

Getting Started With Pascal Programming

How are computer programs created

What is the basic structure of a Pascal Program

Variables and constants

Input and output

Pascal operators

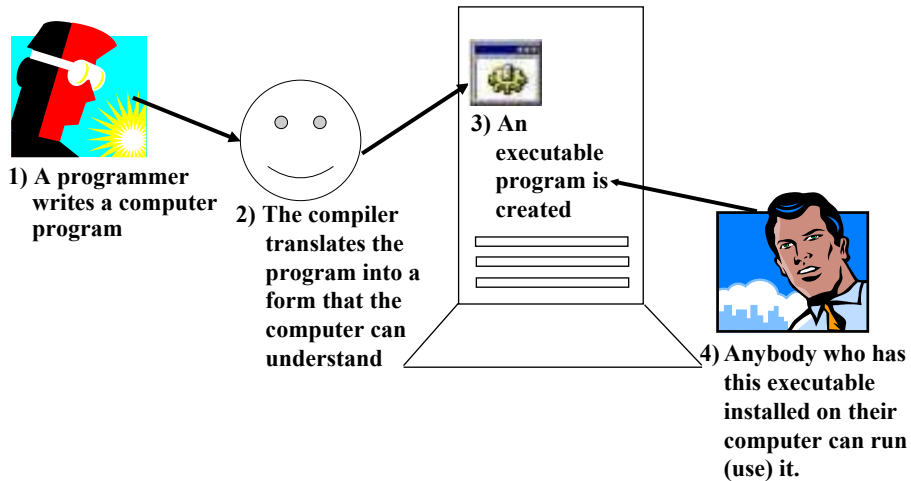
Common programming errors

Introduction to program design

James Tam

Computer Programs

Binary is the language of the computer



James Tam

Translators

Convert computer programs to machine language

Types

1) Interpreters

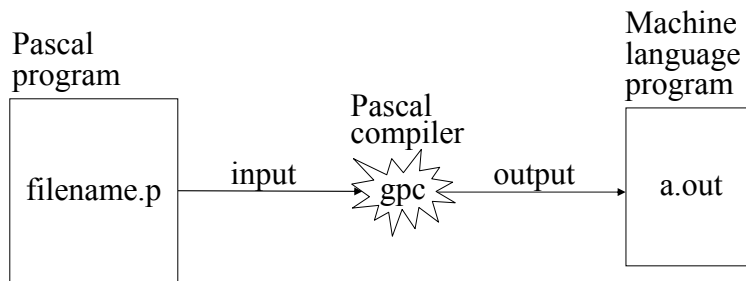
- Each time that the program is run the interpreter translates the program (translating a part at a time).
- If there are any errors during the process of interpreting the program, the program will stop running right when the error is encountered.

2) Compilers

- Before the program is run the compiler translates the program (compiling it all at once).
- If there are *any errors* during the compilation process, no machine language executable will be produced.
- If there are *no errors* during compilation then the translated machine language program can be run.

James Tam

Compiling Programs: Basic View



James Tam

Basic Structure Of Pascal Programs

Program name.p (Pascal source code)

Part I: Header

```
Program documentation  
program name (input, output);
```

Part II: Declarations

```
const  
:
```

Part III: Statements

```
begin  
:  
end.
```

James Tam

Details Of The Parts Of A Pascal Program

Part I: Header

- Parts:

- 1) Program documentation

- What does the program do, author(s), version number, date of last modification etc.

- Comments for the reader of the program (and not the computer)

- (* Marks the beginning of the documentation

- *) Marks the end of the documentation

- 2) Program heading

- Keyword: program, Name of program, if input and/or output operations performed by the program.

- Example

```
(*  
* Tax-It v1.0: This program will electronically calculate your tax return.  
*)
```

} Documentation

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

} Heading

James Tam

Details Of The Parts Of A Pascal Program (2)

Part II: Declarations

- List of constants
- More to come later during this term regarding this section

Part III: Statements

- The instructions in the program that actually gets things done
- They tell the computer what to do as the program is running
- Statement are separated by semicolons ";"
- Much more to come later throughout the rest of the term regarding this section

James Tam

The Smallest Pascal Program

```
program smallest;
```

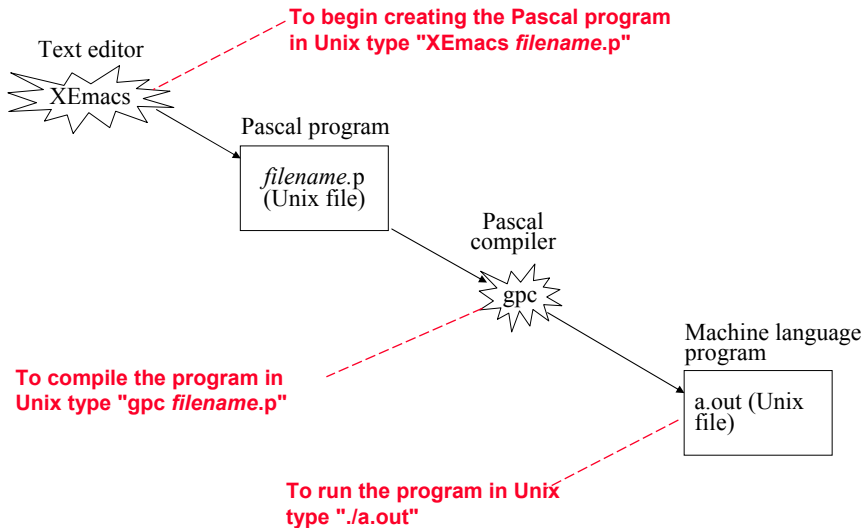
```
begin
```

```
end.
```

Note: The name in the header "smallest" should match the filename "smallest.p". You can find an online version of this program in the Unix file system under /home/231/tamj/examples/intro/smallest.p (the compiled version is called "smallest").

James Tam

Creating And Compiling Programs On The Computer Science Network



James Tam

Source Code Vs. Executable Files

Source code

- A file that contains the Pascal program code.
- It must end with a 'dot-p' suffix (*program name.p*).
- Can be viewed and edited.
- Cannot be executed.

```

program smallest;
begin
  :      :
end.
  
```

Executable code

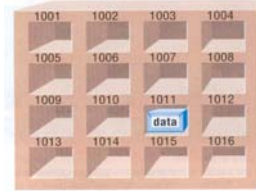
- A file that contains machine language (binary) code.
- By default this file will be called "a.out".
- It cannot be directly viewed or edited (meaningless).
- It can be executed.

```

ELF^A^B^A^@^@^
@^@^@^@^@^@^
@^@^B^@^B^@^@
^@^A^@^A^Zh^@^
@^@4^@^B|263|37
0^@^@^@^@^@4^
@
^@^E^@(^@^]^@^Z
^@^@^@^F^@^@^
:      :
  
```

James Tam

Variables



Set aside a location in memory

- This location can store one ‘piece’ of information

Used to store information (temporary)

- *At most* the information will be accessible as long as the program runs

Types:

- **integer** – whole numbers
- **real** – whole numbers and fractions
- **char** – alphabetic, numeric and miscellaneous symbols (in UNIX type “man ascii”)
- **boolean** – a true or false value

Usage (must be done in this order!)

- Declaration
- Accessing or assigning values to the variables

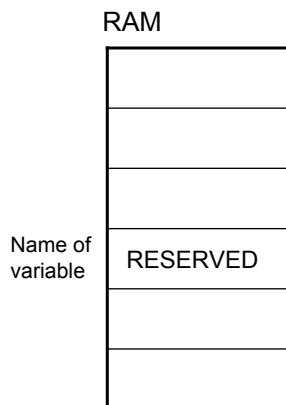
Picture from Computers in your future by Pfaffenberger B

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Declaring Variables

Sets aside memory

Memory locations are addressed through the name of the variable



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Declaring Variables

Declare variables between the 'begin' and 'end.'

Part I: Header

```
Program documentation  
program name (input, output);
```

Part II: Declarations

```
const  
:
```

Part III: Statements

```
begin  
    Declare variables here  
end.
```

James Tam

Declaring Variables (3)

Format:

```
var name of first variable : type of first variable;  
var name of second variable : type of second variable;
```

Examples:

```
var height : real;  
var weight : real;  
var age : integer;
```

James Tam

Variable Naming Conventions

- Should be meaningful
- Any combination of letters, numbers or underscore (*can't* begin with a number and *shouldn't* begin with an underscore)
- Can't be a reserved word (see the “Reserved Words” slide)
- Avoid using predefined identifiers (see the “Standard Identifiers” slides)
- Avoid distinguishing variable names only by case
- For variable names composed of multiple words separate each word by capitalizing the first letter of each word (save for the first word) or by using an underscore.

James Tam

Variable Naming Conventions (2)

- Okay:
 - tax_rate
 - firstName
- Not Okay (violate Pascal syntax)
 - 1abc
 - test.msg
 - good-day
 - program
- Not okay (bad style)
 - x
 - writeln

James Tam

Reserved Words

Have a predefined meaning in Pascal that **cannot** be changed

and	array	begin	case	const	div	do	downto	else
end	file	for	forward	function	goto	if	in	label
mod	nil	not	of	or	packed	procedure	program	record
repeat	set	then	to	type	until	var	while	while

For more information on reserved words go to the url: <http://www.gnu-pascal.de/gpc/index.html>

James Tam

Standard Identifiers

Have a predefined meaning in Pascal that **SHOULD NOT** be changed

Predefined constants

- false
- true
- maxint

Predefined types

- boolean
- char
- integer
- real
- text

Predefined files

- input
- output

For more information on standard identifiers go to the url: <http://www.gnu-pascal.de/gpc/index.html>

James Tam

Standard Identifiers (2)

Predefined functions

abs	arctan	chr	cos	eof	eoln
exp	ln	odd	ord	pred	round
sin	sqr	sqrt	succ	trunc	

For more information on standard identifiers go to the url: <http://www.gnu-pascal.de/gpc/index.html>

James Tam

Standard Identifiers (3)

Predefined procedures

dispose	get	new	pack	page
put	read	readln	reset	rewrite
unpack	write	writeln		

For more information on standard identifiers go to the url: <http://www.gnu-pascal.de/gpc/index.html>

James Tam

Accessing Variables

Can be done by referring to the name of the variable

Format:

name of variable

Example:

num

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Assigning Values To Variables

Format:

Destination := Source; ¹

Example:

```
var principle : real;  
var rate      : real;  
var interest  : real;  
var amount   : real;  
var initial   : char;
```

```
interest := principle * rate;  
initial := 'j';
```

NO!

¹ The source can be any expression (constant, variable or mathematical formula)

James Tam

Assigning Values To Variables

Format:

```
Destination := Source; 1
```

Example:

```
var principle : real;  
var rate      : real;  
var interest  : real;  
var amount   : real;  
var initial   : char;  
  
principle := 100;  
rate := 0.1;  
interest := principle * rate;  
amount := principle + interest;  
initial := 'j';
```

¹ The source can be any expression (constant, variable or mathematical formula)

Assigning Values To Variables (2)

Avoid assigning mixed types:

```
program variableExample;  
begin  
  var num1 : integer;  
  var num2 : real;  
  
  num1 := 12;  
  num2 := 12.5;  
  num2 := num1;  
  num1 := num2;  
  
end.
```

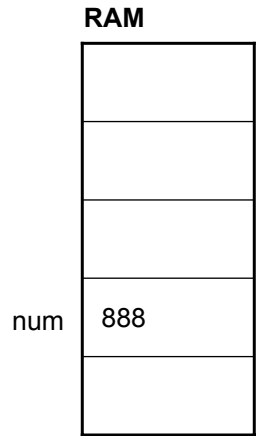
Rare

Not allowed!

Reminder: Variables Must First Be Declared Before They Can Be Used! (The Right Way)

Correct:

```
var num : integer;  
num := 888;
```

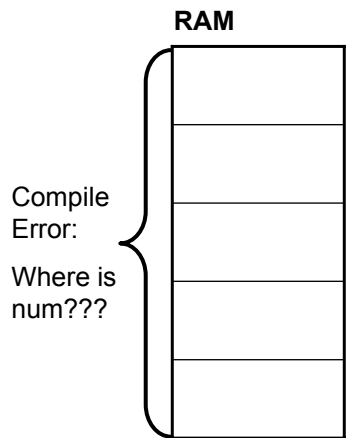


James Tam

Reminder: Variables Must First Be Declared Before They Can Be Used! (The Wrong Way)

Incorrect:

```
num := 888;  
var num : integer;
```



James Tam

Named Constants

A memory location that is assigned a value that cannot be changed

Declared in the constant declaration ("const") section

The naming conventions for choosing variable names generally apply to constants but the name of constants should be all UPPER CASE. (You can separate multiple words with an underscore).

Format:

```
const
```

```
    NAME_OF_FIRST_CONSTANT = value of first constant;
```

```
    NAME_OF_SECOND_CONSTANT = value of second constant;
```

```
    etc.
```

James Tam

Named Constants (2)

Examples:

```
const
```

```
    TAX_RATE = 0.25;
```

```
    SAMPLE_SIZE = 1000;
```

```
    YES = True;
```

```
    NO = False;
```

James Tam

Declaring Named Constants

Named constants are declared in the declarations section

Part I: Header

```
Program documentation  
program name (input, output);
```

Part II: Declarations

```
const  
Declare constants here
```

Part III: Statements

```
begin  
  :  
  :  
end.
```

James Tam

Purpose Of Named Constants

1) Makes the program easier to understand

```
populationChange := (0.1758 - 0.1257) * currentPopulation;
```

Vs.

Magic Numbers
(avoid whenever possible!)

```
const
```

```
BIRTH_RATE = 0.1758;
```

```
DEATH_RATE = 0.1257;
```

```
begin
```

```
populationChange := (BIRTH_RATE - DEATH_RATE) *  
currentPopulation;
```

James Tam

Purpose Of Named Constants (2)

2) Makes the program easier to maintain

- If the constant is referred to several times throughout the program, changing the value of the constant once will change it throughout the program.

James Tam

Purpose Of Named Constants (3)

```
program population (output);
const
  BIRTH_RATE = 0.1758;
  DEATH_RATE = 0.1257;
begin
  var populationChange : real;
  var currentPopulation : real;
  populationChange := (BIRTH_RATE - DEATH_RATE) * currentPopulation;
  if (populationChange > 0) then
    writeln('Births: ', BIRTH_RATE, ' Deaths:', DEATH_RATE, ' Change:',
      populationChange)
  else if (populationChange < 0) then
    writeln('Births: ', BIRTH_RATE, ' Deaths:', DEATH_RATE, ' Change:',
      populationChange)
end.
```

James Tam

Purpose Of Named Constants (3)

```
program population (output);
const
  BIRTH_RATE = 0.5;
  DEATH_RATE = 0.1257;
begin
  var populationChange : real;
  var currentPopulation : real;
  populationChange := (BIRTH_RATE - DEATH_RATE) * currentPopulation;
  if (populationChange > 0) then
    writeln('Births: ', BIRTH_RATE, ' Deaths:', DEATH_RATE, ' Change:',
      populationChange)
  else if (populationChange < 0) then
    writeln('Births: ', BIRTH_RATE, ' Deaths:', DEATH_RATE, ' Change:',
      populationChange)
end.
```

James Tam

Purpose Of Named Constants (3)

```
program population (output);
const
  BIRTH_RATE = 0.1758;
  DEATH_RATE = 0.01;
begin
  var populationChange : real;
  var currentPopulation : real;
  populationChange := (BIRTH_RATE - DEATH_RATE) * currentPopulation;
  if (populationChange > 0) then
    writeln('Births: ', BIRTH_RATE, ' Deaths:', DEATH_RATE, ' Change:',
      populationChange)
  else if (populationChange < 0) then
    writeln('Births: ', BIRTH_RATE, ' Deaths:', DEATH_RATE, ' Change:',
      populationChange)
end.
```

James Tam

Output

Displaying information onscreen

Done via the write and writeln statements

Format:

(Displaying a “literal string” of characters)

write ('a message');

or

writeln('a message');

(Displaying the contents of a variable or constant)

write(<name of variable> or <constant>);

or

writeln (<name of variable> or <constant>);

(Displaying mixed output: literal strings, the contents of variables and constants)

write('message', <name of variable>, 'message'...);

or

writeln('message', <name of variable>, 'message'...);

James Tam

Output (2)

Example:

```
program simple (output);
```

```
begin
```

```
    writeln('The output.');
```

```
end.
```

James Tam

Output (3)

Example:

```
program outputExample (output);
begin
  var num : integer;
  num := 10;
  writeln('line1');
  write('line2A');
  writeln('line2B');
  writeln(num);
  writeln('num=', num);
end.
```

James Tam

Formatting Output

Automatic formatting of output

- Field width: The computer will insert enough spaces to ensure that the information can be displayed.
- Decimal places: For real numbers the data will be displayed in exponential form.

Manually formatting of output:

Format:

```
write or writeln (<data>: <Field width for data1>: <Number decimal places for real data1>);
```

Examples

```
var num : real;
num := 12.34;
writeln(num);
writeln(num:5:2);
```

¹ These values can be set to any non-negative integer (zero or greater).

James Tam

Formatting Output (2)

If the field width doesn't match the actual size of the field

- Field width too small – extra spaces will be added for integer variables **but not** for other types of data.

- Examples:

```
var num : integer;  
num := 123456;  
writeln(num:3);  
writeln('123456':3);
```

- Field width too large – the data will be right justified (extra spaces will be put in front of the data).

- Examples:

```
var num : integer;  
num := 123;  
writeln(num:6);  
writeln('123':6);
```

James Tam

Formatting Output (3)

If the number of decimal places doesn't match the actual number of decimal places.

- Set the number of decimal places less than the actual number of decimal places – the number will be rounded up.

- Example One:

```
var num : real;  
num := 123.4567;  
writeln (num:6:2);
```

- Set the number of decimal places greater than the actual number of decimal places – the number will be padded with zeros.

- Example Two:

```
var num : real;  
num := 123.4567;  
writeln(num:6:6);
```

James Tam

Recall: How Keyboard Input Works



Keyboard: A key is pressed

The electrical impulse is sent via a wired or wireless connection



Keyboard controller: based on the electrical impulses it determines which key or combination of keys was pressed



Keyboard buffer: stores the keystrokes

The keyboard controller transmits an interrupt request



Operating system

James Tam

Recall: How Keyboard Input Works



Operating system:

Q: Is the key combination a (an operating) system level command e.g., <alt>-<ctrl>-?

Yes



Execute operating system instruction

No



Pass the key combination onto current application

James Tam

Input

The computer program getting information from the user

Done via the read and readln statements

Format:

```
read (<name of variable to store the input>);  
    or  
readln (<name of variable to store the input>);
```

James Tam

Input (2)

Example:

```
program inputExampleOne (input);  
begin  
    var num : integer;  
    write('Enter an integer: ');  
    readln (num);  
end.
```

James Tam

Input: Read Vs. Readln

Both:

- Reads each value entered and matches it to the corresponding variable.
 - e.g., read (num)
 - If num is an integer then the read statement will try to read an integer value from the user's keyboard input.

Read

- If the user inputs additional values before hitting enter, the additional values will remain on the 'input stream'.

Readln

- Any additional values entered before (and including) the enter key will be discarded.

James Tam

Read: Effect On The Keyboard Buffer

Pascal program

```
program getInput (input, output);
begin
  var num : integer;
  write('Enter an integer: ');
  read(num);
end.
```



Keyboard: user types in 27 and hits enter

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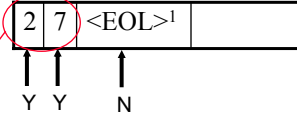
Read: Effect On The Keyboard Buffer (2)

Pascal program

```
program getInput (input, output);
begin
  var num : integer;
  write('Enter an integer: ');
  read(num);
end.
```

	RAM
num	27

Keyboard controller: determines which keys were pressed and stores the values in the keyboard buffer



Note: after the read statement has executed the pointer remains at the EOL marker.

1 When the user presses the enter key it is stored as the EOL (end-of-line) marker. The EOL marker signals to the Pascal program that the information has been typed in and it will be processed.

James Tam

Readln: Effect On The Keyboard Buffer

Pascal program

```
program getInput (input, output);
begin
  var num : integer;
  write('Enter an integer: ');
  readln(num);
end.
```



Keyboard: user types in 27 and hits enter

James Tam

Readln: Effect On The Keyboard Buffer (2)

Pascal program

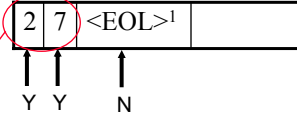
```

program getInput (input, output);
begin
  var num : integer;
  write('Enter an integer: ');
  readln(num);
end.

```

RAM	
num	27

Keyboard controller: determines which keys were pressed and stores the values in the keyboard buffer



Note: Unlike read, the readln will move the pointer past the EOL marker (input buffer is emptied and ready for new input).

1 When the user presses the enter key it is stored as the EOL (end-of-line) marker. The EOL marker signals to the Pascal program that the information has been typed in and it will be processed.

James Tam

Readln: Effect On The Keyboard Buffer (2)

Pascal program

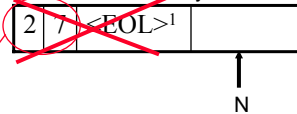
```

program getInput (input, output);
begin
  var num : integer;
  write('Enter an integer: ');
  readln(num);
end.

```

RAM	
num	27

Keyboard controller: determines which keys were pressed and stores the values in the keyboard buffer



Note: Unlike read, the readln will move the pointer past the EOL marker (input buffer is emptied and ready for new input).

1 When the user presses the enter key it is stored as the EOL (end-of-line) marker. The EOL marker signals to the Pascal program that the information has been typed in and it will be processed.

James Tam

Read Vs. Readln

- If no input is read in by the program after a 'read' or 'readln' statement then both approaches appear identical (the effect of the pointer staying or moving past the EOL marker has no visible effect).

```
program getlnput (input, output);
begin
  var num : integer;
  write('Enter an integer: ');
  readln(num);
end.
```

After this readln
the program
ends and the
keyboard buffer
is emptied.

- **Caution!** If the 'read' or 'readln' statement is followed by another read or readln then the effect of the extra input remaining in the keyboard buffer can have unexpected consequences!

James Tam

Input: Read Vs. Readln (An Example)

For the complete version of this program look in Unix under:
/home/231/tamj/examples/intro/read1.p (or read1 for the compiled version):

```
program read1 (input, output);
begin
  var num1 : integer;
  var num2 : integer;
  write('Enter a number: ');
  read(num1);
  write('Enter a number: ');
  read(num2);
  writeln('You entered these numbers: '
    'First: ', num1, ' Second: ', num2);
end.
```

James Tam

Input: Read Vs. Readln (An example (2))

For the complete version of this program look in Unix under:
/home/231/tamj/examples/intro/read2.p (or read2 for the compiled version)

```
program read2 (input, output);
begin
  var num1 : integer;
  var num2 : integer;
  write('Enter a number: ');
  readln(num1);
  write('Enter a number: ');
  readln(num2);
  writeln('You entered these numbers: '
    'First: ', num1, ' Second: ', num2);
end.
```

James Tam

General Rule Of Thumb

When getting input from the user unless there's a compelling reason you should use 'readln' rather than 'read'.

James Tam

Another Use For Readln

As an input prompt

e.g.,

```
writeln('To continue press enter');  
readln;  
writeln('The rest of the program continues..');
```

When this statement is reached the program will pause and wait for input from the user.

James Tam

Testing Inputs

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

```
begin
```

```
  var num : integer;
```

```
  var ch  : char;
```

```
  write('Enter a number and a character: ');
```

```
  read(num, ch);
```

```
  writeln('num:', num, '-ch:', ch, '-');
```

```
end.
```

James Tam

Performing Calculations

Operation	Symbol (Operator)
Addition	+
Subtraction	-
Multiplication	*
Real number division	/
Integer division	DIV
Remainder (modulo)	MOD

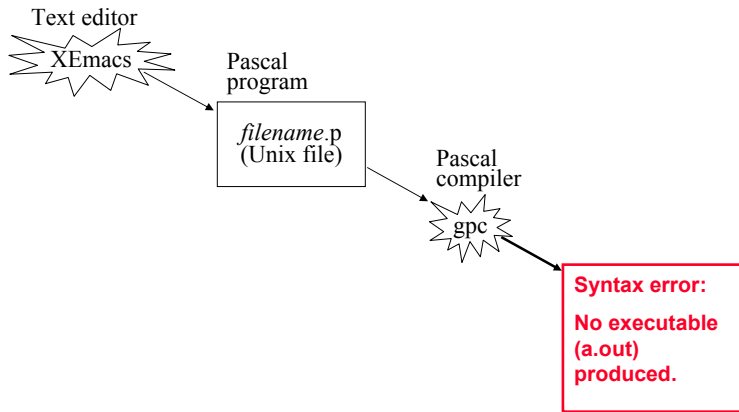
James Tam

Common Programming Errors

1. Syntax/compile errors
2. Runtime errors
3. Logic errors

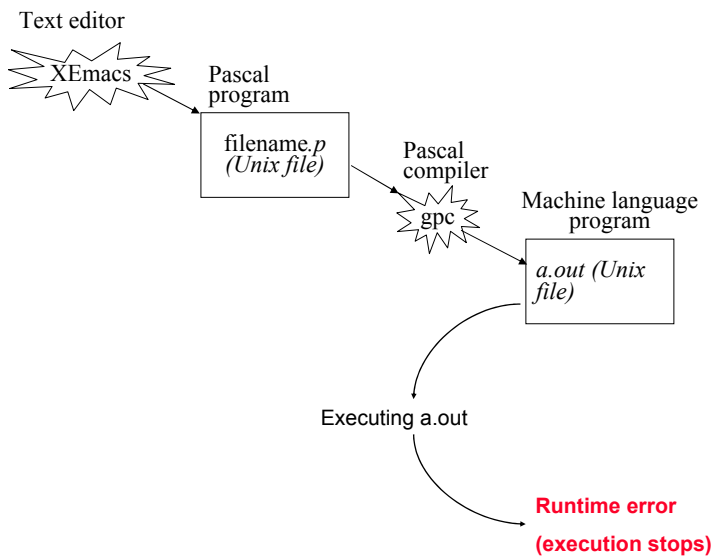
James Tam

1. Syntax/Compile Errors



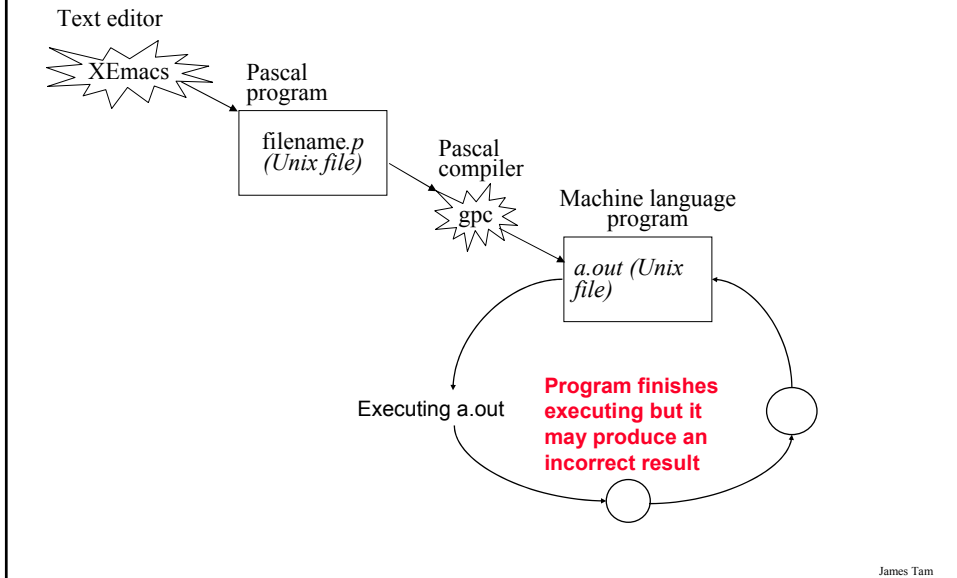
James Tam

2. Runtime Errors



James Tam

3. Logic Errors



You Should Now Know

What is the difference between the two types of translators: compilers and interpreters.

What is the basic structure of a Pascal program.

How to create, compile and run Pascal programs on the Computer Science network.

Variables:

- What are they and what are they used for
- How to set aside memory for a variable through a declaration
- How to access and change the value of a variable
- Conventions for naming variables

You Should Now Know (2)

Constants:

- What are named constants and how do they differ from variables
- How to declare a named constant
- What are the benefits of using a named constant

Output:

- How to display text messages or the value of a memory location (variable or constant) onscreen with write and writeln
- How to format the output of a Pascal program

Input:

- How to get a program to acquire and store information from the user of the program
- What is the difference between read and readln
- How to perform input checking

James Tam

You Should Now Know (3)

How are common mathematical operations performed in Pascal.

What are the three common programming errors, when do they occur and what is the difference between each one.

James Tam