

Chapter 2: Elementary Programming

Instructor: Dr. Murat Tunc

Lecture 2

Last Week (Summary)



“Hello World!” Program

```
# This program prints Hello World!  
  
print("Hello World!")
```



Statement

- A **statement** represents an action or a sequence of actions
- The statement `print("Hello World!")` in the program is a statement to display the greeting "Hello World!"

```
# This program prints Hello World!
```

```
print("Hello World!")
```



Comments

- Line 1 (in **green color**) is a **comment** that documents what the program is and how it is constructed
- They are not programming statements, and thus are **ignored** by the compiler

```
# This program prints Hello World!
```

```
print("Hello World!")
```



Special Symbols

- `()` i.e. Opening and closing parentheses
 - Used with functions and methods
- `#` i.e. Pound sign
 - Precedes a comment line
- `“ ”` i.e. Opening and closing double quotation marks
 - Enclosing a string (i.e. a series of characters)

```
# This program prints Hello World!
```

```
print("Hello World!")
```



Programming Errors

- 1) Syntax Errors
 - **Detected** by the compiler
- 2) Logic Errors
 - Produce **incorrect results**



Programming Errors

Syntax Error

```
# This program prints Hello World!
```

```
print("Hello World!")
```

```
"
```



Programming Errors

Logic Error

```
# This program prints the average of 3 + 4  
  
print("Average of 3 and 4 is ")  
  
print(3 + 4 / 2)
```

Output: Average of 3 and 4 is 5

Correct output: 3.5

Correct way: $(3+4)/2 = 3.5$



Chapter 2: Elementary Programming

Instructor: Dr. Murat Tunc

Lecture 2

In-class Exercise 1

(Group study – 10 min)

Write a program that

- 1) **reads in an input** as the **radius** of a circle from the user, and
- 2) **calculates** and **prints** the **area of a circle**



Writing a Simple Program

- **Designing Algorithm:** how a problem is solved by listing the actions that need to be taken
 - Description can be in natural language or in pseudocode
- Algorithm to calculate area of a circle:
 - **Step 1:** Read in the circle's radius from the user
 - **Step 2:** Compute area using the formula:

$$\text{area} = \pi * \text{radius} * \text{radius}$$

- **Step 3:** Display the result



Writing a Simple Program

- Translating the algorithm into a program

Step 1: Read in radius from the user

Step 2: Compute area

Step 3: Display the area



Writing a Simple Program

Step 1: Read in radius from the user

```
radius = input("Please input the radius of a circle and  
press Enter: ")
```

```
radius = float(radius)
```

Step 2: Compute area

```
area = radius * radius * 3.14159
```

Step 3: Display the area

```
print("The area of a circle with the radius", radius,  
"is", area)
```



Tracing a Program Execution

Step 1: Read in radius from the user

```
radius = input("Please input the radius of a circle  
and press Enter: ")
```

```
radius = float(radius)
```

radius

Step 2: Compute area

```
area = radius * radius * 3.14159
```

Allocate a memory
space for radius

Step 3: Display the area

```
print("The area of a circle with the radius", radius,  
"is", area)
```



Tracing a Program Execution

Step 1: Read in radius from the user

```
radius = input("Please input the radius of a circle  
and press Enter: ")
```

```
radius = float(radius)
```

radius

Step 2: Compute area

```
area = radius * radius * 3.14159
```

Example user input:
7.5

Step 3: Display the area

```
print("The area of a circle with the radius", radius,  
"is", area)
```



Tracing a Program Execution

Step 1: Read in radius from the user

```
radius = input("Please input the radius of a circle  
and press Enter: ")
```

```
radius = float(radius)
```

radius

Convert "7.5" to a
numeric value

Step 2: Compute area

```
area = radius * radius * 3.14159
```

Step 3: Display the area

```
print("The area of a circle with the radius", radius,  
"is", area)
```



Tracing a Program Execution

Step 1: Read in radius from the user

```
radius = input("Please input the radius of a circle  
and press Enter: ")
```

```
radius = float(radius)
```

radius	7.5
area	176.7144375

Step 2: Compute area

```
area = radius * radius * 3.14159
```

Compute the area and assign it to variable area

Step 3: Display the area

```
print("The area of a circle with the radius", radius,  
"is", area)
```



Tracing a Program Execution

Step 1: Read in radius from the user

```
radius = input("Please input the radius of a circle  
and press Enter: ")
```

```
radius = float(radius)
```

radius	7.5
area	176.7144375

Step 2: Compute area

```
area = radius * radius * 3.14159
```

Display the area

Step 3: Display the area

```
print("The area of a circle with the radius", radius,  
"is", area)
```



In-class Exercise 2

(Self study - 10 minutes)

Write a program that

- 1) **reads** in a **Celsius** degree from the user,
- 2) **converts** Celsius to **Fahrenheit** degree, and
- 3) **displays** the result

Hint. $\text{Fahrenheit} = (9 / 5) * \text{Celsius} + 32$



In-class Exercise 2 - Answer

Step 1: Read in Celsius degree from the user

```
celsius = input("Please input the Celsius degree and  
press Enter: ")
```

```
celsius = float(celsius)
```

Step 2: Convert Celsius to Fahrenheit degree

```
fahrenheit = (9 / 5) * celsius + 32
```

Step 3: Display the result

```
print("Celsius degree of", celsius, "is equal to",  
fahrenheit, "Fahrenheit degree")
```



Review



-
- Q: **input()** statement reads in a value from the user as numeric.
 - A. True
 - B. False
 - Ans: B



-
- Q: What does the following program print?

```
radius = 7.5
```

```
print("radius")
```

- A. 7.5
 - B. radius
- Ans: B



-
- Q: What does the following program print?

```
radius = 7.5  
print(radius)
```

- A. 7.5
 - B. radius
- Ans: A



In-class Exercise 3

(Practice at home – 10 min)

Write a program that

- 1) **reads three numbers** from the user and
- 2) **displays their average**



Identifiers

- **Identifiers** are the names that identify the elements such as variables, constants, methods, classes, and packages in a program
- An identifier is a sequence of characters that **consist of letters, digits, and underscores** (`_`).
- An identifier must start with a letter, an underscore (`_`). It **cannot start with a digit**



Identifiers

- An identifier **cannot** be a reserved keyword
 - `import`, `return`, `except`, `if`, `else`, ...
- An identifier **cannot** be `True` or `False`
- An identifier can be of any length
- Python is case sensitive
 - `Area`, `area`, and `AREA` are all **different** identifiers



Variables

- The program needs to read the radius entered by the user from the keyboard. This raises two important issues:
 - Reading the radius
 - **Storing** the radius in the program

- In order to store the radius, the program needs to declare a symbol called a **variable**



Variables

- Variables are used to **store values** to be used later in a program
- They are called variables because their **values can be changed**
- We need to tell the compiler the name of the variable
- Choose descriptive names for variables
 - **radius** for radius
 - **area** for area



Assignment Statements

- We can assign a value to a variable by using an **assignment statement**
- In Python, the **equal sign** (=) is used as the assignment operator
- The syntax for assignment statements is as follows:

variable = expression

- An expression represents a computation involving values, variables, and operators that taking them together, evaluates to a value



Assignment Statements

- $x = 1$

Assign 1 to x

- radius = 7.5

Assign 7.5 to radius

- a = "A"

Assign "A" to a

- count = 2

Assign value 2 to count

- count = count + 1

Assign addition of count
and 1 to count



Assignment Statements

- To assign a value to a variable, you must place **the variable name to the left** of the assignment operator

radius = 5 ← Correct

5 = radius ← Incorrect!!!



Review



• Q: Which of the following are valid identifiers?

A. a

B. +app

C. 3number

D. radiusOfTheCircle

E. \$2

F. d+7

G. True

• Ans: A, D



Numeric Literals

- A literal is a constant value that appears directly in a program
- For **example**, 34 and 0.305 are literals in the following statements

numberOfYears = 34

weight = 0.305



Numeric Literals

- An **integer** literal can be assigned to a variable
 - `integerVariable = 3`
 - `print (type (integerVariable)) # Displays <class 'int'>`
- A **floating point** literal written with a decimal point
 - `floatVariable = 3.14`
 - `print (type (floatVariable)) # Displays <class 'float'>`



Numeric Literals - Conversion

- We can convert a floating point literal to an integer literal
 - Removes the decimal parts of a float number
- **Example:**

```
numberBeforeConversion = 3.14
numberAfterConversion = int( numberBeforeConversion )
print ( type ( numberAfterConversion ) )
    # Displays <class 'int'>
print ( numberAfterConversion )
    # Displays 3
```



Numeric Literals - Conversion

- Similarly, we can convert an integer literal to a float number
 - Simply adds a decimal point and a zero
- **Example:**

```
numberBeforeConversion = 3
numberAfterConversion = float( numberBeforeConversion )
print ( type ( numberAfterConversion ) )
    # Displays <class 'float'>
print ( numberAfterConversion )
    # Displays 3.0
```



Numeric Operations

Name	Meaning	Example	Result
+	Addition	$34 + 1$	35
-	Subtraction	$34.0 - 0.1$	33.9
*	Multiplication	$300 * 30$	9000
/	Division	$1.0 / 2.0$	0.5
%	Remainder	$20 \% 3$	2



Division, Integer Division and Remainder

- **Division** operator: `/`
 - will **always** result in a floating point number
 - **Example:** `5 / 2` yields a floating point number 2.5
- **Integer division** operator: `//`
 - **Example:** `5 // 2` yields an integer number 2
- **Remainder** operator: `%`
 - will result in the **remainder** of the division
 - **Example:** `5 % 2` yields an integer number 1
- Remainder operation is useful in programming
 - **Even** number `% 2` is always 0
 - **Odd** number `% 2` is always 1



Division, Integer Division and Remainder

- The **result of a division** operation is **always** a floating point number
 - $4 / 2$ **# Results in 2.0**
- The result of an **integer division** and **remainder** operation
 - **Depends** on the types of the numeric literals used in the operations



Division, Integer Division and Remainder

- If **at least one floating point number** is used in integer division and remainder operations
 - The **result** will be a **floating point number**
- **Examples:**
 - $7 // 3.0$ **# Results in 2.0**
 - $7.0 \% 3$ **# Results in 1.0**



Division, Integer Division and Remainder

- If **two integer numbers** are used in integer division and remainder operations
 - The **result** will be **an integer number**
- **Examples:**
 - $7 // 3$ **# Results in 2**
 - $7 \% 3$ **# Results in 1**



In-class Exercise 4

(Self-study – 10 min)

Write a program to **obtain minutes** and **remaining seconds** from an amount of **time in seconds**.

- 1) **Read in the time in seconds** from the user (**Example**: 200 seconds)
- 2) **Convert** 200 seconds \Rightarrow 3 minutes and 20 seconds



In-class Exercise 4 - Answer

Step 1: Read in the time in seconds from the user

```
timeInSeconds = float( input("Please input the time (in seconds) and press Enter: ") )
```

Step 2: Convert the time to minutes and seconds

```
minutes = int ( timeInSeconds // 60 )
```

```
seconds = timeInSeconds % 60
```

Step 3: Display the result

```
print(timeInSeconds, "seconds is equal to", minutes, "minutes and", seconds, "seconds")
```



Review



- $\text{count} = 7 / 3$

- A. 1

- B. 2

- C. 2.3333

What is the value stored in count?

- **Ans:** 2.3333

- $\text{test} = 7 \% 3$

- A. 1

- B. 2

- C. 2.3333

What is the value stored in test?

- **Ans:** 1



-
- `count = 7 // 3` **# What is the value stored in count?**
 - A. 1
 - B. 2
 - C. 2.3333

- **Ans:** 2

- `test = 7.5 // 3` **# What is the value stored in test?**
 - A. 2.5
 - B. 2
 - C. 2.0

- **Ans:** 2.0



Exponent Operations

- `pow` (a, b) is used to compute a^b

```
print(pow(2, 3))
```

```
# Displays 8
```

```
print(pow(4, 0.5))
```

```
# Displays 2.0
```

```
print(pow(2.5, 2))
```

```
# Displays 6.25
```

```
print(pow(2.5, -2))
```

```
# Displays 0.16
```



Arithmetic Expressions

$$\frac{3 + 4x}{5} - \frac{10(y - 5)(a + b + c)}{x} + 9\left(\frac{4}{x} + \frac{9 + x}{y}\right)$$

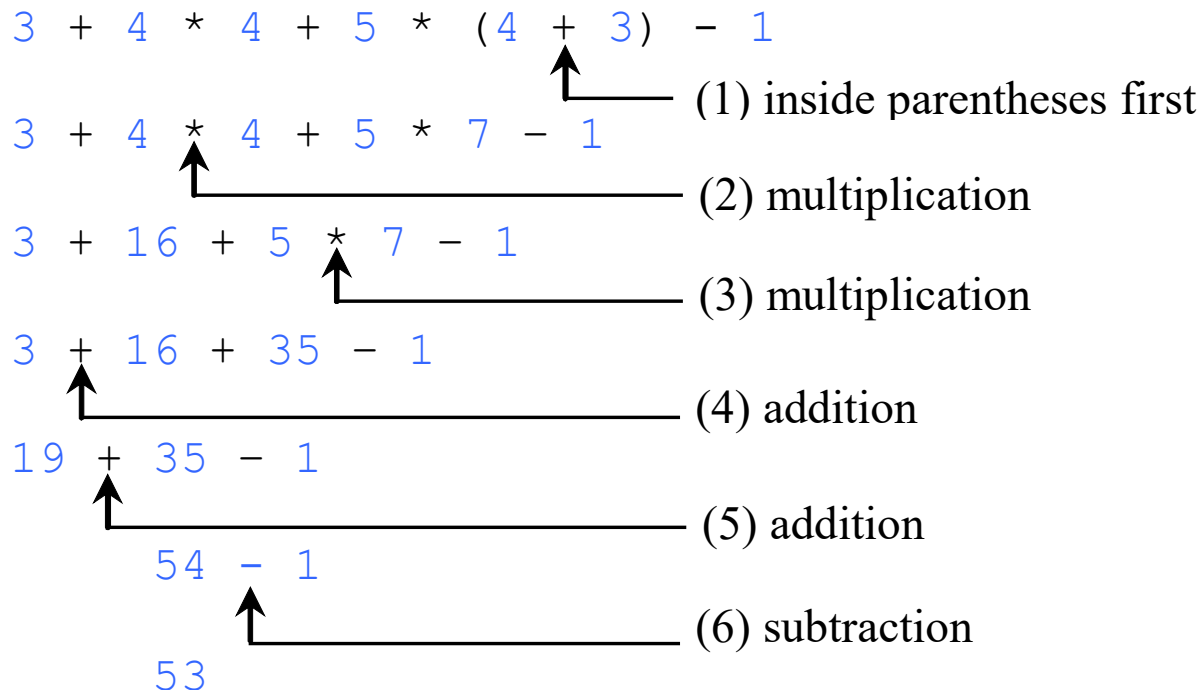
is translated to

$$(3 + 4 * x) / 5 - 10 * (y - 5) * (a + b + c) / x + 9 * (4 / x + (9 + x) / y)$$



How to Evaluate an Expression

- We can safely apply the arithmetic rule for evaluating a Python expression



Augmented Assignment Operators

- The operators $+$, $-$, $*$, $/$, and $\%$ can be combined with the assignment operator ($=$) to form **augmented operators**

<i>Operator</i>	<i>Name</i>	<i>Example</i>	<i>Equivalent</i>
$+=$	Addition assignment	$i += 8$	$i = i + 8$
$-=$	Subtraction assignment	$i -= 8$	$i = i - 8$
$*=$	Multiplication assignment	$i *= 8$	$i = i * 8$
$/=$	Division assignment	$i /= 8$	$i = i / 8$
$\%=$	Remainder assignment	$i \%= 8$	$i = i \% 8$



Review



- $x = 5$
 $x /= 2$
A. 2
B. 3
C. 2.5
D. Error

What is the value stored in x?

- **Ans:** C



- $\text{test} = 5$

- $\text{test} += \text{test} + 1$

What is the value in test?

- A. 6

- B. 5

- C. 11

- D. Error

- **Ans:** C



- $x = 5$
 $x // 2 = 2$
A. 2
B. 3
C. 2.5
D. Error

What is the value stored in x?

- **Ans:** A



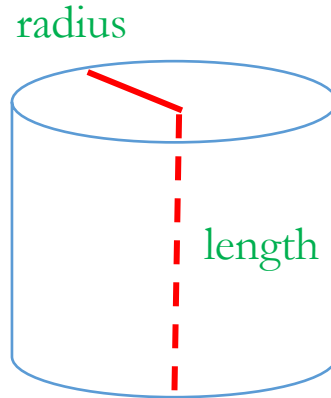
Practice Question 1

Write a program that

- 1) **reads a two digit integer** from the user and
- 2) **swap its digits** to create a new integer.

For example, if an integer is 93, after swapping it becomes 39.





Practice Question 2

Write a program that

- 1) **reads numbers for radius and length** from the user and
- 2) **displays the volume of a cylinder** on console.

$$\text{area} = \text{radius} * \text{radius} * \pi$$

$$\text{volume} = \text{area} * \text{length}$$



Practice Question 3

Write a program that

- 1) **reads the values of x and y** from the user and
- 2) **display the following result** on console.

$$y^{x-7} + \frac{x+y}{4} - \frac{2(x-y)+3}{5} + \frac{y}{3x-10}$$

Check the result for $x=10$, $y=5$ (The answer should be 126.4)

