

# Breaking Problems Down

This section of notes shows you how to break down a large problem into smaller modules that are easier to implement and manage.

James Tam

## Designing A Program: Top-Down Approach

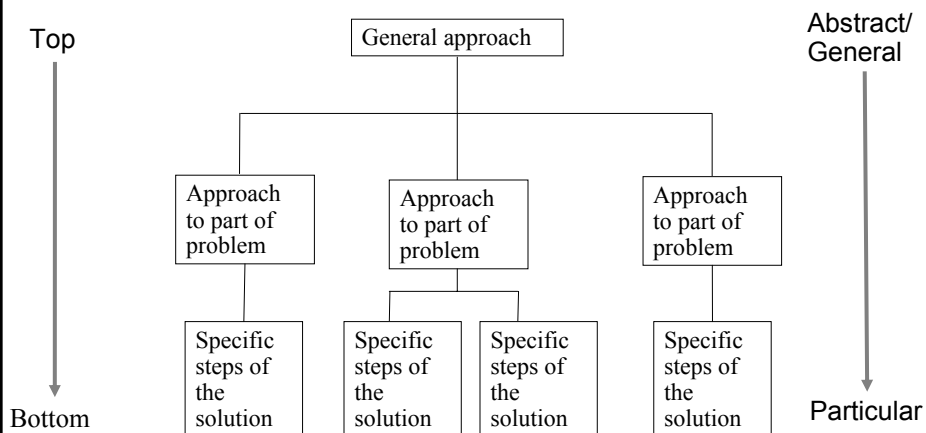
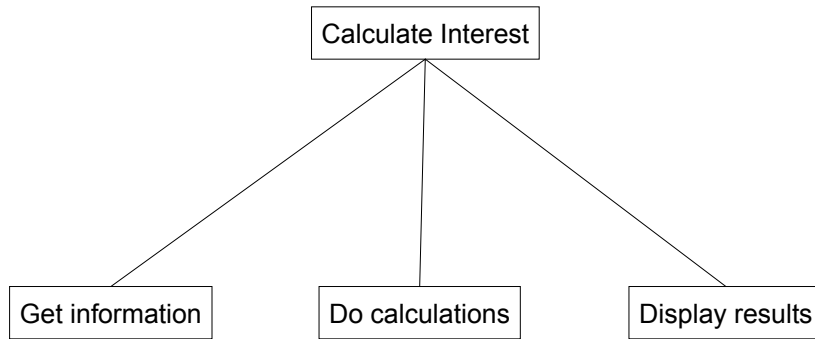


Figure extracted from Computer Science Illuminated by Dale N. and Lewis J.

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## Top Down Approach: Programming



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## Decomposing Problems Via The Top Down Approach

### Approach

- Breaking problem into smaller, well defined parts (modules)
- Making modules as independent as possible (loose coupling)

### Pascal implementation of program modules

- Procedures
- Functions

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## Using Functions And Procedures In Pascal

### Definition

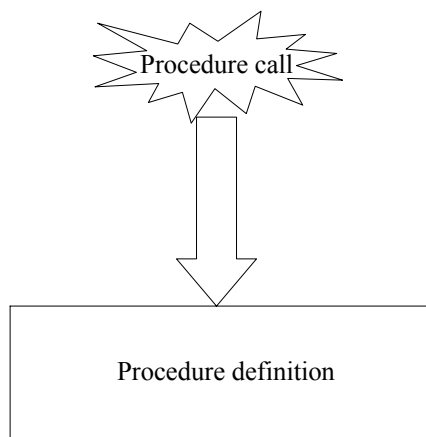
- Indicating what the function or procedure will do when it runs

### Call

- Getting the function or procedure to run

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## Procedures (Basic Case – No Parameters)



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## Defining Procedures (Basic Case – No Parameters)

Format:

```
procedure name;  
begin  
    (* Statements of the procedure go here *)  
end; (* End of procedure name *)
```

Example:

```
procedure displayInstructions;  
begin  
    writeln('These statements will typically give a high level');  
    writeln('overview of what the program as a whole does');  
end; (* End of procedure displayInstructions *)
```

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## Where To Define Modules (Procedures)

Header

Declarations

```
const  
Procedure and function definitions  
:
```

Statements

```
begin  
  
end.
```

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## Calling A Procedure (Basic Case – No Parameters)

Format:

*name*;

Example:

displayInstructions;

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## Where To Call Modules (Procedures)

It can be done most anywhere in the program

Header

Declarations

```
const  
Procedure and function definitions  
:
```

Statements

```
begin  
Calling the module: This example  
end.
```

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## Procedures: Putting Together The Basic Case

The full version of this example can be found in Unix under  
/home/231/examples/modules/firstExampleProcedure.p

```
program firstExampleProcedure (output);

procedure displayInstructions;
begin
  writeln ('These statements will typically give a high level!');
  writeln('overview of what the program as a whole does');
end; (*Procedure displayInstructions *)

begin
  displayInstructions;
  writeln('Thank you, come again!');
end. (* Program *)
```

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## Procedures: Putting Together The Basic Case

The full version of this example can be found in Unix under  
/home/231/examples/modules/firstExampleProcedure.p

```
program firstExampleProcedure (output);
```

```
procedure displayInstructions;
begin
  writeln ('These statements will typically give a high level!');
  writeln('overview of what the program as a whole does');
end; (*Procedure displayInstructions *)
```

```
begin
  displayInstructions;
  writeln('Thank you, come again!');
end. (* Program *)
```

**Procedure  
definition**

**Procedure  
call**

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## Defining Local Variables

Exist only for the life the module

Format:

```
procedure name;  
var  
  (* Local variable declarations go here *)  
begin  
  :  
end;
```

Example:

```
procedure proc;  
var  
  num1 : integer;  
begin  
  : :  
end;
```

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## Defining Local Variables: Putting It All Together

The full version of this example can be found in Unix under  
`/home/231/examples/modules/secondExampleProcedure.p`

```
program secondExampleProcedure (output);  
procedure proc;  
var  
  num1 : integer;  
begin  
  var num2 : integer;  
  num1 := 1;  
  num2 := 2;  
  writeln(num1, ' ', num2);  
end;  
begin  
  var num1 : integer;  
  num1 := 10;  
  writeln(num1);  
  proc;  
  writeln(num1);  
end.
```

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## Defining Local Variables: Putting It All Together

The full version of this example can be found in Unix under  
/home/231/examples/modules/secondExampleProcedure.p

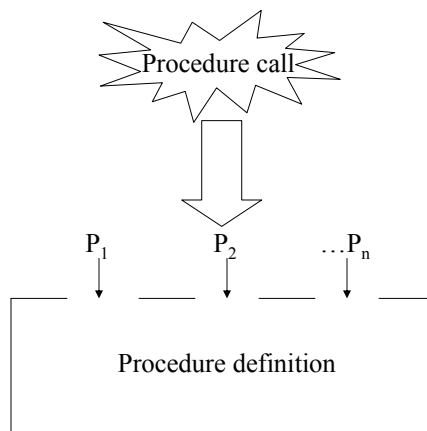
```
program secondExampleProcedure (output);  
procedure proc;  
var  
  num1 : integer;  
begin  
  var num2 : integer;  
  num1 := 1;  
  num2 := 2;  
  writeln(num1, ' ', num2);  
end;  
begin  
  var num1 : integer;  
  num1 := 10;  
  writeln(num1);  
  proc;  
  writeln(num1);  
end.
```

**Local variable:  
procedure 'proc'**

**Local variable:  
main module**

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## Procedures With Parameters



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## Defining Modules (Procedures) With Parameters

Format:

```
procedure name (Name of parameter 1 : type of parameter 1;  
               Name of parameter 2 : type of parameter 2;  
               :  
               :  
               Name of parameter n : type of parameter n);  
begin  
    (* Statements of the procedure go here *)  
end;
```

Example:

```
procedure celciusToFahrenheit (celciusValue : real);  
var  
    fahrenheitValue : real;  
begin  
    fahrenheitValue := 9 / 5 * celciusValue + 32;  
    writeln('temperature in Celsius: ', celciusValue:0:2);  
    writeln('temperature in Fahrenheit: ', fahrenheitValue:0:2);  
end; (* Procedure celciusToFahrenheit *)
```

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## Calling Modules (Procedures) With Parameters

Format:

```
name (Name of parameter 1, Name of parameter 2...Name of  
      parameter n);
```

Example:

```
celciusToFahrenheit (celciusValue);
```

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## Procedures: Putting Together The Case Of Procedures With Parameters

The full version of this example can be found in Unix under  
/home/231/examples/modules/temperatureConverter.p

```
program temperatureConverter (input, output);

procedure celsiusToFahrenheit (celsiusValue : real);
var
  fahrenheitValue : real;
begin
  fahrenheitValue := 9 / 5 * celsiusValue + 32;
  writeln('Temperature in Celsius: ', celsiusValue:0:2);
  writeln('Temperature in Fahrenheit: ', fahrenheitValue:0:2);
end; (* Procedure celsiusToFahrenheit *)
```

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## Procedures: Putting Together The Case Of Procedures With Parameters

The full version of this example can be found in Unix under  
/home/231/examples/modules/temperatureConverter.p

```
program temperatureConverter (input, output);
```

```
procedure celsiusToFahrenheit (celsiusValue : real);
var
  fahrenheitValue : real;
begin
  fahrenheitValue := 9 / 5 * celsiusValue + 32;
  writeln('Temperature in Celsius: ', celsiusValue:0:2);
  writeln('Temperature in Fahrenheit: ', fahrenheitValue:0:2);
end; (* Procedure celsiusToFahrenheit *)
```

**Procedure  
definition**



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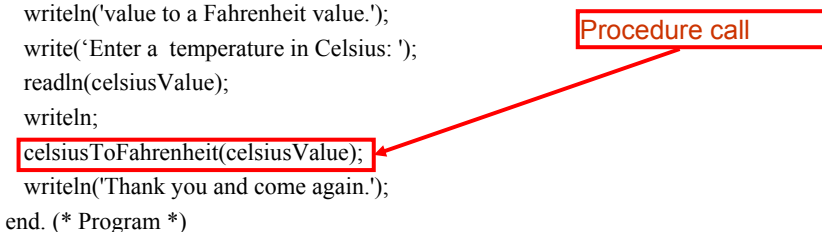
## Procedures: Putting Together The Case Of Procedures With Parameters (2)

```
begin
  var celsiusValue : real;
  writeln;
  writeln('This program will convert a given temperature from a Celsius');
  writeln('value to a Fahrenheit value. ');
  write('Enter a temperature in Celsius: ');
  readln(celsiusValue);
  writeln;
  celsiusToFahrenheit(celsiusValue);
  writeln('Thank you and come again. ');
end. (* Program *)
```

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## Procedures: Putting Together The Case Of Procedures With Parameters (2)

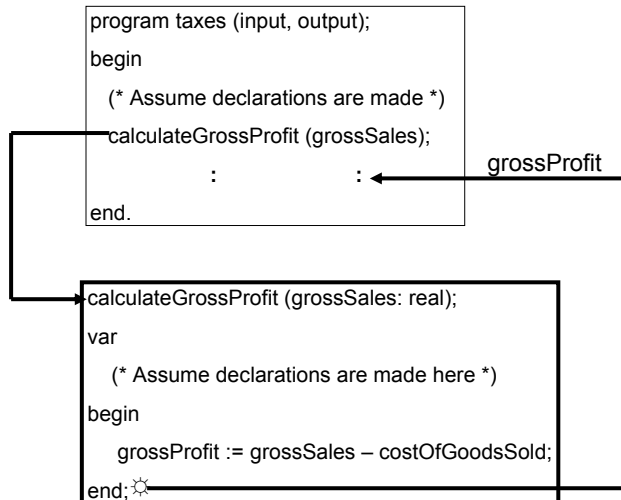
```
begin
  var celsiusValue : real;
  writeln;
  writeln('This program will convert a given temperature from a Celsius');
  writeln('value to a Fahrenheit value. ');
  write('Enter a temperature in Celsius: ');
  readln(celsiusValue);
  writeln;
  celsiusToFahrenheit(celsiusValue);
  writeln('Thank you and come again. ');
end. (* Program *)
```

A red box highlights the text 'celsiusToFahrenheit(celsiusValue);' in the code. A red arrow points from this box to another red box containing the text 'Procedure call'.

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## Retaining Information From A Module (Function Or Procedure) After The Module Has Ended

For example: producing an income statement



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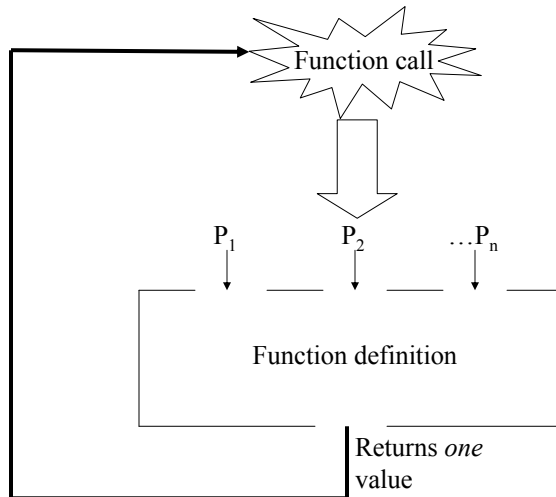
## Retaining Information From A Module (Function Or Procedure) After The Module Has Ended (2)

Methods:

- **Return a value with a function**
- Pass parameters into the procedure as variable parameters (rather than as value parameters)

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# Functions



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# Defining Functions

Format:

```
function name (Name of parameter 1 : type of parameter 1;  
              Name of parameter 2 : type of parameter 2;  
              :  
              :  
              Name of parameter n : type of parameter n):  
    return type;
```

begin

(\* Statements of the function go here \*)

```
    :  
    :  
    name := expression; (* Return value *)
```

end;

Example:

```
function calculateGrossIncome (grossSales : real;  
                              costOfGoodsSold : real) : real;
```

begin

```
    calculateGrossIncome := grossSales - costOfGoodsSold;
```

end;

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## Defining Functions

Format:

```
function name (Name of parameter 1 : type of parameter 1;  
              Name of parameter 2 : type of parameter 2;  
              :  
              :  
              Name of parameter n : type of parameter n):  
    return type;  
  
begin  
    (* Statements of the function go here *)  
    :  
    :  
    name := expression; (* Return value *)  
end;
```

Example:

```
function calculateGrossIncome (grossSales : real;  
                              costOfGoodsSold : real) : real;  
begin  
    calculateGrossIncome := grossSales - costOfGoodsSold;  
end;
```

**Return: Often the last  
statement in the function**

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## Calling Functions

Format:

```
variable := name of function;
```

```
variable := name of function (name of parameter 1, name of parameter  
                              2...name of parameter n);
```

Example:

```
grossIncome := calculateGrossIncome (grossSales, costOfGoodsSold);
```

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## Functions: Putting It All Together

The full version of this example can be found in Unix under  
/home/231/examples/modules/financialStatements.p

```
program financialStatments (input, output);

function calculateGrossIncome (grossSales      : real;
                              costOfGoodsSold : real) : real;

begin
  calculateGrossIncome := grossSales - costOfGoodsSold
end;

function calculateNetIncome (grossIncome : real;
                             expenses    : real) : real;

begin
  calculateNetIncome := grossIncome - expenses;
end;
```

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## Functions: Putting It All Together

The full version of this example can be found in Unix under  
/home/231/examples/modules/financialStatements.p

```
program financialStatments (input, output);
```

**Function definitions**

```
function calculateGrossIncome (grossSales      : real;
                              costOfGoodsSold : real) : real;

begin
  calculateGrossIncome := grossSales - costOfGoodsSold
end;
```

```
function calculateNetIncome (grossIncome : real;
                             expenses    : real) : real;

begin
  calculateNetIncome := grossIncome - expenses;
end;
```

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## Functions: Putting It All Together (2)

```
procedure produceIncomeStatement;
var
  grossSales      : real;
  costOfGoodsSold : real;
  grossIncome     : real;
  expenses        : real;
  netIncome       : real;
begin
  write('Enter gross sales $');
  readln(grossSales);
  write('Enter cost of the goods that were sold $');
  readln(costOfGoodsSold);
  write('Enter corporate expenses $');
  readln(expenses);

  grossIncome := calculateGrossIncome (grossSales, costOfGoodsSold);

  netIncome := calculateNetIncome (grossIncome, expenses);
```

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## Functions: Putting It All Together (2)

```
procedure produceIncomeStatement;
var
  grossSales      : real;
  costOfGoodsSold : real;
  grossIncome     : real;
  expenses        : real;
  netIncome       : real;
begin
  write('Enter gross sales $');
  readln(grossSales);
  write('Enter cost of the goods that were sold $');
  readln(costOfGoodsSold);
  write('Enter corporate expenses $');
  readln(expenses);

  grossIncome := calculateGrossIncome (grossSales, costOfGoodsSold);

  netIncome := calculateNetIncome (grossIncome, expenses);
```

**Function calls**

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## Functions: Putting It All Together (3)

```
(* Procedure produceIncomeStatement continued *)
writeln;
writeln('Gross sales $':26, grossSales:0:2);
writeln('Less: cost of goods sold $':26, costOfGoodsSold:0:2);
writeln('Gross income $':26, grossIncome:0:2);
writeln('Less: expenses $':26, expenses:0:2);
writeln('Net income $':26, netIncome:0:2);
writeln;
end; (* End of procedure produceIncomeStatement *)
```

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## Functions: Putting It All Together (4)

```
procedure intro;
begin
  writeln;
  writeln('This program will produce an income statement based upon your');
  writeln('gross sales figures, the cost of the goods that you sold and
  writeln('your expenses.');
```

```
writeln;
end;
```

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## Functions: Putting It All Together (5)

```
(* Start of main program *)  
begin  
  intro;  
  produceIncomeStatement;  
  writeln("Thank you, come again!");  
end. (* End of entire program. *)
```

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## Retaining Information From A Module (Function Or Procedure) After The Module Has Ended

Methods:

- Return a value with a function
- **Pass parameters into the procedure as variable parameters (rather than as value parameters)**

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## Passing Parameters As Value Parameters

Previous examples

```
procedureName (p1: parameter type);
```

```
procedureName (p1 : parameter type);  
begin  
end;
```

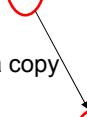
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## Passing Parameters As Value Parameters

Previous examples

```
procedureName (p1 parameter type);
```

Pass a copy



```
procedureName (p1 : parameter type);  
begin  
end;
```

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## Passing Parameters As Variable Parameters

Example coming up

```
procedureName (p1: parameter type);
```

```
procedureName (var p1 : parameter type);  
begin  
end;
```

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## Passing Parameters As Variable Parameters

Example coming up

```
procedureName (p1 parameter type);
```

Pass a  
variable

```
procedureName (var p1 : parameter type);  
begin  
end;
```

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## Procedure Definitions When Passing Parameters As Variable Parameters

Format:

```
procedure name (var Name of parameter 1 : type of parameter 1;  
               var Name of parameter 2 : type of parameter 2;  
               :  
               :  
               var Name of parameter n : type of parameter n);  
  
begin  
    (* Statements of the procedure go here *)  
end;
```

Example:

```
procedure tabulateIncome (    grossSales      : real;  
                           costOfGoodsSold : real;  
                           var grossIncome  : real;  
                           expenses        : real;  
                           var netIncome    : real);  
  
begin  
    grossIncome := grossSales - costOfGoodsSold;  
    netIncome  := grossIncome - expenses;  
end;
```

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## Calling Procedures With Variable Parameters

It's the same as calling procedures with value parameters!

Format:

```
name (name of parameter 1, name of parameter 2...name of parameter n);
```

Example:

```
tabulateIncome(grossSales,costOfGoodsSold,grossIncome,expenses,  
              netIncome);
```

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## Passing Variable Parameters: Putting It All Together

The full version of this example can be found in Unix under  
/home/231/examples/modules/financialStatements2.p

```
program financialStatments (input, output);

procedure getIncomeInformation (var grossSales      : real;
                               var costOfGoodsSold : real;
                               var expenses        : real);

begin
  write('Enter gross sales $');
  readln(grossSales);
  write('Enter the cost of the goods that were sold $');
  readln(costOfGoodsSold);
  write('Enter business expenses $');
  readln(expenses);
end; (* End of procedure getIncomeInformation *)
```

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## Passing Variable Parameters: Putting It All Together (2)

```
procedure tabulateIncome (  grossSales      : real;
                           costOfGoodsSold : real;
                           var grossIncome  : real;
                           expenses        : real;
                           var netIncome    : real);

begin
  grossIncome := grossSales - costOfGoodsSold;
  netIncome  := grossIncome - expenses;
end; (* End of procedure tabulateIncome *)
```

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## Passing Variable Parameters: Putting It All Together (3)

```
procedure displayIncomeStatement (grossSales      : real;
                                costOfGoodsSold : real;
                                grossIncome     : real;
                                expenses        : real;
                                netIncome       : real);

begin
  writeln;
  writeln('INCOME STATEMENT':40);
  writeln('Gross sales $':40, grossSales:0:2);
  writeln('Less: Cost of the goods that were sold $':40, costOfGoodsSold:0:2);
  writeln('Equals: Gross Income $':40, grossIncome:0:2);
  writeln('Less: Business Operating Expenses $':40, expenses:0:2);
  writeln('Equals: Net income $':40, netIncome:0:2);
  writeln;
end; (* End of displayIncomeStatement *)
```

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## Passing Variable Parameters: Putting It All Together (4)

```
procedure produceIncomeStatement;

var
  grossSales      : real;
  grossIncome     : real;
  costOfGoodsSold : real;
  expenses        : real;
  netIncome       : real;

begin
  getIncomeInformation(grossSales, costOfGoodsSold, expenses);
  tabulateIncome(grossSales, costOfGoodsSold, grossIncome, expenses, netIncome);
  displayIncomeStatement
    (grossSales, costOfGoodsSold, grossIncome, expenses, netIncome);
end; (* End of procedure produceIncomeStatement *)
```

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## Passing Variable Parameters: Putting It All Together (5)

```
procedure intro;  
begin  
  writeln;  
  writeln('This program will produce an income statement based upon your');  
  writeln('gross sales figures, the cost of the goods that you sold and');  
  writeln('your expenses.');
```

```
  writeln;
```

```
end.;
```

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## Passing Variable Parameters: Putting It All Together (6)

```
(* Begin main program *)  
begin  
  intro;  
  produceIncomeStatement;  
  writeln('Thank you, come again!');
```

```
end. (* End of main program *)
```

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## Functions Vs. Variable Parameters

Functions: *Exactly one value is returned by the function.*

```
function calculateGrossIncome (grossSales      : real;
                              costOfGoodsSold : real) : real;
begin
  calculateGrossIncome := grossSales - costOfGoodsSold;
end;
```

Variable parameters: *One or parameters may be modified in the module*

```
procedure tabulateIncome ( grossSales      : real;
                           costOfGoodsSold : real;
                           var grossIncome  : real;
                           expenses       : real;
                           var netIncome   : real);
begin
  grossIncome := grossSales - costOfGoodsSold;
  netIncome := grossIncome - expenses;
end;
```

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## Scope

It determines when a part of a program (constant, variable, function, procedure) is available for use in that program.

e.g., variables or constants must first be declared before they can be referred to or used.

```
begin
  var num: integer;
  num := 10;
  :      :
end.
```

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## Scope

It determines when a part of a program (constant, variable, function, procedure) is available for use in that program.

e.g., variables or constants must first be declared before they can be referred to or used.

```
begin
  var num: integer;
  num := 10;
  :      :
end.
```

**Declaration**

**Usage**

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## Scope

It determines when a part of a program (constant, variable, function, procedure) is available for use in that program.

e.g., variables or constants must first be declared before they can be referred to or used.

```
begin
  var num: integer;
  num := 10;
  :      :
end.
```

**Comes into scope**

**Scope of num**

**Goes out of scope**

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## Global Scope

Global scope: After declaration, the item (constant, variable, function or procedure) can be accessed anywhere in the program.

```
program exampleProgram;
```

**Declarations here have global scope**

```
procedure proc;
```

```
var
```

**Declarations with local scope**

```
begin
```

```
end;
```

```
begin
```

**Declarations with local scope**

```
end.
```

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## Global Scope (2)

When an identifier (constant, variable, function or procedure) is encountered the compiler will:

- First check in the local scope
- Check the global scope if no matches can be found locally

For example:

```
program exampleProgram;
```

```
var
```

```
num : integer;
```

**2) Check global scope**

```
procedure proc;
```

```
var
```

```
num : integer;
```

**1) Check local scope**

```
begin
```

```
num := 1;
```

**Reference to an identifier**

```
end;
```

```
begin
```

```
: :
```

```
end.
```

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## First Scoping Example

The full version of this program can be found in Unix under:  
`/home/231/examples/modules/scope1.p`

```
program scope1 (output);
const
  SIZE = 10;
var
  num1 : integer;
  ch   : char;
procedure proc1;
var
  num2 : real;
  num3 : real;
begin
  writeln('In proc1');
end;
begin
end.

```

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## Second Scoping Example

The full version of this program can be found in Unix under:  
`/home/231/examples/modules/scope2.p`

```
program scope2 (output);
var
  num : integer;
  ch  : char;
procedure proc1;
var
  ch : char;
begin
  ch := 'b';
  writeln('In proc1');
  writeln ('num=', num, ' ch=', ch);
  writeln;
end;

```

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## Second Scoping Example (2)

```
procedure proc2(numProc2: integer);  
var  
  num : integer;  
begin  
  writeln('In proc2');  
  num := 2;  
  numProc2 := 20;  
  writeln('num=', num, ' ch=', ch, ' numProc2=', numProc2);  
  writeln;  
  proc1;  
end;
```

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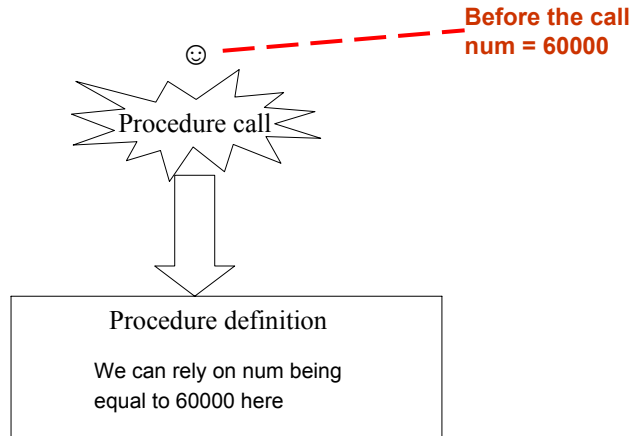
## Second Scoping Example (3)

```
begin  
  var numLocal : integer;  
  num := 1;  
  ch := 'a';  
  numLocal := 10;  
  writeln;  
  proc2(numLocal);  
  writeln('In main program');  
  writeln('num=', num, ' ch=', ch, ' numLocal=', numLocal);  
end.
```

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## Preconditions

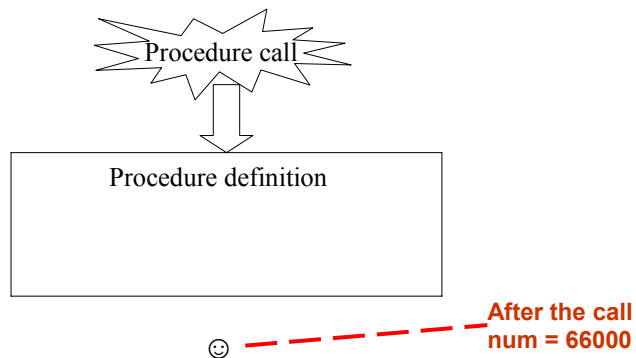
Describe what should be true before a statement is executed  
e.g., What will be the value of a variable before a procedure call.



James Tam

## Postconditions

Describe what should be true after a statement is executed  
e.g., What will be the value of a variable after a procedure call.



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## Preconditions And PostConditions

Relative: One procedure's postcondition can be another procedure's precondition

e.g.,

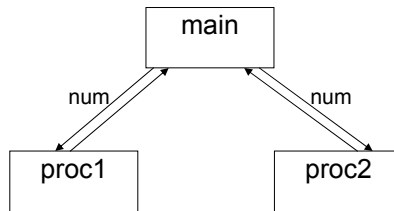
begin

var num: integer;

proc1(num);

proc2(num);

end.



James Tam

## Preconditions And PostConditions

Assertions: Making assumptions about what is the state of (a part of) the program at a certain point.

☺

procedure getAge (var age : integer);

begin

write('How old are you (1-113 years)? ');

readln(age);

end;

☺

☺

function calculateAgeModifier (age : integer): integer;

begin

if (age >= 1) AND (age <= 25) then

calculateAgeModifier := age \* 2;

else if (age >= 26) AND (age <= 65) then

calculateAgeModifier := age \* 3;

else if (age >= 66) AND (age <= 113) then

calculateAgeModifier := age \* 4;

else

calculateAgeModifier := 0;

end;

No  
precondition  
on 'age'

Post condition:  
'age' is 1 - 113

Precondition:  
'age' is 1 - 113

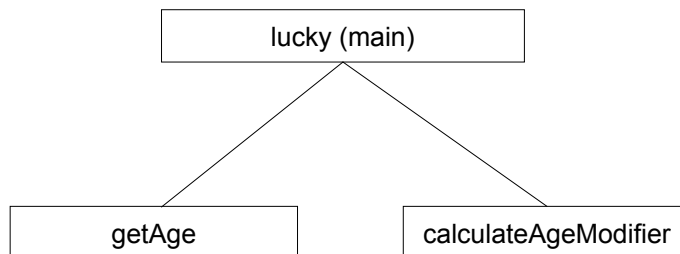
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## Testing Modules

- Making sure the function or procedure does what it is supposed to do e.g., checking if calculations are correct.
- Ties into the top-down approach to design
  - 1) Outline the structure of the program (empty modules)
  - 2) As modules are implemented test each one as appropriate
  - 3) Fix and bugs and add the working module to the program.

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## Outline Of The Lucky Number Program



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## Code Skeleton For The Lucky Number Generator

```
program Lucky (input, output);

procedure getAge (var age : integer);
begin

end;

function calculateAgeModifier (age : integer): integer;
begin
    calculateAgeModifier := 0;
end;

begin
    var age          : integer;
    var ageModifier : integer;
    getAge (age);
    ageModifier := calculateAgeModifier(age);
end.
```

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## Implementation Of Procedure “getAge”

```
procedure getAge (var age : integer);
begin
    write('How old are you (1-113 years)? ');
    readln(age);
end;
```

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## Testing Procedure “getAge”

Testing simply involves checking the input:

```
(* In the main procedure *)
getAge(age);
writeln('After getAge, age=', age);
```

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## Implementing Function “calculateAgeModifier”

```
function calculateAgeModifier (age : integer): integer;
begin
  if (age >= 1) AND (age <= 25) then
    calculateAgeModifier := age * 2
  else if (age >= 26) AND (age <= 65) then
    calculateAgeModifier := age * 3
  else if (age >= 66) AND (age <= 113) then
    calculateAgeModifier := age * 4
  else
    calculateAgeModifier := 0;
end;
```

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## Testing Function “calculateAgeModifier”

```
(* Testing in the main procedure calculateAgeModifier*)
ageModifier := calculateAgeModifier(0);
if (ageModifier <> 0) then
  writeln('Error if age < 1');

ageModifier := calculateAgeModifier(114);
if (ageModifier <> 0) then
  writeln('Error if age > 113');

ageModifier := calculateAgeModifier(20);
if (ageModifier <> 40) then
  writeln('Error if age 1 - 25');

ageModifier := calculateAgeModifier(40);
if (ageModifier <> 120) then
  writeln('Error if age 26 - 65');
```

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## Testing Function “calculateAgeModifier” (2)

```
ageModifier := calculateAgeModifier(70);
if (ageModifier <> 280) then
  writeln('Error if age 66 - 113');
```

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## Why Use Modular Design

### Drawback

- Complexity – understanding and setting up inter-module communication may appear daunting at first
- Tracing the program may appear harder as execution appears to “jump” around between modules.

### Benefit

- Solution is easier to visualize
- Easier to test the program
- Easier to maintain (if modules are independent)

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## You Should Now Know

How to break a programming problem down into modules

What is the difference between a procedure and a function

What is the difference between a value parameter and variable parameter

How to define and call program modules (procedures and functions)

Variables and scope

- What is a local variable
- What is a global variable
- What is the scope of a procedure or function

What are preconditions and post-conditions

How to test functions and procedures

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