CMSC 150
INTRODUCTION TO COMPUTING

ACKNOWLEDGEMENT: THESE SLIDES ARE ADAPTED FROM SLIDES PROVIDED WITH INTRODUCTION TO JAVA PROGRAMMING, LIANG (PEARSON 2014)

LECTURE 1

• INTRODUCTION TO COURSE
• COMPUTER SCIENCE
• HELLO WORLD
WELCOME

• Questions?
SYLLABUS

• Questions?
WHAT IS COMPUTER SCIENCE AND COMPUTING?

• Your thoughts?
• Google: “The study of the principles and use of computers”
• Wikipedia: “The scientific and practical approach to computation and its applications”
• Dictionary.com: “The science that deals with the theory and methods of processing information in digital computers, the design of computer hardware and software, and the applications of computers”
• Edsger Dijkstra: “Computer Science is no more about computers than astronomy is about telescopes”
WHAT IS COMPUTER SCIENCE AND COMPUTING?

• Study of algorithms
• Study of computing tools
• It is not just:
  • Programming
  • Microsoft office
  • Typing
  • Electronics
  • Etc.

Input → Algorithm → Output
PROBLEM!

• Work in pairs/triplets
• Create a methodology to perform some task, e.g.,
  • Cook something
  • Play a game
  • Buy/sell on the stock market
• Put another way...tell a computer how to do this task
WHAT IS COMPUTER SCIENCE AND COMPUTING?
COMPUTER ORGANIZATION

Central Processing Unit (CPU)
- Processes commands as 0’s and 1’s
- Requests (reads) and writes to/from memory
- Performs arithmetic (+, -, *, /, %)

Input
- Files
- Keyboard
- Mouse
- Etc.

Memory
- Data encoded as 0s and 1s
- Cache
- “RAM” – Random Access Memory
- Hard drive

Output
- Monitor
- Force feedback
- Files
- Etc.
• Even though computer science is not about the computer, we still need to tell the computer what to do!

• We do this through **programming**, or the act of writing a **computer program**, known as **software** – it's just instructions to the computer.

• Programming allows us to push the boundaries of science, view imaginary worlds, and improve our daily lives!
If I press these keys in the right order, I can do anything!
User

Application Programs

Operating System
  • Manages all resources (memory, files, etc)

Hardware
A BRIEF NOTE ON PROGRAMMING LANGUAGES

• Machine code – 0’s and 1’s…or simple commands. It is the set of primitive instructions built into the computer’s architecture or circuits. Extremely tedious and error prone

• Assembly code – simple commands (ADD ra rb rc) to make programming easier to understand. An assembler translates the commands to machine code. Extremely tedious but less error prone.

• High level languages – English-like commands that allow programming to be less tedious, less error prone, and much more expressive! Examples: Java, C++, Matlab, etc

• Why we don’t use Natural language (English) – Its ambiguous…which vs which or break vs break or run vs run…ah the madness!!!
COMPILING A HIGH LEVEL PROGRAM

Using a compiler

Program
- In Java

Compiler (javac for us)
- Translation to another language

Machine Code
- Specific for an architecture

Execute Program (java for us)

Output

Using an interpreter

Program
- In Java

Interpreter
- Reads language directly

Execute Program

Output
HOW DO WE PROGRAM THE COMPUTER?

• We will use Java
  • NOTE – This is an arbitrary choice. All languages build on the same basic building blocks discussed in the course. So Java is merely the vessel to our exploration of computing!

• Specifically:
WHY JAVA?

- Java
  - Widely used.
  - Widely available.
  - Embraces full set of modern abstractions.
  - Variety of automatic checks for mistakes in programs.

- Our study will
  - Minimal subset of Java.
  - Develop general programming skills that are applicable to many languages.
  - IT IS NOT ABOUT THE LANGUAGE!!!

“There are only two kinds of programming languages: those people always [gripe] about and those nobody uses.”
– Bjarne Stroustrup
1.1 YOUR FIRST PROGRAM
In this class, we will exclusively use Sublime text editor to write programs and use the terminal to compile and run our programs.

- Log in
- Open a terminal
- Open sublime
A terminal is a window to interact with your operating system through commands. Things to know:

- You are always in a specific directory, called the **current (or working) directory**
- Filenames are specified “relative”ly – this means you have to be in the same directory or refer to the location relative to your current directory

Common commands (to move through folders and create them)

- **pwd** – print the current directory
- **cd** – change directory, e.g., **cd Desktop**
- **ls** – print everything in a directory
- **mkdir** – make a new directory, e.g., **mkdir HelloWorldProject**
HELLO WORLD

HelloWorld.java

1. // This program prints Hello World!
2. public class HelloWorld {
3.     public static void main(String[] args) {
4.         System.out.println("Hello World!");
5.     }
6. }

• Compile: javac HelloWorld.java
• Run: java HelloWorld
ANATOMY OF A JAVA PROGRAM

• Class name
• Main method
• Statements
• Statement terminator
• Reserved words
• Comments
• Blocks
Every Java program must have at least one class. Each class has a name. By convention, class names start with an uppercase letter.

1. // This program prints Hello World!
2. public class HelloWorld {
3.   public static void main(String[] args) {
4.     System.out.println("Hello World!");
5.   }
6.}
MAIN METHOD

• Line 2 defines the **main method**. In order to run a class, the class must contain a method named main.

• *The program is executed from the main method.*

```java
1. // This program prints Hello World!
2. public class HelloWorld {
3.     public static void main(String[] args) {
4.         System.out.println("Hello World!");
5.     }
6. }
```
A statement represents an action or a sequence of actions. The statement `System.out.println("Welcome to Java!")` in the program in Listing 1.1 is a statement to display the greeting “Welcome to Java!”.

```java
1. // This program prints Hello World!
2. public class HelloWorld {
3.   public static void main(String[] args) {
4.     System.out.println("Hello World!");
5.   }
6. }
```
STATEMENT TERMINATOR

• Every statement in Java ends with a semicolon (;).

1. // This program prints Hello World!
2. public class HelloWorld {
3.   public static void main(String[] args) {
4.       System.out.println("Hello World!");
5.   }
6.}
Reserved words or keywords are words that have a specific meaning to the compiler and cannot be used for other purposes in the program. For example, when the compiler sees the word class, it understands that the word after class is the name for the class.

1. // This program prints Hello World!
2. public class HelloWorld {
3.   public static void main(String[] args) {
4.     System.out.println("Hello World!");
5.   }
6. }
A pair of braces in a program forms a **block** that groups components of a program.

```
1. // This program prints Hello World!
2. public class HelloWorld {
3.   public static void main(String[] args) {
4.     System.out.println("Hello World!");
5.   }
6. }
```
# SPECIAL SYMBOLS

<table>
<thead>
<tr>
<th>Character</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>{}</td>
<td>Opening and closing braces</td>
<td>Denotes a block to enclose statements.</td>
</tr>
<tr>
<td>()</td>
<td>Opening and closing parentheses</td>
<td>Used with methods.</td>
</tr>
<tr>
<td>[]</td>
<td>Opening and closing brackets</td>
<td>Denotes an array.</td>
</tr>
<tr>
<td>//</td>
<td>Double slashes</td>
<td>Precedes a comment line.</td>
</tr>
<tr>
<td>&quot; &quot;</td>
<td>Opening and closing quotation marks</td>
<td>Enclosing a string (i.e., sequence of characters).</td>
</tr>
<tr>
<td>;</td>
<td>Semicolon</td>
<td>Marks the end of a statement.</td>
</tr>
</tbody>
</table>
ASIDE, ALGORITHMIC PSEUDOCODE

• In this class, we are learning the basic tools to express and model algorithms and software. We will learn not only Java, but something called Pseudocode.

• Pseudocode is a detailed and stylized description for program and algorithm design. Often more natural than true language.

Java code

Pseudocode

- Sometimes hard to read
- Can only use a restricted subset of math and natural language
- Generates compile errors if done improperly
- Runs on a computer

- Stylized and easy to read
- Can use math and natural language
- Is not compiled, therefore ';' ';', '{', etc “don’t matter”
- Does not run on a computer
ASIDE, ALGORITHMIC PSEUDOCODE

JAVA CODE

HelloWorld.java
1. // This program prints
2. // Hello World!
3. public class HelloWorld {
4.     public static void
5.         main(String[] args) {
6.             System.out.println(
7.                 "Hello World!");
8.         }
9. }

PSEUDOCODE

HelloWorld
1. // This algorithm prints
2. // Hello World!
3. Output("Hello World");
PROGRAMMING STYLE AND DOCUMENTATION

• Appropriate Comments
• Naming Conventions
• Proper Indentation and Spacing Lines
• Block Styles
APPROPRIATE COMMENTS

• Include a summary at the beginning of the program to explain what the program does, its key features, its supporting data structures, and any unique techniques it uses.

• Document each variable and method

• Include your name, and a brief description at the beginning of the program.
NAMING CONVENTIONS

• Choose meaningful and descriptive names.

• Class names:
  • Capitalize the first letter of each word in the name, called CamelCasing. For example, the class name ComputeExpression.
PROPER INDENTATION AND SPACING

• Indentation
  • Indent two spaces.

• Spacing
  • Use blank line to separate segments of the code.
• Use end-of-line style for braces.
PROGRAMMING ERRORS

• Syntax Errors
  • Detected by the compiler

• Runtime Errors also called Exceptions
  • Causes the program to abort

• Logic Errors
  • Produces incorrect result
SYNTAX ERRORS

- **Syntax errors** are errors from incorrectly written Java code. The compiler (*javac*) tells you these.
- Anatomy of a compiler error:
  filename.java:line_num: error: Confusing description of error including code where it occurs.
- Deal with errors by experience, google, stack overflow, etc. After you have exhausted these resources...piazza/ask me. Advice, always handle the first error...not the last one.

1. // This program prints Hello World!
2. **public class** HelloWorld {
3.     **public static void** main(String[] args) {
4.         System.out.println("Hello World!")
5.     }
6. }
RUNTIME ERRORS

• Runtime errors occur from impossible to complete commands encountered while executing the program (with java)

1. // This program prints Hello World!
2. public class HelloWorld {
3.     public static void main(String[] args) {
4.         System.out.println(1/0)
5.     }
6. }
LOGIC ERRORS

1. // This program prints Hello World!
2. public class HelloWorld {
3.   public static void main(String[] args) {
4.     System.out.println(
5.         "Celsius 35 is Fahrenheit degree ");
6.     System.out.println((9 / 5) * 35 + 32);
7.   }
8.}


STANDARD DRAWING
Standard drawing (StdDraw) is a library for producing graphical output. It is a library developed for an introduction course (not for broad usage!)

```java
public class StdDraw {
    void line(double x0, double y0, double x1, double y1)
    void point(double x, double y)
    void text(double x, double y, String s)
    void circle(double x, double y, double r)
    void filledCircle(double x, double y, double r)
    void square(double x, double y, double r)
    void filledSquare(double x, double y, double r)
    void polygon(double[] x, double[] y)
    void filledPolygon(double[] x, double[] y)
    void setXscale(double x0, double x1)
    void setYscale(double y0, double y1)
    void setPenRadius(double r)
    void setPenColor(Color c)
    void setFont(Font f)
    void setCanvasSize(int w, int h)
    void clear(Color c)
    void show(int dt)
    void save(String filename)
}
```

Note: Methods with the same names but no arguments reset to default values.
STANDARD DRAW

• Practice with StdDraw. To use: download StdDraw.java and put in working directory.

1. public class Triangle {
2.     public static void main(String[] args) {
3.         StdDraw.line(0.0, 0.0, 1.0, 0.0);
4.         StdDraw.line(1.0, 0.0, 0.5, 0.866);
5.         StdDraw.line(0.5, 0.866, 0.0, 0.0);
6.     }
7. }
SET SIZE OF WINDOW

- **Use** `StdDraw.setCanvasSize(width, height)`
  - Width and height are integers representing pixels

This is the window
COORDINATE SYSTEM WITH STDDRAW

- Use `StdDraw.setXscale(xmin, xmax)` and `StdDraw.setYscale(ymin, ymax)`
  - `xmin`, `xmax`, `ymin`, and `ymax` are real numbers. Note the difference between pixels!

This is the window
COLORS

• **Change color with** `StdDraw.setPenColor(Color)`
  - **Use** `StdDraw.BLACK, StdDraw.WHITE, StdDraw.BLUE, StdDraw.RED, etc`
  - **Can define own colors with Java color library (uses RGB)**
    • `import java.awt.Color; //put at top of file`
    • `StdDraw.setPenColor(new Color(r, g, b));`
SPECIAL EFFECTS

- Images. Put .gif, .png, or .jpg file in the working directory and use StdDraw.picture() to draw it.
EXERCISES

1. Create a program to share three things about yourself. Please have each of the items nicely formatted with multiple System.out.println() commands.

2. Write a program using StdDraw to show a wireframe of a cube. Try to use different colors for the edges to show faces.

3. Work on Programming Assignment 1