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.

Problem Solving Approaches

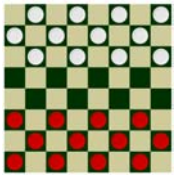
1. Bottom up
2. Top down

Bottom Up Approach To Design

1. Start implementing all details of a solution without first developing a structure or a plan.

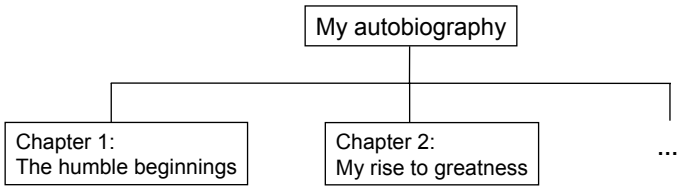
Here is the first of my many witty anecdotes, it took place in a "Tim Horton's" in Balzac..

- Potential problems:
  - –(Generic problems): Redundancies and lack of coherence between sections.
  - –(Programming specific problem): Trying to implement all the details of large problem all at once may prove to be overwhelming.



Top Down Design

1. Start by outlining the major parts (structure)



2. Then implement the solution for each part

Chapter 1: The humble beginnings

It all started seven and one score years ago with a log-shaped work station…

Top-Down Approach: Breaking A Large Problem Down

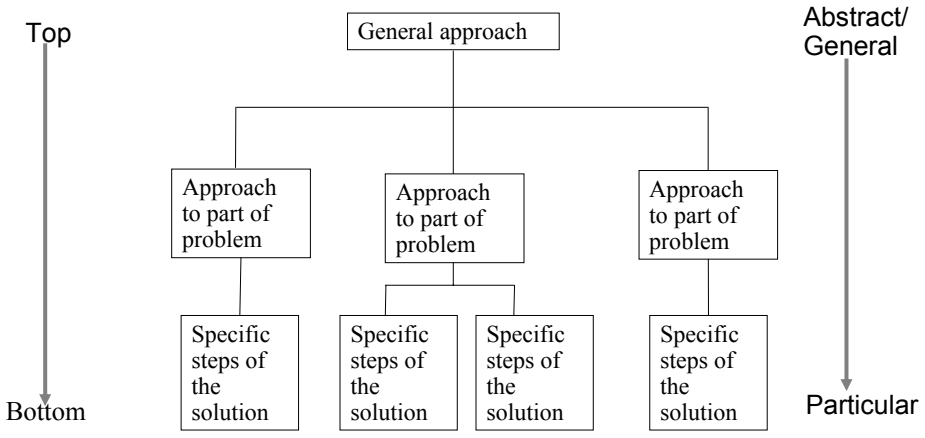
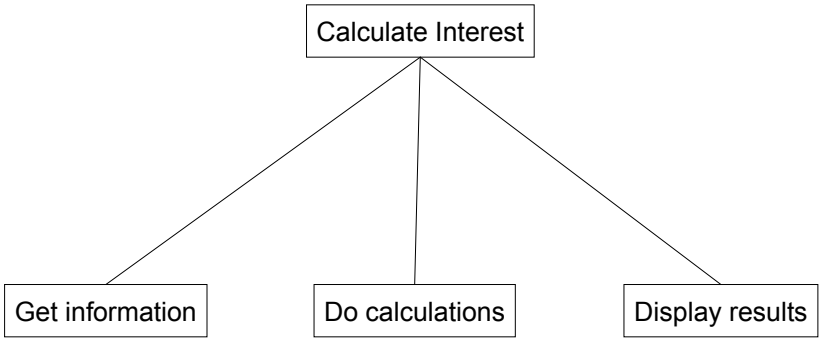


Figure extracted from Computer Science Illuminated by Dale N. and Lewis J.

Example Problem

- Design a program that will perform a simple interest calculation.
- The program should prompt the user for the appropriate values, perform the calculation and display the values onscreen.

Top Down Approach: Breaking A Programming Problem Down Into Parts (Modules)



Types Of Modules That Can Be Implemented In Pascal

- Procedures
- Functions

Situations In Which Functions And Procedures Are Used In Pascal

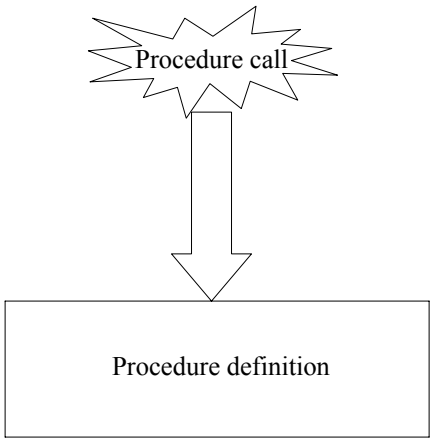
Definition

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

Call

- Getting the function or procedure to run (executing the module)

Procedures (Basic Case – No Information Is Passed In/ No Parameters)



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


Where To Define Modules (Procedures)

Header

Declarations

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

Statements

```
begin


end.
```

Calling A Procedure (Basic Case – No Parameters)

Format:

name;

Example:

displayInstructions;

Where To Call Modules (Procedures

It can be done most anywhere in the program (within the 'body' of a method) – but **must be done after the definition**.

Header

Declarations

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

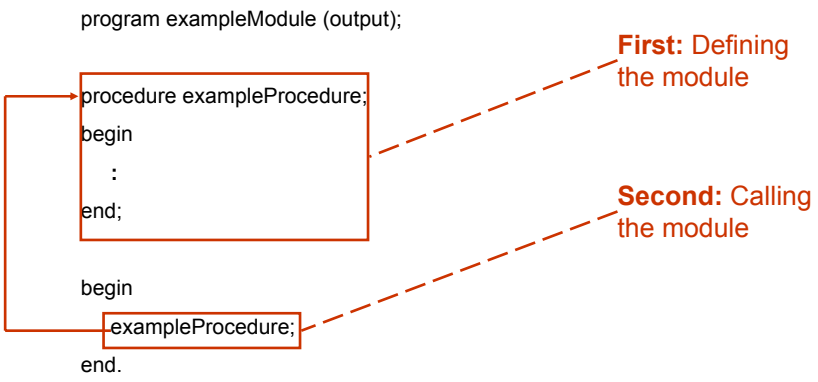
Statements

```
begin
   Calling the module: This example[1]
end.
```

1 Note: the call for a module can be between any begin-end pair.

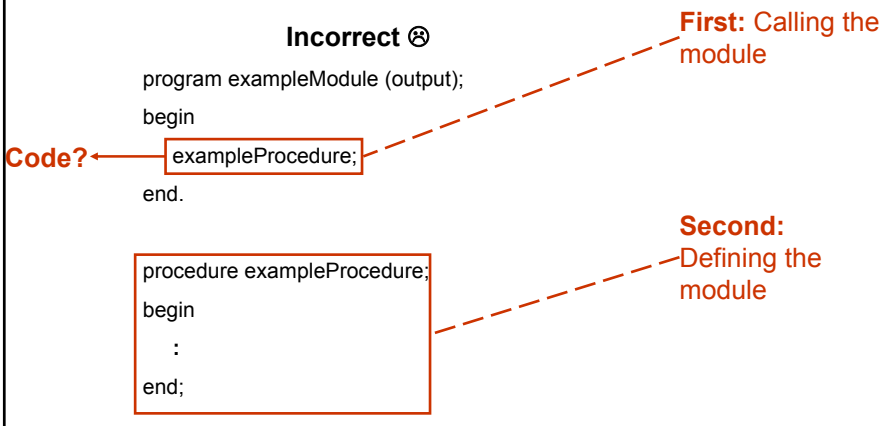
Important: A Module Must Be Defined Before It Can Be Called!

Correct ☺



Important: A Module Must Be Defined Before It Can Be Called! (2)

Incorrect ☹



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 ('The statements in this module will typically give a');
    writeln ('high level overview of what the program as a');
    writeln ('whole does');
end; (*Procedure displayInstructions *)

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


Procedures: Putting Together The Basic Case

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

Procedure definition

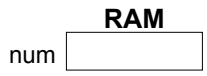
```
program firstExampleProcedure (output);

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

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

Procedure call

What You Know: Declaring Variables

- Variables are memory locations that are used for the temporary storage of information.

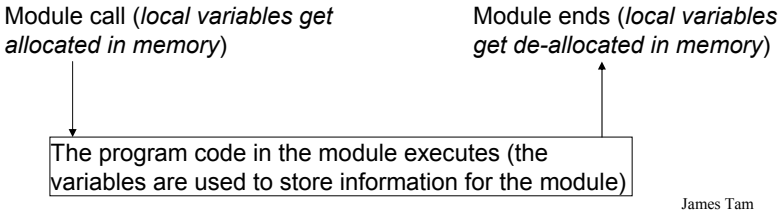
var num : integer;



- Each variable uses up a portion of memory, if the program is large then many variables may have to be declared (a lot of memory may have to be allocated – used up to store the contents of variables).

What You Will Learn: Declaring Variables That Are Local To Modules

- To minimize the amount of memory that is used to store the contents of variables only declare variables when they are needed.
- When the memory for a variable is no longer needed it can be 'freed up' and reused.
- To set up your program so that memory for variables is only allocated (reserved in memory) as needed and de-allocated when they are not (the memory is free up) variables should be declared locally to modules.



How To Declare Local Variables

Format:

```
procedure name;
var
    <variable 1 name> : <variable 1 type>;
    <variable 2 name> : <variable 2 type>;
          :                    :
begin
        :
end;
```

Example:

```
procedure proc;
var
   num1 : integer;
   num2 : integer;
begin
   :   :
end;
```


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.
```

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

Problem: Local Variables Have Limited Scope

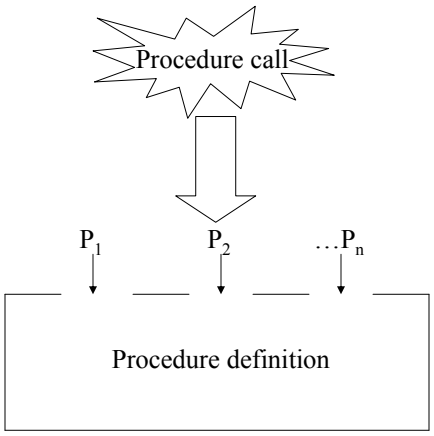
```
procedure getInformation;
begin
    write ('Enter the principle: ');
    readln (principle);
end;
```

This variable is unknown here

```
procedure calculateInterest;
var
    amount      : integer;
    principle   : integer;
    interest    : integer;
    time        : integer;
begin
    getInformation;
end;
```

These 4 variables are local to procedure 'calculateInterest'

Procedures With Parameters/Information Passed In



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 *)
```

Calling Modules (Procedures) With Parameters

Format:

name (*Name of parameter 1*, *Name of parameter 2*…*Name of parameter n*);

Example:

celciusToFahrenheit (celciusValue);

Example Problem

- Write a program that will convert a temperature value from Celsius to Fahrenheit.
- The part of the program that performs that actual conversion should take the form of a separate module.

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 *)
```


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 *)
```

Important: The Parameter Lists Of The Call And Definition Must Match!

- The type and number of parameters must match or there will be a compilation error.

OK: parameters match

```
program parameterExample;
procedure proc (num : integer);
begin
   num := 10;
end;

begin
  var num : integer;
  proc (num);
end.
```

Procedure definition requires an integer parameter

Procedure call passes in an integer parameter

Important: The Parameter Lists Of The Call And Definition Must Match!

- The type and number of parameters must match or there will be a compilation error.

Not OK: No. of parameters not equal

```
program parameterExample;
procedure proc (num : integer);
begin
  num := 10;
end;

begin
  proc;
end.
```

Procedure definition requires one integer parameter

Procedure call passes in zero parameters

Important: The Parameter Lists Of The Call And Definition Must Match!

- The type and number of parameters must match or there will be a compilation error.

Not OK: Type mismatch

```
program parameterExample;
procedure proc (num : integer);
begin
  num := 10;
end;

begin
  var ch : char;
  proc (ch);
end.
```

Procedure definition requires an integer parameter

Procedure call passes in a char parameter

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

For example: producing an income statement

```
program taxes (input, output);
begin
  (* Assume declarations are made *)
  calculateGrossProfit (grossSales,
                        costOfGoodSold);
          :                :
end.
```

grossProfit

```
calculateGrossProfit (grossSales          : real;
                      costOfGoodsSold : real);
var
   grossProfit : real;
begin
    grossProfit := grossSales – costOfGoodsSold;
end;
```

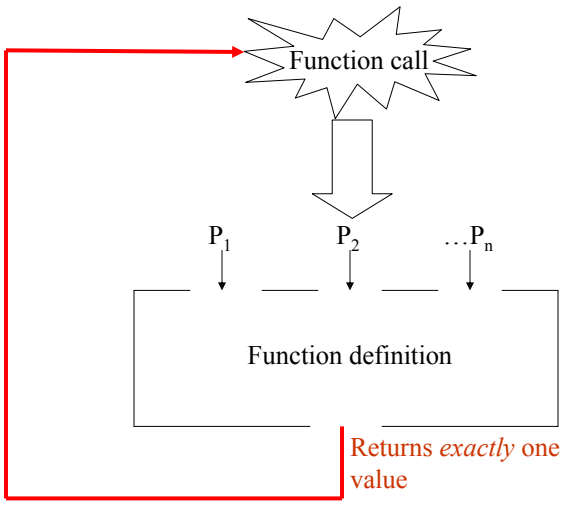
How?

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)

Functions



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;
```


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);
```

Tracing The Execution Of A Function Call

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

procedure produceIncomeStatement;
var
  grossSales         : real;
  costOfGoodsSold : real;
begin
  grossIncome := calculateGrossIncome (grossSales, costOfGoodsSold);
```


Example Problem

- Write a program that will produce a simple income statement:

  Gross sales

  - Cost of goods sold

  Gross income

  - Expenses

  Net income

- The values for gross sales, cost of goods sold and expenses will be entered by the user.
- Gross income and net income will be calculated by the program.

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;
```


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);
```

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 *)
```


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;
```

Functions: Putting It All Together (5)

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


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)**

Passing Parameters As Value Parameters

Previous examples

```
procedureName (p1);
```

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


Passing Parameters As Value Parameters

Previous examples

```
procedureName (p1);
```

Pass a copy

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

Passing Parameters As Variable Parameters

Example coming up

```
procedureName (p1);
```

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


Passing Parameters As Variable Parameters

Example coming up

```
procedureName (p1);
```

Pass the variable

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

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;
```


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);
```

Variable Parameters: A Simple Example

```
program variableExample (output);

procedure valueProc (num : integer);
begin
    num := num * 10;
end;

procedure varProc (var num : integer);
begin
    num := num * 2;
end;

begin
    var num : integer;
    num := 5;
    writeln (num);
    valueProc (num);
    writeln (num);
    varProc (num);
    writeln (num);
end.
```


Passing Variable Parameters: Putting Together A Solution To A Real Problem

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 *)
```

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 *)
```


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 *)
```

Passing Variable Parameters: Putting It All Together (4)

```
procedure produceIncomeStatement;
var
  grossSales          : real;
  costOfGoodsSold     : real;
  grossIncome         : 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 *)
```


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;
```

Passing Variable Parameters: Putting It All Together (6)

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


Functions Vs. Variable Parameters

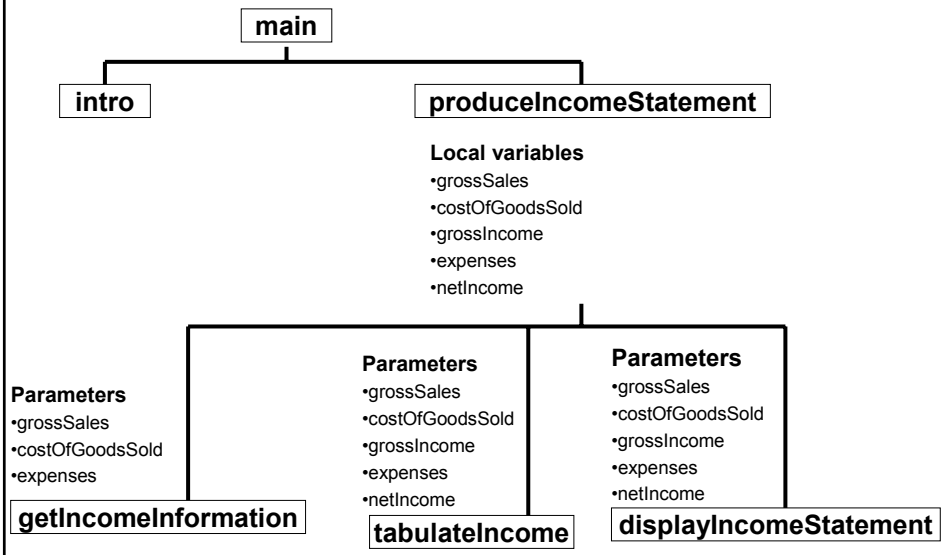
Functions: *Exactly one value is returned by the function.*

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

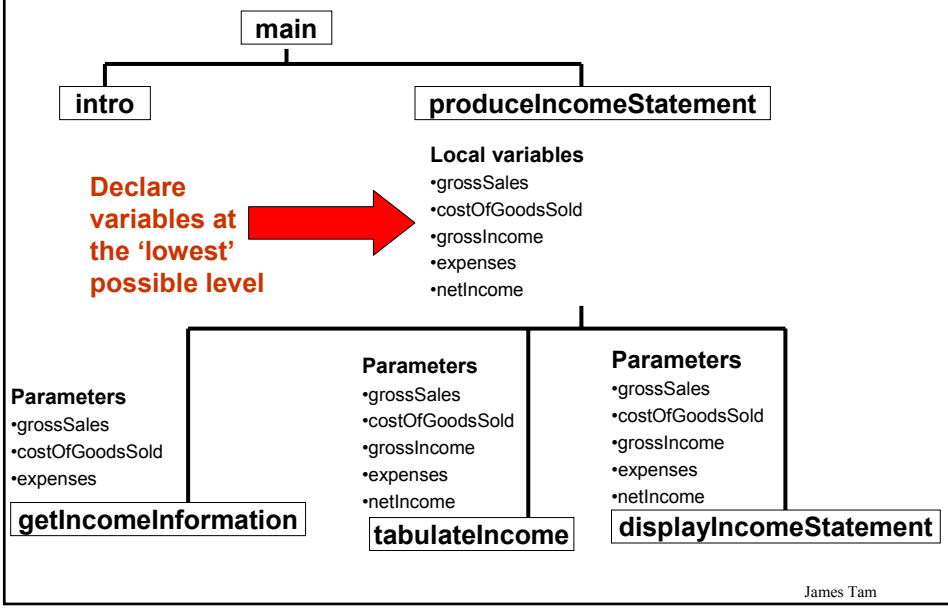
Variable parameters: *One or more parameters may be modified in the module*

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

Where To Declare Variables?



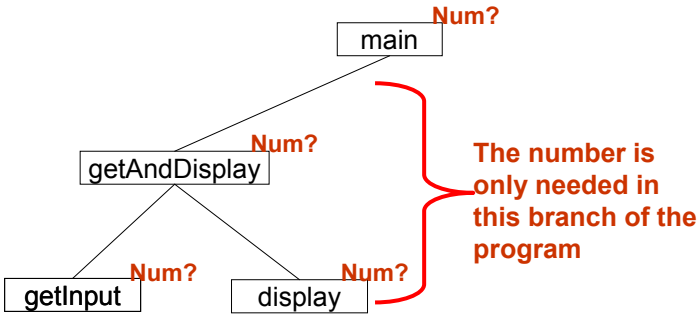
Where To Declare Variables?



Where To Declare Variables: Example

A toy program will consist of 3 modules (excluding main):

- Prompt the user to enter a number
- Display the number
- Caller of the previous two modules



Where To Declare Variables: Example

A toy program will consist of 3 modules (excluding main):

- Prompt the user to enter a number
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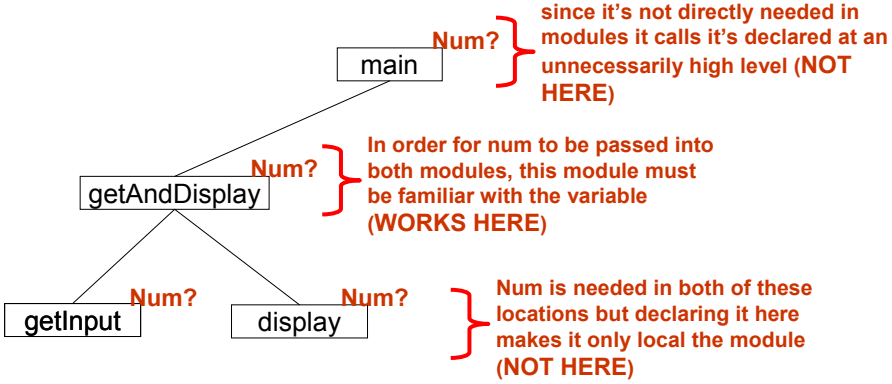


Where To Declare Variables: Solution To The Example

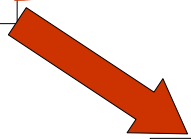
```
program designExample (input, output);

procedure getInput (var num : integer);
begin
  write ('Enter number: ');
  readln (num);
end;

procedure display (num : integer);
begin
  writeln ('Num=', num);
end;

procedure getAndDisplay;
var
  num : integer;
begin
  getInput (num);
  display (num);
end;

begin
  getAndDisplay;
end.
```


Variable Parameters And Multiple Module Calls

- If during a series of module calls, a parameter must be passed as a variable parameter during one of the later module calls then the earlier module calls must also pass the parameter as a variable parameter.

```
procedure proc2 (var num : integer);
begin
    proc1(num);
end;
```

If the changes made to 'num' in proc1 are to persist after proc2 ends then num must ALSO be passed as a variable parameter to proc2



In proc1 'num' is being changed so if those modifications are to persist after the module ends then num must be passed as variable parameter.

```
procedure proc1 (var num : integer);
begin
    num := num * 10;
end;
```

Variable Parameters And Multiple Module Calls (2)

```
program parameter1 (output);

procedure proc1 (var num : integer);
begin
  num := num * 10;
end;

procedure proc2 (var num : integer);
begin
  writeln('num=', num);
  proc1(num);
end;

begin
  var num : integer;
  num := 7;
  writeln('num=', num);
  proc2(num);
  writeln('num=', num);
end.
```

Correct approach:

If the changes made to 'num' in proc1 are to persist after the procedure calls end then num must ALSO be passed as a variable parameter to proc2

Variable Parameters And Multiple Module Calls (3)

```
program parameter1 (output);

procedure proc1 (var num : integer);
begin
  num := num * 10;
end;

procedure proc2 (num : integer);
begin
  writeln('num=', num);
  proc1(num);
end;

begin
  var num : integer;
  num := 7;
  writeln('num=', num);
  proc2(num);
  writeln('num=', num);
end.
```

Incorrect approach:

The changes made to 'num' in proc1 will be made to a variable that is local to proc2. The variable num that is local to 'main' will not be modified by the changes made in proc1.

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.
```


Scope

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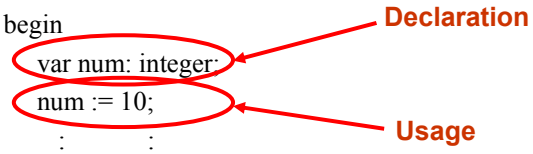
e.g., variables or constants must first be declared before they can be referred to or used.

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

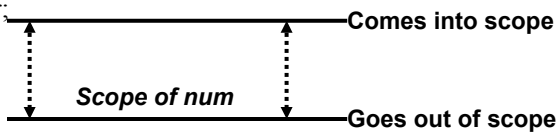


Scope

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.
```



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.
```

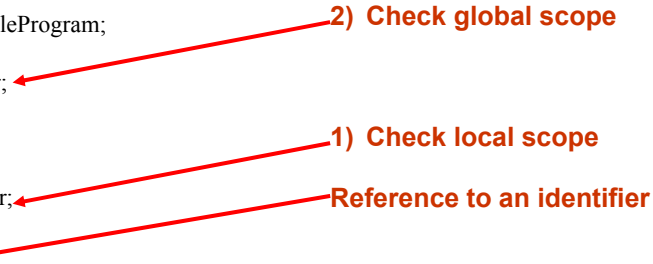
Global Scope (2)

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;

procedure proc;
var
    num : integer;
begin
    num := 1;
end;

begin
   :       :
end.
```



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.
```

Avoid / Minimize The Use Of Global Variables

- Remember global variables can be accessed or changed anywhere in the program after their declaration.
- This results in:
  - Tightly coupled modules – changes in one module may effect other modules
  - Programs that are more difficult to trace and understand.
- Unless there is a compelling reason variables should be declared locally and passed as a parameter where ever it is needed.

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;
```

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;
```


Second Scoping Example (3)

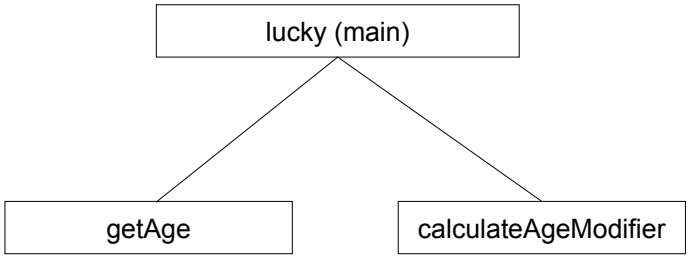
```
begin
  var numLocal : integer;
  num := 1;
  ch := 'a';
  numLocal := 10;
  writeln;
  proc2(numLocal);
  writeln('In main program');
  writeln('num=', num, ' ch=', ch, ' numLocal=', numLocal);
end.
```

Testing Functions

•This is an integral part of the top down approach to designing programs.

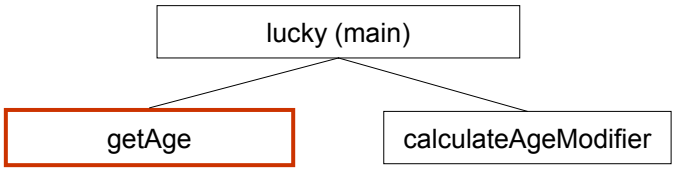
•Recall with the top down approach:

1. Outline the structure of different parts of the program without implementing the details of each part (i.e., specify what functions that the program must consist of but don't write the code for the functions yet).



Testing Modules

2. Implement the body of each module, one-at-a-time.




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

Skeleton Functions

- It's a outline of a function with a bare minimum amount that is needed to translate to machine (keywords required, module name, a statement to define the body – return values and parameters may or may not be included in the skeleton).

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.
```

Implementation Of Procedure “getAge”

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


Testing Procedure “getAge”

Testing simply involves checking the input:

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

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;
```


Testing Function “calculateAgeModifier”

```
(* Testing calculateAgeModifier in the main procedure *)
  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');
```

Testing Function “calculateAgeModifier” (2)

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


Program Design: Finding The Candidate Modules

- The process of going from a problem description (words that describe what a program is supposed to do) to writing a program that fulfills those requirements cannot be summarized in just a series of steps that fit all scenarios.
- The first step is to look at verbs either directly in the problem description (indicates what actions should the program be capable of) or those which can be inferred from the problem description.
- Each action may be implemented as a module but complex actions may have to be decomposed further into several modules.

A Previous Example: Making Change

- (Paraphrased from the book "Pascal: An introduction to the Art and Science of Programming" by Walter J. Savitch.

Problem statement:

Design a program to make change. Given an amount of money, the program will indicate how many quarters, dimes and pennies are needed. The cashier is able to determine the change needed for values of a dollar and above.

Actions that may be needed:

- Action 1: Prompting for the amount of money
- Action 2: Computing the combination of coins needed to equal this amount
    - Sub-action 2A: Compute the number of quarters to be given out.
    - Sub-action 2B: Compute the number of dimes to be given out.
    - Sub-action 2C: Compute the number of pennies to be given out.
- Action 3: Output: Display the number of coins needed

Variables Needed

1. Amount of change to be returned
2. Number of quarters to be given as change
3. Number of dimes to be given as change
4. Number pennies to be given as change
5. The remaining amount of change still left (changes as quarters, dimes and pennies are given out)

Program Design: Making Change (No Modules)

```
program change (input, output);
begin
  var amount      : integer;
  var quarters    : integer;
  var dimes       : integer;
  var pennies     : integer;
  var amountLeft : integer;

  write ('Enter the amount of change from 1 to 99 cents: ');
  readln (amount);
```

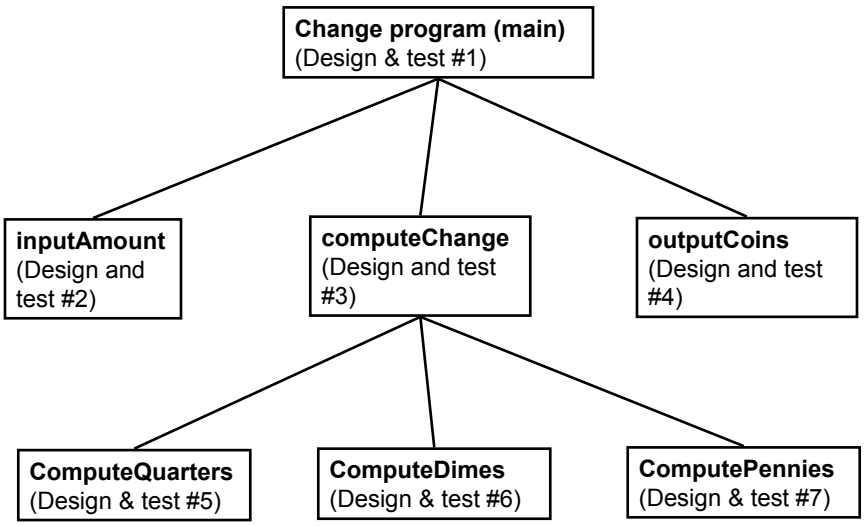

Program Design: Making Change (No Modules: 2)

```
(* Quarters *)
  quarters := amount DIV 25;
  amountLeft := amount MOD 25;

  (* Dimes *)
  dimes := amountLeft DIV 10;
  amountLeft := amountLeft MOD 10;

  (* Pennies *)
  pennies := amountLeft;
```

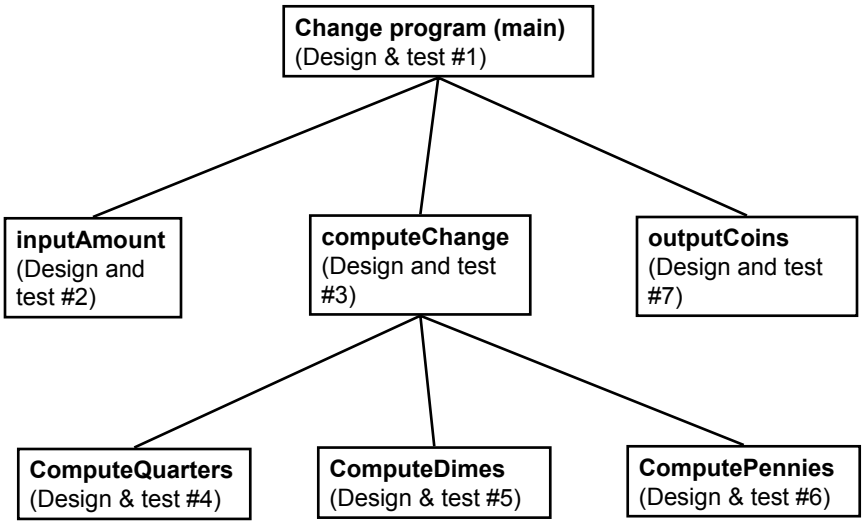
Making Change: Solution (3)

```
  (* Display the results. *)
  writeln ('Original amount: ', amount, ' pennies');
  writeln ('No quarters: ', quarters);
  writeln ('No dimes: ', dimes);
  writeln ('No pennies: ', pennies);
end.
```


Outline Of The Modules



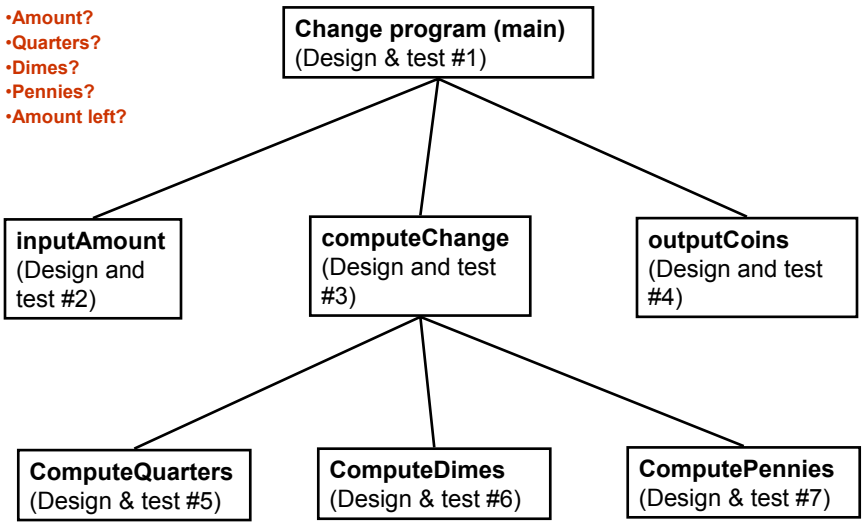
Outline Of The Modules: Alternate Order



James Tam

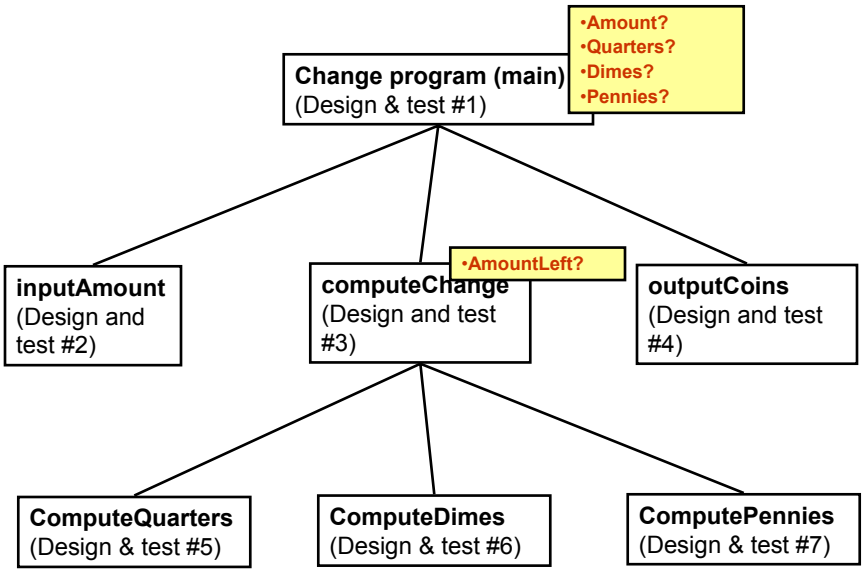
Where To Declare Your Variables?

- Amount?
- Quarters?
- Dimes?
- Pennies?
- Amount left?



James Tam

Where To Declare Your Variables?



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 changes in one module can have a minimal impact on other modules)

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

How to test functions and procedures