ICT Programming – Clozed Notes

Lesson 1 Introduction to Programming

What is Programming

- Programs consist of instructions that tell the computer what to do
- Programmer is a person that writes programs
- Programming is the process of writing a computer program
- Programming language is a set of key words and syntax (rules) for how to organize the instructions.

Computers

- Computer: a machine that can perform a task independently
 - \checkmark Needs a program that tells it what to do
- Executing: when a computer runs a program and performs the tasks instructed by the program
- Primary functions a computer performs:
 - 1. Storing, retrieving, and displaying data
 - 2. Calculates & manipulates data
 - ✓ Adding, multiplying, comparing & moving data

Programming Languages: Machines

- Machine language: the elemental language of computers made up of a long sequence of binary digital zeros and ones (bits)
 - ✓ *The only language a computer understands*
- Transistor: an electrical switch that is either off (0) or on (1)
- Bits: the on or off switch
- Byte: eight bits
- Base: 2 (0,1)

Binary & Machine Language

Binary code: "Hello, World!"

Machine Language code: "Hello, World!"

ba 0c 01	
b4 09	
<u>cd</u> 21	
b8 00 4c	
<u>cd</u> 21	
48 65 6c <u>6c</u> 6f 2c	
20 57 6f 72 6c 64	
21 0d 0a 24	

ICT Programming – Clozed Notes

Assembly Language

- More human-like representation of machine language
- Uses symbols and recognizable code
- Unique to different computers / operating systems
- Difficult to write

High Level Language

• Programming languages with unique rules (syntax) and can be written without regard of computer running it

"Hello, World!" in Python

stop this script

- Usually use English words and phrases and easily recognizable symbols
- Languages people usually write programs in
- Python, C++, Visual Basic, Java, Perl, PHP
- Must be translated into machine language before they can be run

High Level Languages

"Hello, World!" in Java

public class HelloWorld {	print("Hello World!")
public static void main(String [] args) { System.out.println("Hello	
World!");	"Hello, World!" in Scratch
}	when 🎮 clicked
	say Hello, world!

Complied and Translated Code

- Compiled languages: Translate entire program before the computer runs it ✓ Usually faster than translated
- Translated language / Interpreter: translates a number of program instructions, waits for the computer to execute them, and then translates the next series, until the program is fully executed

Structured Programming

- Works from the top to bottom
- Designed by breaking problems into smaller, logical problems to make them easier to execute
- Allows programmers to re-use portions of code and makes it easier to correct errors.