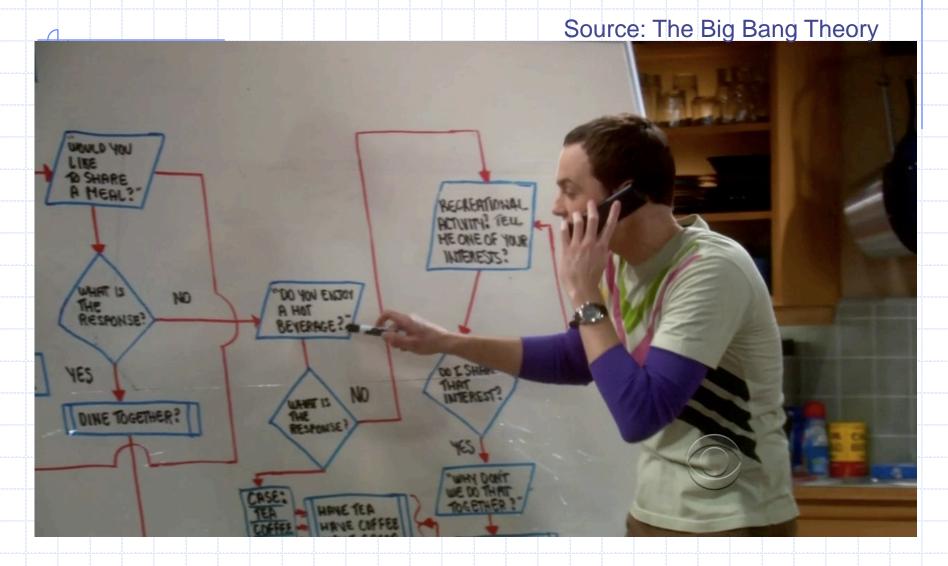
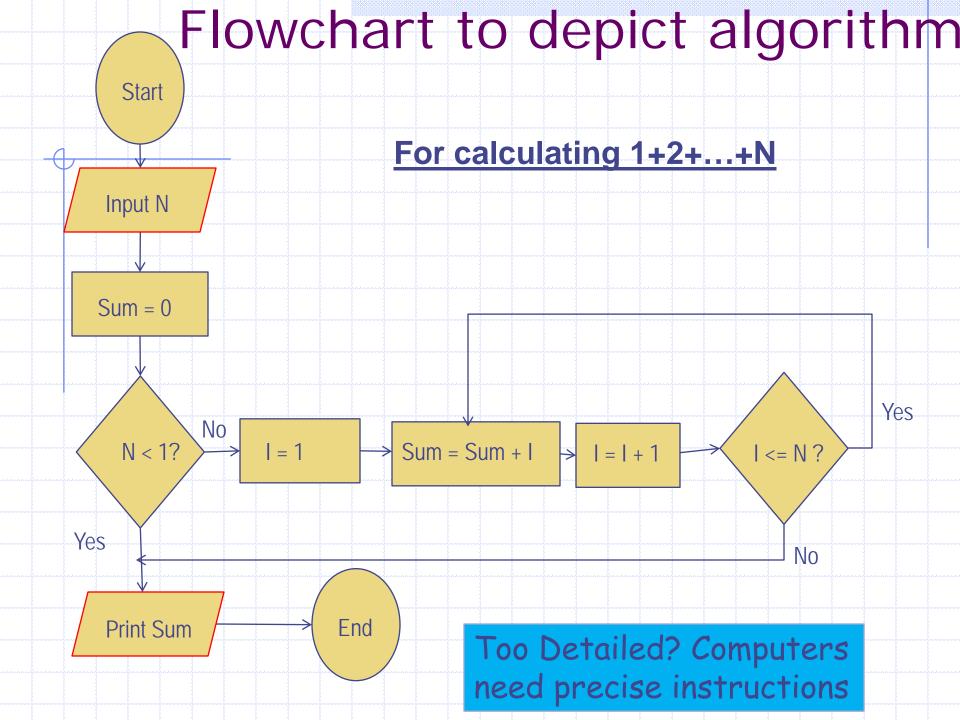
Process of Programming: Step 2

- Obtain a logical solution to your problem.
- A logical solution is a <u>finite</u> and clear <u>step-by-step</u> procedure to solve your problem.
- > Also called an Algorithm (or recipe).
 - > We can visualize this using a Flowchart.
 - Very important step in the programming process.

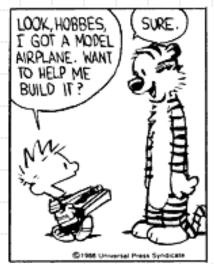
Friendship Algorithm/Flowchart





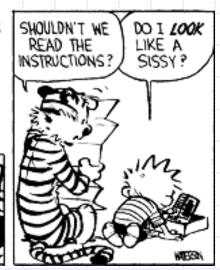
Algorithms in real-life

 Any step-by-step guide. e.g.
 Assembly instructions for a makeit-yourself kit.









http://www.gocomics.com/calvinandhobbes/2009/06/02

What is "NOT" a computer

At least for this course...



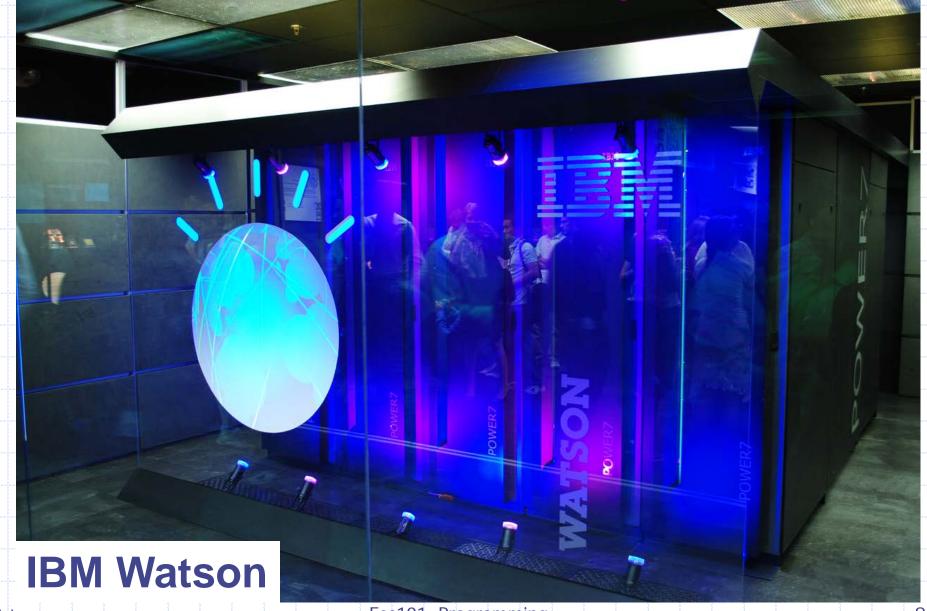
Some famous Computers



Some famous Computers



Some famous Computers



Esc101, Programming

ESC101: Introduction to Computing

Overview of Programming

GCD

- ◆An algorithm to find the greatest common divisor of two positive integers m and n, m ≥ n.
 - A naïve solution Described informally as follows.
 - 1. Take the smaller number n.
 - 2. For each number k, n ≥k≥1, in descending order, do the following.
 - a) If k divides m and n, then k is the gcd of m and n

GCD

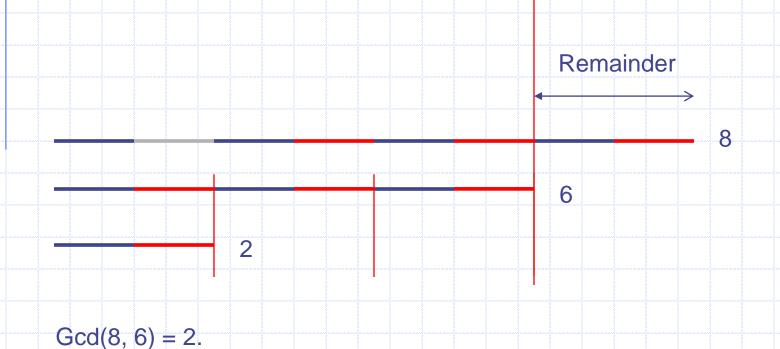
- This will compute gcd correctly, but is VERY slow (think about large numbers m and n=m-1).
- There is a faster way...

GCD Algorithm - Intuition

To find gcd of 8 and 6.

- Consider rods of length 8 and 6.
- Measure the longer with the shorter.
- Take the remainder if any.
- Repeat the process until the longer can be exactly measured as an integer multiple of the shorter.

GCD Algorithm - Intuition



Esc101, Programming

GCD Algorithm - Intuition

Gcd(102, 21) = 3

102

Euclid's method for gcd

 Suppose a > b. Then the gcd of a and b is the same as the gcd of b and the remainder of a when divided by b.

gcd(a,b) = gcd(b, a%b)

Proof:

Exercise





GCD Algorithm

```
Data: Integers m and n
if n > m then Interchange m and n;
while n≠0 do
     g \leftarrow m\%n;
     m \leftarrow n;
     n ←g;
```

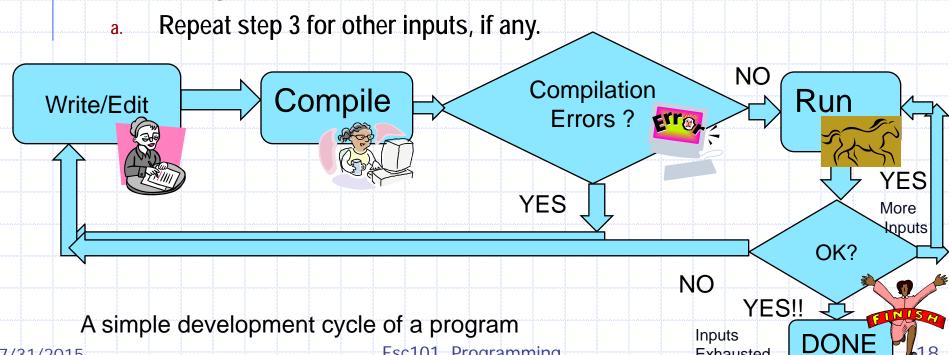
end return m;

Overview of Programming

Using C

The Programming Cycle

- Write your program or edit (i.e., change or modify) your program.
- Compile your program. If compilation fails, return to editing step.
- Run your program on an input. If output is not correct, return 3. to editing step.



Esc101, Programming

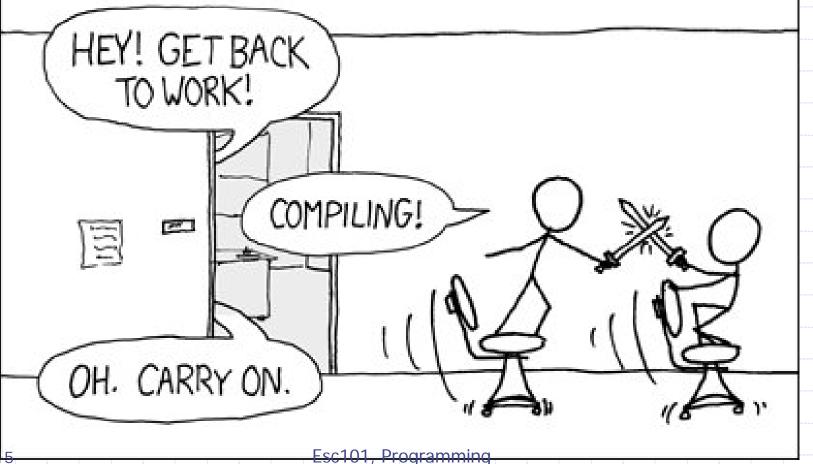
Exhausted

7/31/2015

IDE for Edit-Compile-Run cycle

- In this course, you will be using an Integrated Development Environment (IDE). IDE will be available through your browser.
- First login to the system.
- Type in your program in the editor of the IDE.
- Use the compile button to compile.
- Run button to run.
 - ■The labs in the first week will introduce you to the system in more detail.





http://xkcd.com/303/

7/31/2015

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Why program in high level languages like C

- Writing programs in machine language is long, tedious and error-prone.
 - They are also not portable—meaning program written for one machine may not work on another machine.
 - Compilers work as a bridge.
 - Take as input a C program and produce an equivalent machine program.

C program for a given target machine Equivalent Machine Program on target machine

Simple! Program

■ Today we will see some of the simplest C programs.

```
# include <stdio.h>
int main () {
    printf("Welcome to ESC101");
    return 0;
}
```

The program prints the message "Welcome to ESC101"

7/31/2015

Program components

include <stdio.h>

int main ()

printf("Welcor e to ESC101");
return 0;

"return" returns

the control to

finishes in this

the caller

(program

1. This tells the C compiler to include the standard input output library.

Include this line routinely as the first line of your C file.

main() is a function.
All C programs start by executing from the first statement of the main function.

printf is the function called to output from a C program. To print a string, enclose it in "" and it gets printed. For now, do not try to print "itself.

printf("Welcome to ESC101"); is a statement in C. Statements in C end in semicolon;