Overview

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

Focus on the big ideas
- Many details to cover in future lectures

Key Definitions/Concepts

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

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

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

Programming vs. Cooking

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<tr>
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<td>Recipe</td>
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<td>Program</td>
<td>Recipe written in a specific language (English, Russian, Chinese, Latvian, etc.)</td>
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Problem Solving (review)

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

A Sample Problem

Is a given number even or odd?
Analysis

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

More Precise Problem Restatement

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

An Algorithm

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

Test: 234784832792543

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

Next, a C Program

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

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

Review: What is a computer?

CPU or processor: executes simple instructions manipulating values in memory

Disk (Files)
Main Memory
Central Processing Unit
Monitor
Keyboard
Network
mouse

What is a Program?

The CPU executes instructions one after the other.

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

Without a program, the computer is just useless hardware

Complex programs may contain millions of instructions
Memory

Memory is a collection of locations
Within a program, the locations are called variables

Each variable has
  A name (an identifier)
  A type (the kind of information it can contain)

Basic types include
  int (integers – whole numbers: 17, -42)
  double (floating-point numbers with optional fraction
  and/or exponent: 3.14159, 6.02e23)
  char (character data: ‘a’, ‘?’, ‘N’, ‘’, ‘9’)

Program Sketch

Ask the user to enter a number
Read the number and call it num
Divide num by 2 and call the remainder rem
If rem is 0 write “even” otherwise write “odd”
The actual program has LOTS of details – IGNORE THEM
FOR NOW
Pay attention to the main ideas

The Program in C (part I)
/* read a number and report whether it is even or odd */
#include <stdio.h>

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

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

  /* calculate remainder */
  rem = num % 2;

  /* terminate program */
  return 0;
}

Remember: Don’t sweat the details!!! (for now)

The Program in C (part II)
/* calculate remainder and report even or odd */
rem = num % 2;
if (rem == 0) {
  printf("even\n");
} else {
  printf("odd\n");
}

A Quick Look at the Program

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

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

Sample Execution

Please enter a number: 17
odd
Press any key to continue
Variables
Variable declarations create new variables and specify their names and types.

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

Statements
Following the declarations are statements that specify the operations the program is to carry out. Lots of different kinds: Some (if, else, return) are part of the C language proper. Others (scanf, printf) are contained in libraries of routines that are available for use in our programs. For now, don’t worry too much about the distinction.

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

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

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

Boilerplate
Some parts of the program are standard utterances that need to be included at the beginning and end. We’ll explain all of this eventually. Just copy it for now in each of your programs.

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

From C to Machine Language
The computer’s processor only understands “executable” programs written in its own machine language. Sequences of 1’s and 0’s different for each processor family (x86, PowerPC, SPARC, ARM, …). How can the CPU obey instructions written in C?

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

Compilers and Linkers
There are two steps in creating an executable program starting from C source code. A program called the C compiler translates the C code into an equivalent program in the processor’s machine language (1’s and 0’s). A program called the linker combines this translated program with any library files it references (printf, scanf, etc.) to produce an executable machine language program (.exe file).

Environments like Visual Studio do both steps when you “build” the program.
Compilers, Linkers, etc.

What Could Possibly Go Wrong?

Lots!
Things are rarely perfect on the first attempt
Both the compiler and linker could detect errors
Even if no errors are detected, logic errors ("bugs") could be lurking in the code
Getting the bugs out is a challenge even for professional software developers

Terms: Syntax vs Semantics

Syntax: the required form of the program
punctuation, keywords (int, if, return, ...), word order, etc.
The C compiler always catches these “syntax errors” or “compiler errors”

Semantics (logic): what the program means
what you want it to do
The C compiler cannot catch these kinds of errors!
They can be extremely difficult to find
They may not show up right away

Try It Yourself!

Type in the even/odd program
First get it working. Then see what happens when you:
Leave off a few semicolons or misspell something (syntax)
In the last printf statements, change “odd” to “even”. Run the program. What happens if you enter 17? (semantics)
Experiment and see what happens

Wow!!

We’ve covered a lot of new ideas
Algorithms and programs
Computer organization and memory
The basic components of C programs
Comments, declarations, statements
Compilers, linkers, libraries, and program execution
Errors
Lots of terminology, too

What’s Next?

Upcoming lectures: review what we’ve seen today and fill in details
Meanwhile, get started reading and trying things on the computer!