

# Programming

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**CPSC 217: Introduction to Computer Science for Multidisciplinary  
Studies I**  
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# How Do We Solve Problems with a Computer?

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First question: How do we learn?

**What does it mean to  
understand  
something?**

# Bloom's Taxonomy

**create**

Produce new or original work

*Design, assemble, construct, conjecture, develop, formulate, author, investigate*

**evaluate**

Justify a stand or decision

*appraise, argue, defend, judge, select, support, value, critique, weigh*

**analyze**

Draw connections among ideas

*differentiate, organize, relate, compare, contrast, distinguish, examine, experiment, question, test*

**apply**

Use information in new situations

*execute, implement, solve, use, demonstrate, interpret, operate, schedule, sketch*

**understand**

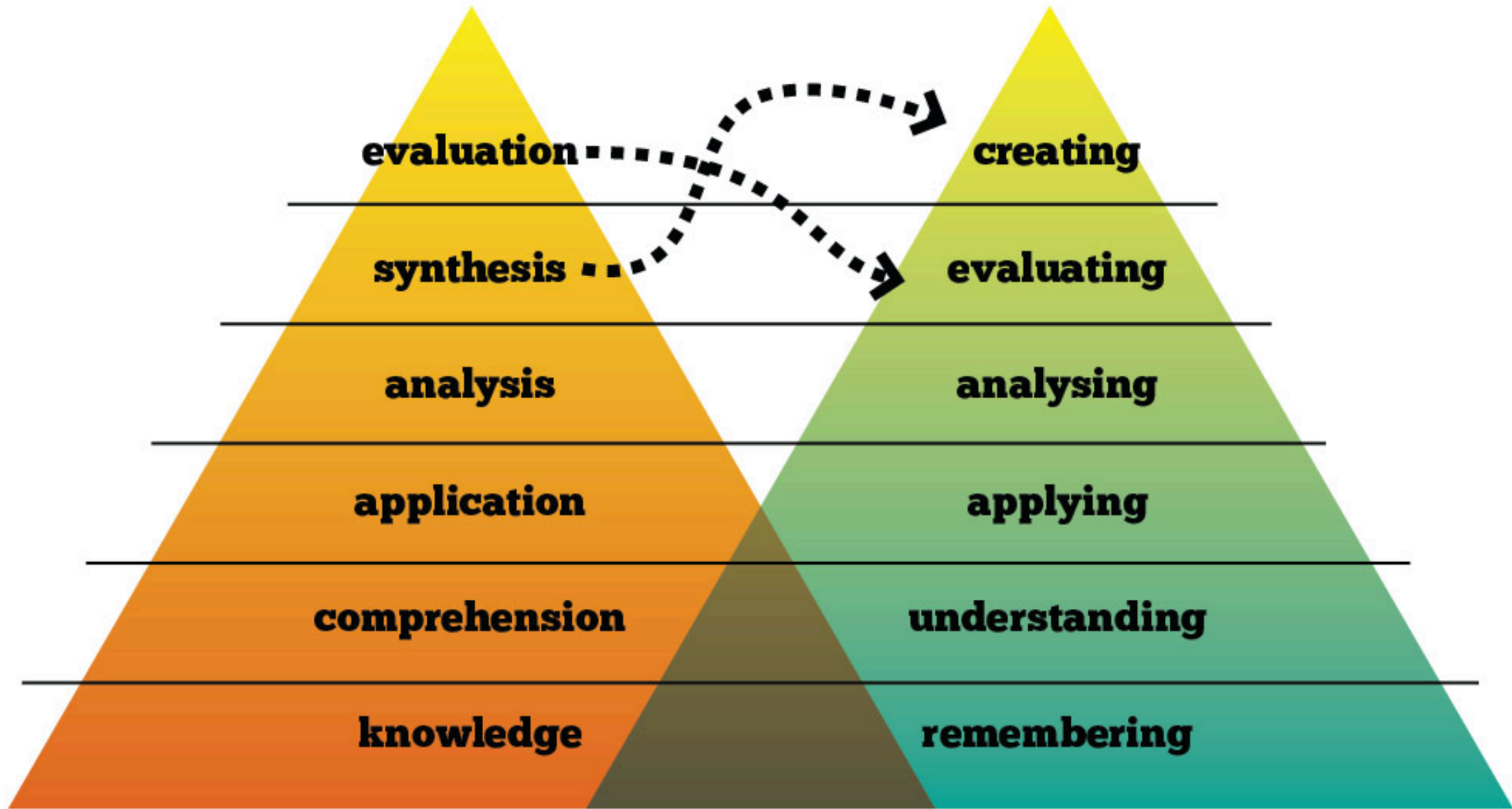
Explain ideas or concepts

*classify, describe, discuss, explain, identify, locate, recognize, report, select, translate*

**remember**

Recall facts and basic concepts

*define, duplicate, list, memorize, repeat, state*



Schultz 2005

**The Old Version**

**The New Version**

# Solving Problems

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How do we solve problems?

# Solving Problems



How do we solve problems?



Break original problem into smaller, more easily solvable parts and repeat on the smaller sub-problems.



Similar process used in expository writing (break topic up into easily-understandable bits, express in coherent way).

# Top Down Design

01

Start with the entire problem

02

Break the problem into approximately 3 to 5 smaller steps

03

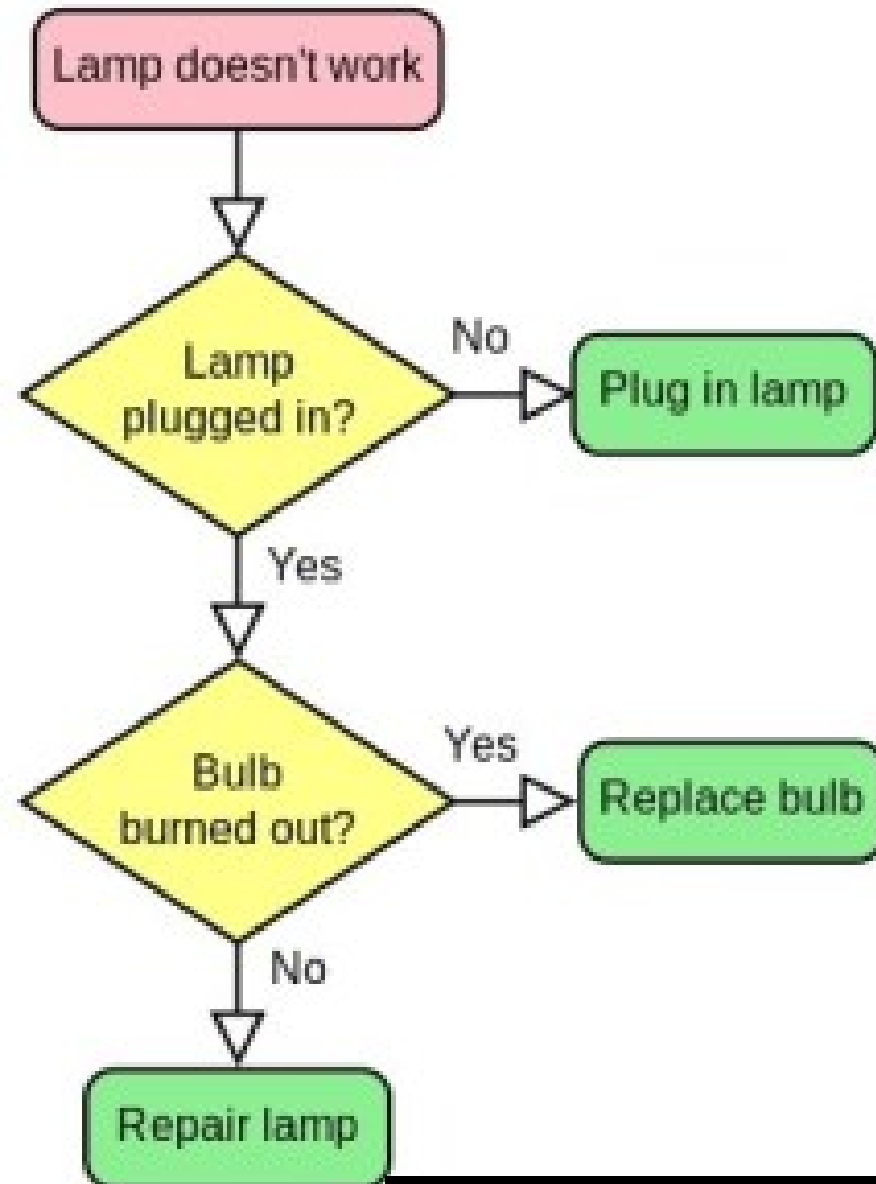
Repeat the process for each step that is still too complex



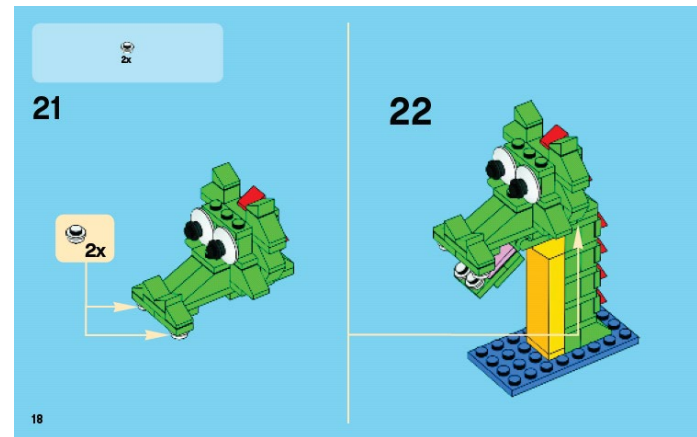
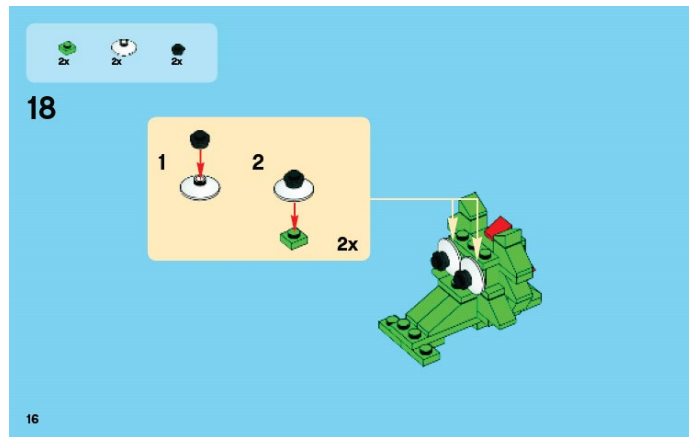
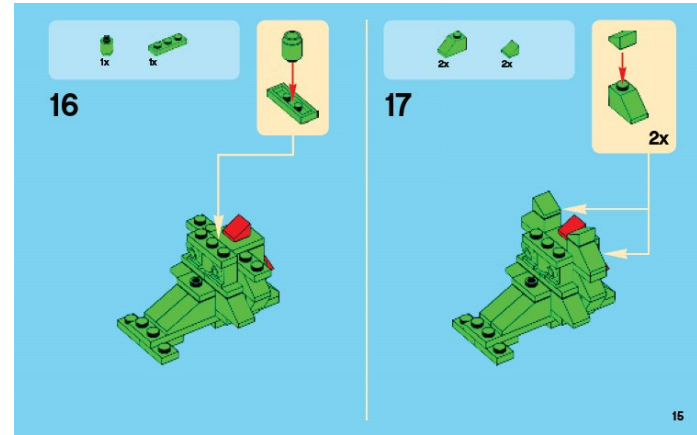
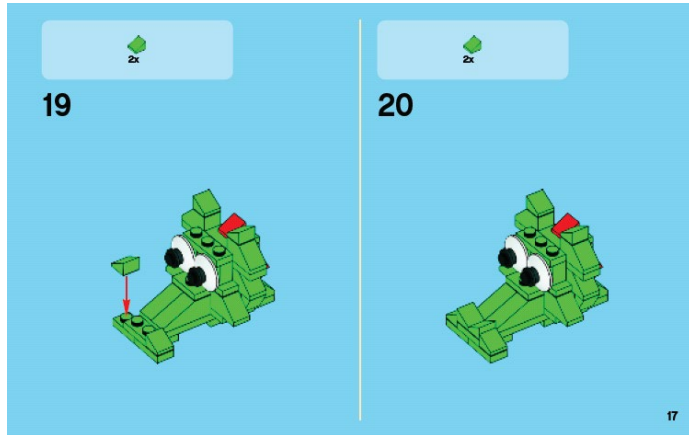
# What is an Algorithm?

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# What is an Algorithm?



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# What is an Algorithm?

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- **Algorithm: A finite sequence of effective (unambiguous, possible) steps to solve a problem.**
- **Expressed in English, human-oriented form**
- **Result of top-down design (or other problem solving strategy)**
- **A well written algorithm can be written in any computer programming language**

# What is Programming?

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# What is Programming?

- **Programming:** the process of creating software by translating algorithms into a computer language.
- **Algorithm:** human readable form, layout/syntax is free as long as a reasonable person can understand it
- **Computer Program:** computer readable form, precise syntax that must be followed exactly, will do exactly what you say (not what you meant!)

# Where Are We Going?

- Computers are tools that we use to solve problems
  - Need to understand the problem that we want to solve
  - Need to understand how a computer works to model the problem
  - Need to learn how to program the computer to solve the problem

# Programming Languages

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Many programming languages available

- Offer different features
- **Each has its own strengths and weaknesses**

Common features

- Allow us to control the behaviour of a computer
- **Defined syntactic and semantic rules**
  - **Syntactic** – what does a valid statement look like
  - **Semantic** – what is meaning of a statement



# Example: Syntax versus Semantics

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## Python 2:

**5 / 2 = 2**

5 / 2.0 = 2.5

5.0 / 2 = 2.5

## Python 3

**5 / 2 = 2.5**

5 / 2.0 = 2.5

5.0 / 2 = 2.5

**Syntax is the same.**

Division is done via /

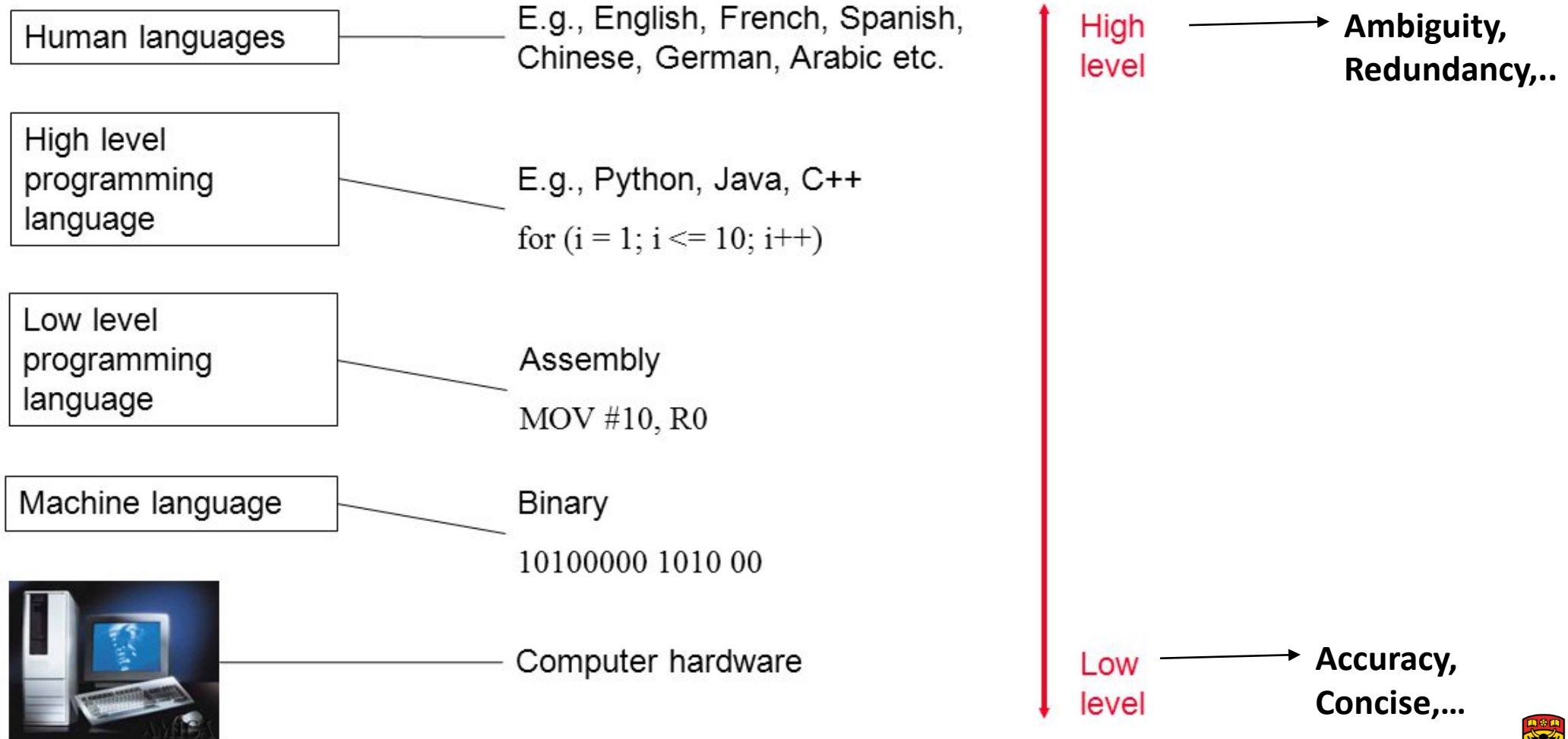
**Semantics are different.**

Python 2 division result is based on whether one input has decimals

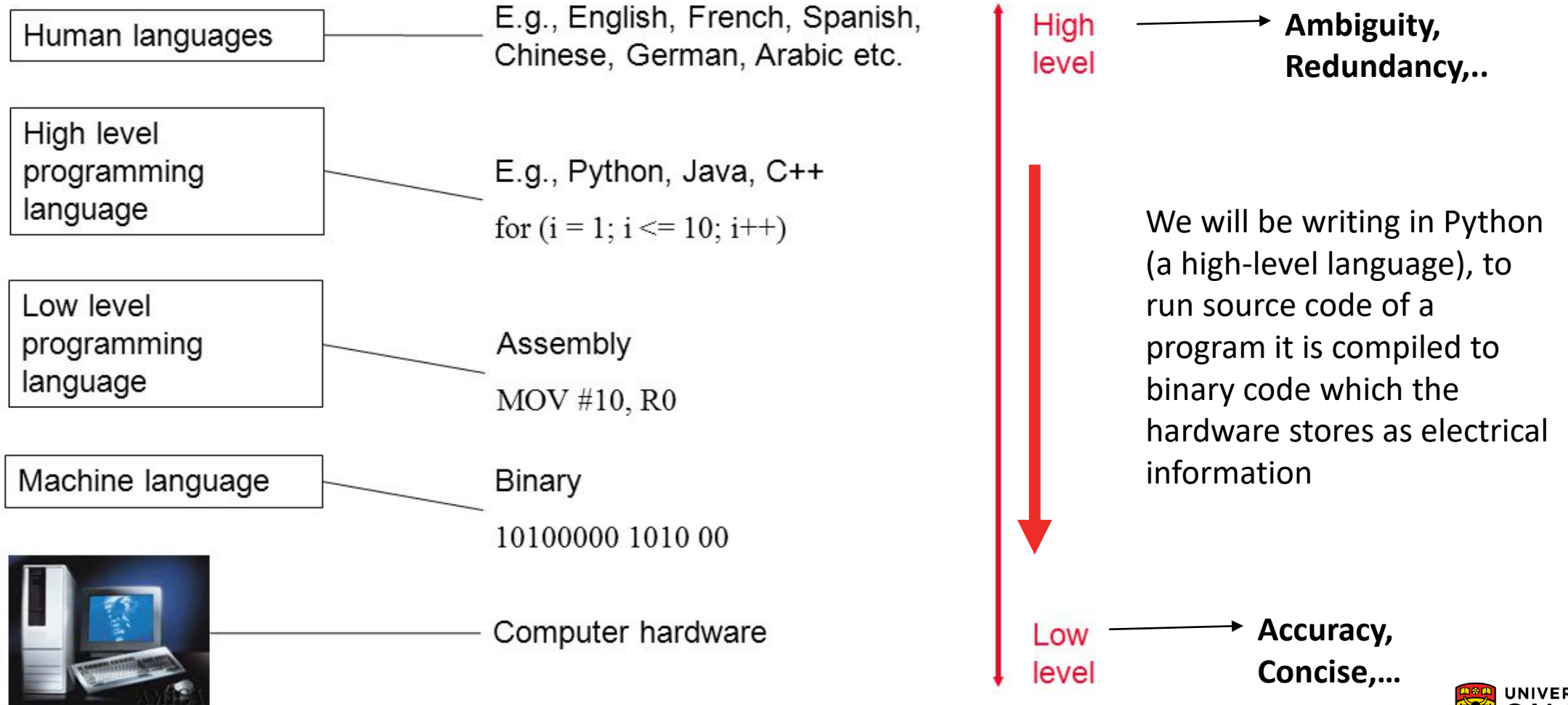
One decimal value number creates decimals out

Python 3 always produces decimal numbers

# High Level Vs. Low Level Languages



# High Level Vs. Low Level Languages



# Using Python

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- **Python 3 is the official programming language for this course.**
- There are different ways to tell Python to execute your code:
  - Interactive coding
  - System command lines and files
- This course does not encourage the use of IDE such as Eclipse
- We encourage direct interaction with the computer systems

# Compiler/Interpreter

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# Programming

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- Computer programs are stored in **source code files**
  - Human readable / editable
  - Can also be understood by a computer
  - typically have the extension **.py**
- Once the file is created, it is run using the installed python program
  - **python myfile.py**

# Compilers Vs. Interpreter

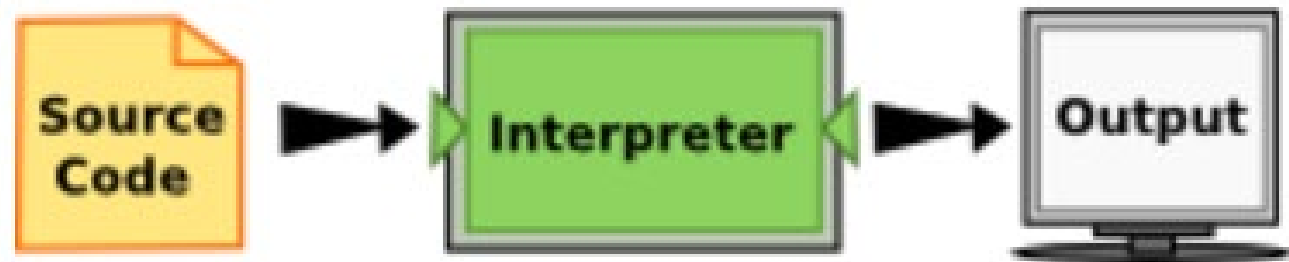
- A **compiler**:

- Is like **translating an entire book** and give it to a reader.
- A compiler reads the program and translates it completely before the program starts running



- An **interpreter**

- is **like translating a line at a time** and give the line to the user until the book is finished.
- It processes the program a little at a time, alternately reading lines and performing computations.



<b>Compiler</b>	<b>Interpreter</b>
Compiler Takes <b>Entire</b> program as input	Interpreter Takes <b>Single</b> instruction as input .
Intermediate Object Code is <b>Generated</b>	<b>No</b> Intermediate Object Code is <b>Generated</b>
Conditional Control Statements are Executes <b>faster</b>	Conditional Control Statements are Executes <b>slower</b>
<b>Memory Requirement : More</b> (Since Object Code is Generated)	<b>Memory Requirement is Less</b>
<b>Errors</b> are displayed after <b>entire program</b> is checked	<b>Errors</b> are displayed for <b>every instruction</b> interpreted (if any)

# Difference between Compiler and Interpreter



# Compiler or Interpreter

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- Many modern languages use both processes.
- Python uses both processes.
- Python is a **compiled interpreted language**
  
- Python is first compiled into a lower-level language, called **byte code**, and then interpreted by a program called a **virtual machine**.
  - (**byte code is higher level than machine code**, we can still move it between machine types Ex. Win/MacOS. Machine code can only move within same type.)
  - A **virtual machine** is created for each machine type.
  
- There is also an **interpreter-only** mode for Python where we can type instructions line by line. However, it is rare to use this outside of teaching programming.

# Coding

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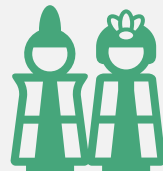
# Command lines and files



You can check your version using  
**python -V**



If the result is 2.X.X then



You will have to use: **python3  
hello.py**

# Interactive coding (Interpreter-only mode)

- >>> is a Python prompt indicating that python is ready to accept commands

```
cmd - python
Microsoft Windows [Version 10.0.15063]
(c) 2017 Microsoft Corporation. All rights reserved.

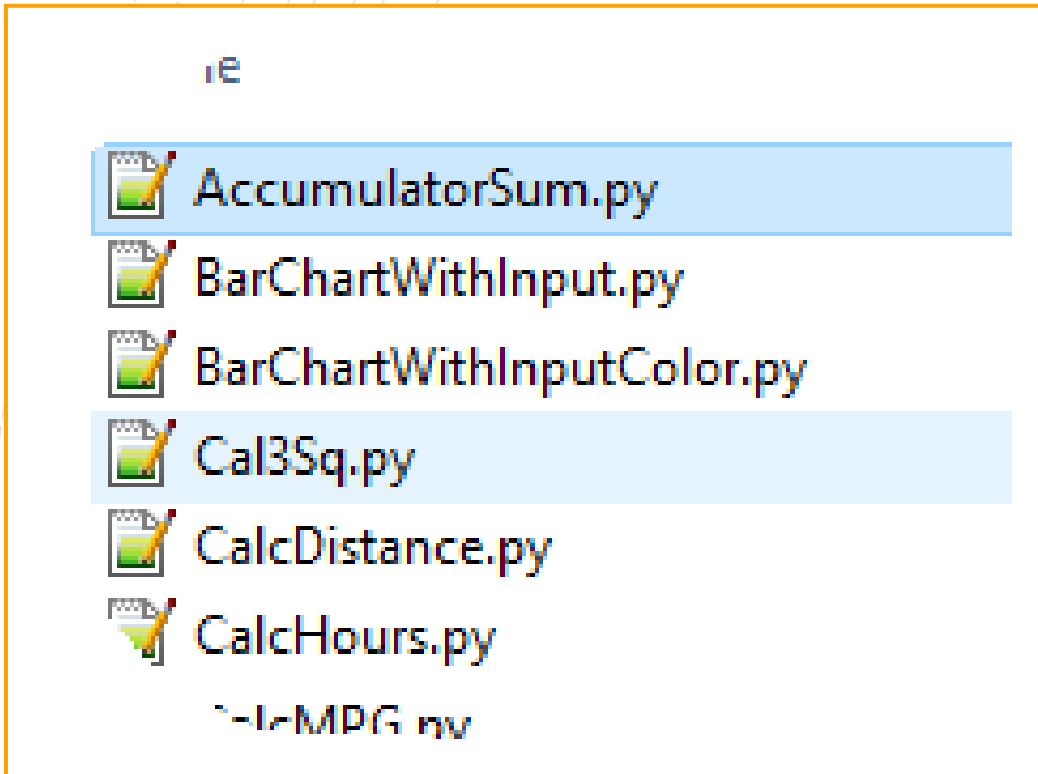
C:\Windows\System32>python
Python 3.6.2 (v3.6.2:5fd33b5, Jul 8 2017, 04:14:34) [MSC v.1900 32 bit (Intel)] on win32
Type "help", "copyright", "credits" or "license" for more information.
>>>
```

- Python Functions:

- **print()** → prints text to the screen
- **exit()** → exits python

```
>>> 1+1
2
>>> print("Hello World")
Hello World
>>>
```

# Command Lines and Files



**Source code** is a file containing your code often referred to as a *program*.

- The filename ends with a *.py* suffix

e.g. **hello.py**

- To execute from terminal/shell:

**python hello.py**

- To save the output into a file:

**python hello.py > output.txt**

# Onward to ... variables!

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