between iterations

Programming Concepts

 Before writing any software, define the problem specifications (i.e. what is the program required to do?)

 Converting program specifications into programming constructs is algorithm design

Variables

Literal - a specific value to be used in a program
 (e.g. 4, 'Hello World!')

- Variable a storage location for a literal
 - Has a particular type depending on the literal it can store (e.g. int, float, string)
 - Referred to by an identifier (a name)
 - Variable names must begin with a letter and cannot contain spaces or special characters
 - Variable names cannot be the same as keywords (words that are reserved by the programming language . . printf, lambda, if . .)
 - Associated with a literal via an assignment statement (i.e. typically the = symbol)

```
course_name = 'cs100'
num_students = 19
exam_average = 37.12
```

Expressions

- An expression combines literals and variables using operators
 - Math operators

Examples:

$$x = y + 7$$
 $z = 3 * (x + y)$
 $x = x + 1$

Expressions (Cont.)

- An expression combines literals and variables using operators
 - String operators
 - + *
 - Examples:

```
message = 'Hello'
new_message = message + 'World'
new_message2 = message * 2
```

Expressions (Cont.)

- An expression combines literals and variables using operators
 - Logical operators
 - > >= < <= == != ~=
 - Examples:

$$a == 3$$