

## Lesson 0: Fundamental concepts about programming

### 1 What is programming

#### 1.1 Computer programs

A **computer program** is a collection of instructions that can be executed by a computer to perform a specific task [3]. Like a recipe that teaches people how to cook, a computer program instructs the computer to perform tasks. Basically, doing anything on a computer involves a computer program.

#### 1.2 Programming

**Programming** is process of designing and building an executable computer program to accomplish a specific computing result or to perform a specific task [4]. In other words, it's the act of writing instructions for the computer to execute. Through programming, you can teach the computer to perform various cool and interesting task.

### 2 Examples of computer programs around us

#### 2.1 Everyday life

The computer games you play, the mobile applications you use to chat with your friends, browse the internet and so on are all computer programs; the various computer software you use, like the browser, word, powerpoints, file explorer are also computer programs.

#### 2.2 Science

Computer programs are also widely used in science.

For example, computational physicists build models of the world around us by writing and running simulation code that captures the dynamics of the system at interest. Experimentalists on the other hand write programs that automate the process of data collection and data analysis. For example, astronomers analyzed around 4.5 petabytes of astronomy data just to obtain the black hole image taken by the Event Horizon Telescope (EHT) [1], which is an impossible feat without the use of computers.

The theory of computation itself also makes up a large part of research. For example, computer scientists develop state-of-the-art cryptographic algorithms that protects our data across the internet, and machine learning practitioners strive to discover more robust and general architectures that bring us closer to the goal of making general AIs.

#### 2.3 Engineering

Programming is also an integral almost all discipline of engineering today. For example, civil and mechanical engineers might need to run code that calculate forces and stresses in mechanical structures to build houses and aircrafts safely; Software engineers will also

need to write code to create websites and applications ran on people's phone, desktop, or even automobile. For example, NASA's *Ingenuity* helicopter is programmed to fly unmanned on Mars because the vast distance between Mars and Earth makes it impossible to control the helicopter manually [2].

### 3 How code works?

Now we shall spend sometime introducing some terminologies and basic concepts in computer science.

#### 3.1 Machine code

Computers are machine and they have their own set of language called **machine code** (Fig. 1). In a nutshell, machine code is a series of possibly device dependent instructions consist of 0s and 1s. They are the only language that the computer understands.

```
0000000 0000 0001 0001 1010 0010 0001 0004 0128
0000010 0000 0016 0000 0028 0000 0010 0000 0020
0000020 0000 0001 0004 0000 0000 0000 0000 0000
0000030 0000 0000 0000 0010 0000 0000 0000 0204
0000040 0004 8384 0084 c7c8 00c8 4748 0048 e8e9
0000050 00e9 6a69 0069 a8a9 00a9 2828 0028 fdfc
0000060 00fc 1819 0019 9898 0098 d9d8 00d8 5857
0000070 0057 7b7a 007a bab9 00b9 3a3c 003c 8888
0000080 8888 8888 8888 8888 288e be88 8888 8888
0000090 3b83 5788 8888 8888 7667 778e 8828 8888
00000a0 d61f 7abd 8818 8888 467c 585f 8814 8188
00000b0 8b06 e8f7 88aa 8388 8b3b 88f3 88bd e988
00000c0 8a18 880c e841 c988 b328 6871 688e 958b
00000d0 a948 5862 5884 7e81 3788 1ab4 5a84 3eec
00000e0 3d86 dcb8 5cbb 8888 8888 8888 8888 8888
00000f0 8888 8888 8888 8888 8888 8888 8888 0000
000100 0000 0000 0000 0000 0000 0000 0000 0000
*
0000130 0000 0000 0000 0000 0000 0000 0000 0000
000013e
```

Figure 1: Example of machine code (Source: <https://bit.ly/3sQendj>)

#### 3.2 Source code

As shown above, machine code is very difficult to write by hand. So instead of writing machine code directly, programmers usually write codes with higher level programming languages that are closer to human language. Examples of them includes: C, C++, Java, Python, Javascript, php, C#, Ruby, R, VisualBasic, etc. The code we wrote using higher level language are usually called **source code** (Fig. 2).

#### 3.3 Compiler

Since computers understand only machine code but not our source code, we will need to convert source code to machine code through a program. This program is usually called a **compiler**. A compiler takes source code in high level language and compiles it into file called **executables** that contains machine language (Fig. 3). The executables (in Windows it has a file extension of .exe) can then be run by the computer.

```

92 class Deck:
93
94     def __init__(self, deck=[], color_first=Card.RED):
95         self.deck = deck
96         self.set_color_first(color_first)
97
98     def sort_cards(self):
99         color = lambda x: (x.get_color() + self.color_offset) % len(Card.COLORS)
100         number = lambda x: x.get_number()
101         self.deck.sort(key=lambda x: 10*color(x)+number(x)) # First by color then by number
102
103     def add_card(self, card):
104         self.deck.append(card)
105
106     def remove_card(self, color, number):
107         rm_idc = -1
108         for idc, card in enumerate(self.deck):
109             if card.get_color() == color and card.get_number() == number:
110                 rm_idc = idc
111                 break
112         if rm_idc != -1:
113             return self.deck.pop(rm_idc)
114         return None
115

```

Figure 2: Source code in Python (Source: me)

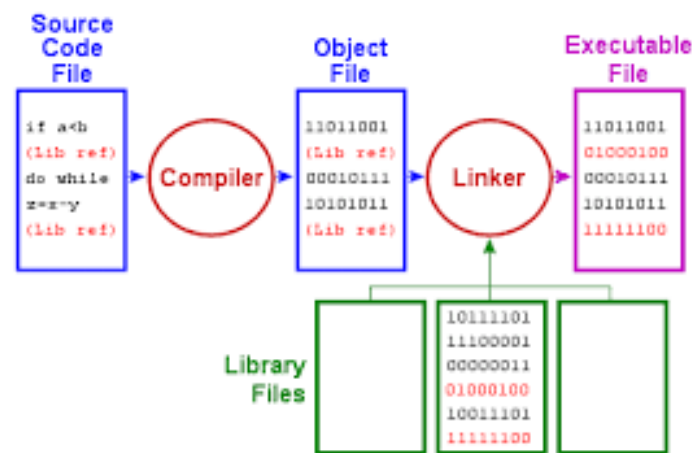


Figure 3: Compiler compiles source code to machine code (Source: <https://bit.ly/3sQendj>)

### 3.4 Interpreter

Some languages, like Python, runs a bit differently. Instead of compiling the whole file from source code to executable, they compile source code line by line during run-time. The program responsible for this conversion is called an **interpreter** instead of a compiler.

## 4 Epilogue: Mentality of coding

In the rest of the semester, we will learn how to code! But before getting too hype about that, one should remember we are only teaching the *essentials* of coding - Similar to how a guy who knows how to read the score doesn't necessarily knows how to compose music.

Learning the basics of code will only equipe gives you basic skills of *reading and writing* code. To *create and express yourself* with code, you will need much more than that. Not only would you need to *practice* a lot, but you will also need to *read and learn* a lot. That takes time and you should not feel ashamed of not getting stuff as you go on.

Furthermore, you are not alone! Always discuss with your friends whenever you don't understand something and share your thoughts and ideas through communication - three

heads are better than one!  
Finally, have fun coding!

## References

- [1] *A peek behind the black Hole IMAGE’S petabytes of data — Data Makes Possible.* [Online; accessed 27-August-2021]. Dec. 2019. URL: <https://bit.ly/3jnBTvg>.
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- [3] Wikipedia contributors. *Computer program — Wikipedia, The Free Encyclopedia.* [Online; accessed 27-August-2021]. 2021. URL: [https://en.wikipedia.org/w/index.php?title=Computer\\_program&oldid=1040444998](https://en.wikipedia.org/w/index.php?title=Computer_program&oldid=1040444998).
- [4] Wikipedia contributors. *Computer programming — Wikipedia, The Free Encyclopedia.* [Online; accessed 27-August-2021]. 2021. URL: [https://en.wikipedia.org/w/index.php?title=Computer\\_programming&oldid=1040498552](https://en.wikipedia.org/w/index.php?title=Computer_programming&oldid=1040498552).