

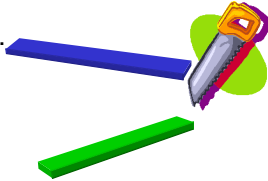
CSE142 Computer Programming I

A board was cut in two.

The **first part** was $\frac{2}{3}$ of the length of the original board.

The **second part** was four feet longer than the first.

How long was the board?



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CSE 142 Computer Programming I

Problems, Algorithms, and Programs

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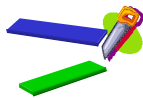
CSE142 Computer Programming I

A board was cut in two.

The **first part**: $\frac{2}{3}$ board.

The **second part**: $1^{\text{st}} + 4$.

How long was the board?



This is a math word problem.

There are (at least) two answers here.

What are they?

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Overview

High-level survey

- Problems, algorithms, and programs
- Problem solving and program design
- Compiling and running a C program
- Errors and debugging

Focus on the big ideas

- Many details to cover in future lectures

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Key Definitions/Concepts

Problem

- Definition of task to be performed (often by a computer)

Algorithm

- A particular sequence of steps that will solve a problem
- Steps must be precise and mechanical
- The notion of an algorithm is a (the?) fundamental intellectual concept associated with computing

Program

- An algorithm expressed in a specific computer programming language (C, C++, Java, Perl, ...)

*Remember Turing?
He helped define what an algorithm is.*

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Programming vs. Cooking

Programming	Cooking
Problem	Make chocolate chip cookies
Algorithm	Recipe
Program	Recipe written in a specific language (English, Russian, Chinese, Latvian, etc.)

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Problem Solving

Clearly **specify** the problem
Analyze the problem
Design an algorithm to solve the problem
Implement the algorithm (write the program)
Test and verify the completed program

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A Sample Problem

Is a given number even or odd?

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Analysis

What numbers are allowed?
Where does the number come from?
What do “even” and “odd” mean?
How is the answer to be reported?

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More Precise Problem Restatement

Given an integer number typed in from the keyboard,
If it is even, write “even” on the screen
If it is odd, write “odd” on the screen

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An Algorithm

Read in the number
Divide the number by 2
If the remainder is 0, write “even”
Otherwise, write “odd”

Test: 234784832792543

An alternate algorithm:
If the rightmost digit is 0, 2, 4, 6, or 8, write “even”
Otherwise, write “odd”

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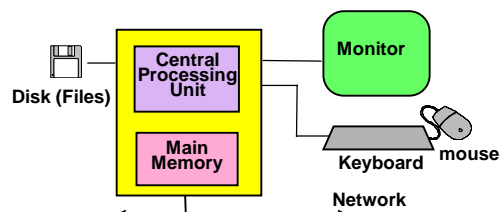
Next, a C Program

Now that we have an algorithm, we would like to write a C program to carry it out.

But first, what is a program? In fact, what is a computer?

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Review: What is a computer?



CPU or processor: executes simple instructions manipulating values in memory

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What is a Program?

The CPU executes instructions one after the other.

Such a sequence of instructions is called a "program" (also "software" or "code")

Without a program, the computer is just useless hardware

Complex programs may contain millions of instructions

*Lots of terminology here..
Any guesses what the "wetware" might be?*

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Memory

Memory is a collection of locations

Within a program, the locations are called **variables**

Each variable has

A **name** (an **identifier**)

A **type** (the kind of information it can contain)

Basic types include

int (integers – whole numbers: 17, -42)

double (floating-point numbers with optional fraction and/or exponent: 3.14159, 6.02e23)

char (character data: 'a', '?', 'N', ' ', '9')

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Program Sketch

Ask the user to enter a number

Read the number and call it *num*

Divide *num* by 2 and call the remainder *rem*

If *rem* is 0 write "even" otherwise write "odd"

The actual program has LOTS of **details – IGNORE THEM FOR NOW**
Pay attention to the main ideas

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The Program in C (part I)

```
/* read a number and report whether it is even or odd */
```

```
#include <stdio.h>
```

```
int main (void) {  
    int num; /* input number */  
    int rem; /* remainder after division by 2 */
```

```
/* get number from user */  
printf("Please enter a number: ");  
scanf("%d", &num);
```

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The Program in C (part II)

```
/* calculate remainder and report even or odd */
```

```
rem = num % 2;  
if (rem == 0) {  
    printf("even\n");  
} else {  
    printf("odd\n");  
}
```

```
/* terminate program */  
return 0;  
}
```

Remember: Don't sweat the details!!! (for now) ^{B-18}

Sample Execution

```

C:\evenodd\Debug\evenodd.exe
Please enter a number: 17
odd
Press any key to continue
    
```

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A Quick Look at the Program

Text surrounded by `/*` and `*/` are **comments**. Used to help the reader understand the program. Ignored during program execution.

Programs change over time. It's important that programmers be able to understand old code - good comments are essential.

```

/* read a number ... */
#include <stdio.h>
int main (void) {
    int num; /* input number */
    int rem; /* remainder ... */
    /* get number from user */
    printf("Please enter a number: ");
    scanf("%d", &num);
    /* calculate remainder ... */
    rem = num % 2;
    if (rem == 0) {
        printf("even\n");
    } else {
        printf("odd\n");
    }
    /* terminate program */
    return 0;
}
    
```

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Variables

Variable **declarations** create new variables and specify their names and types.

```

/* read a number ... */
#include <stdio.h>
int main (void) {
    int num; /* input number */
    int rem; /* remainder ... */
    /* get number from user */
    printf("Please enter a number: ");
    scanf("%d", &num);
    /* calculate remainder ... */
    rem = num % 2;
    if (rem == 0) {
        printf("even\n");
    } else {
        printf("odd\n");
    }
    /* terminate program */
    return 0;
}
    
```

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Statements

Following the declarations are **statements** that specify the operations the program is to carry out.

Lots of different kinds. Some (`if`, `else`, `return`) are part of the C language proper. Others (`scanf`, `printf`) are contained in **libraries** of routines that are available for use in our programs. For now, don't worry too much about the distinction.

```

/* read a number ... */
#include <stdio.h>
int main (void) {
    int num; /* input number */
    int rem; /* remainder ... */
    /* get number from user */
    printf("Please enter a number: ");
    scanf("%d", &num);
    /* calculate remainder ... */
    rem = num % 2;
    if (rem == 0) {
        printf("even\n");
    } else {
        printf("odd\n");
    }
    /* terminate program */
    return 0;
}
    
```

Functions

Functions are sequences of statements defined elsewhere. Some functions (such as `printf` and `scanf` here) are provided with the system. We will also learn how to write and use our own functions.

```

/* read a number ... */
#include <stdio.h>
int main (void) {
    int num; /* input number */
    int rem; /* remainder ... */
    /* get number from user */
    printf("Please enter a number: ");
    scanf("%d", &num);
    /* calculate remainder ... */
    rem = num % 2;
    if (rem == 0) {
        printf("even\n");
    } else {
        printf("odd\n");
    }
    /* terminate program */
    return 0;
}
    
```

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Boilerplate

Some parts of the program are standard utterances that need to be included at the beginning and end.

We'll explain all of this eventually. Just copy it for now in each of your programs.

```

/* read a number ... */
#include <stdio.h>
int main (void) {
    int num; /* input number */
    int rem; /* remainder ... */
    /* get number from user */
    printf("Please enter a number: ");
    scanf("%d", &num);
    /* calculate remainder ... */
    rem = num % 2;
    if (rem == 0) {
        printf("even\n");
    } else {
        printf("odd\n");
    }
    /* terminate program */
    return 0;
}
    
```

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From C to Machine Language

The computer's processor only understands "executable" programs written in its own **machine language**

Sequences of 1's and 0's
Different for each processor family (x86, PowerPC, SPARC, ARM, ...)

How can the CPU obey instructions written in C?

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Compilers and Linkers

There are two steps in creating an executable program starting from C source code

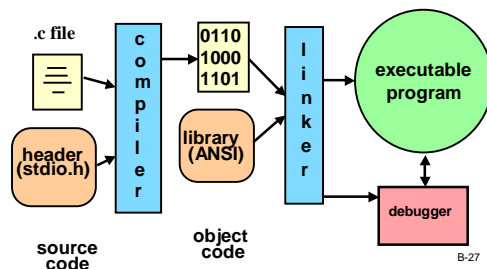
A program called the **C compiler** translates the C code into an equivalent program in the processor's machine language (1's and 0's)

A program called the **linker** combines this translated program with any library files it references (printf, scanf, etc.) to produce an executable machine language program (.exe file)

Environments like Visual Studio do both steps when you "build" the program

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Compilers, Linkers, etc.



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What Could Possibly Go Wrong?

Lots!

Things are rarely perfect on the first attempt

Both the compiler and linker could detect errors

Even if no errors are detected, logic errors ("bugs") could be lurking in the code

Getting the bugs out is a challenge even for professional software developers

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Terms: Syntax vs Semantics

Syntax: the required form of the program
punctuation, keywords (int, if, return, ...), word order, etc.

The C compiler always catches these "syntax errors" or "compiler errors"

Semantics (logic): what the program means
what you want it to do

The C compiler cannot catch these kinds of errors!

They can be extremely difficult to find

They may not show up right away

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Try It Yourself!

Type in the even/odd program

First get it working. Then see what happens when you:

Leave off a few semicolons or misspell something (syntax)

In the last printf statements, change "odd" to "even". Run the program. What happens if you enter 17? (semantics)

Experiment and see what happens

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Wow!!

We've covered a *lot* of new ideas

- Algorithms and programs
- Computer organization and memory
- The basic components of C programs
- Comments, declarations, statements
- Compilers, linkers, libraries, and program execution
- Errors

Lots of terminology, too

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What's Next?

Upcoming lectures: review what we've seen today and fill in details

Meanwhile, get started reading and trying things on the computer!

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QOTD: Playing with Syntax and Semantics

Imagine a game or a sport that you like to play. Or, use musical scores.

Now, in that domain (game, sport, or music):

- Describe in words what the difference between a syntax error and a semantic error would be.
- Give an example of a semantic error.

Can you think of a really great example?

Post it to the newsgroup!

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