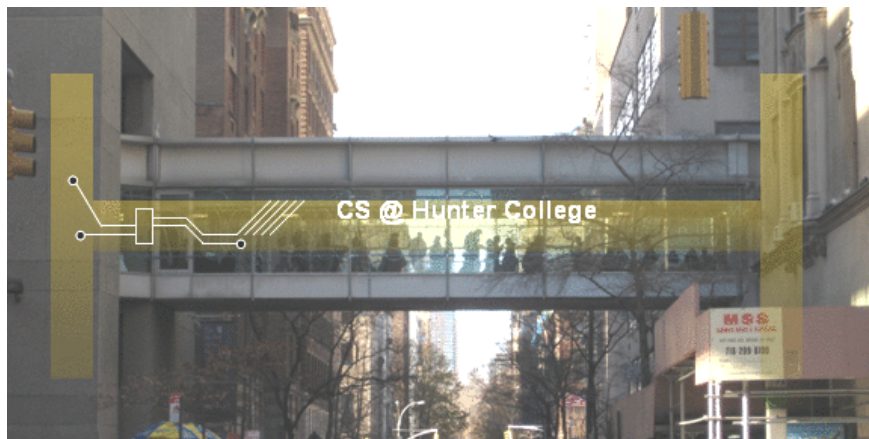


CSci 127: Introduction to Computer Science



hunter.cuny.edu/csci

Lecture Slips: tinyurl.com/ycrcn3k6

Exit Slip for Lecture 12

1

Of the programs 31 through 45, which did you enjoy the most?

- ☐ 31. Shelter Population
- ☐ 32. Hello, World! (main())
- ☐ 33. Binary to Decimal
- ☐ 34. Always False Circuit
- ☐ 35. DNA Complementary Strands
- ☐ 36. Parking Tickets
- ☐ 37. Month Strings
- ☐ 38. Incrementer Circuit
- ☐ 39. Collision Contributing Factors
- ☐ 40. Github Account
- ☐ 41. NYC Map
- ☐ 42. Collisions Map
- ☐ 43. Copenhagen Transit Fares
- ☐ 44. Closest Point
- ☐ 45. Average Image (koalastothemax)
- ☐ Other: _____

Why?

Your answer _____

Exit Slip for Lecture 12

2

Of the programs 31 through 45, on which did you spend the most time?

- ☐ 31. Shelter Population
- ☐ 32. Hello, World! (main())
- ☐ 33. Binary to Decimal
- ☐ 34. Always False Circuit
- ☐ 35. DNA Complementary Strands
- ☐ 36. Parking Tickets
- ☐ 37. Month Strings
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- ☐ 42. Collisions Map
- ☐ 43. Copenhagen Transit Fares
- ☐ 44. Closest Point
- ☐ 45. Average Image (koalastothemax)
- ☐ Other: _____

Why?

Your answer _____

Announcements



- There's 7 additional sections for the second semester programming lab CSci 136 open for next term.

Announcements



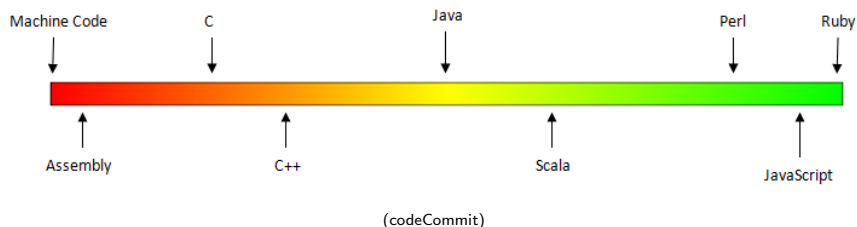
- There's 7 additional sections for the second semester programming lab CSci 136 open for next term.
- Today's lecturers include:
 - ▶ Prof. Sakas (department chair),
 - ▶ Genady Maryash (adjunct coordinator),
 - ▶ Katherine Howitt (tutor coordinator).

Today's Topics



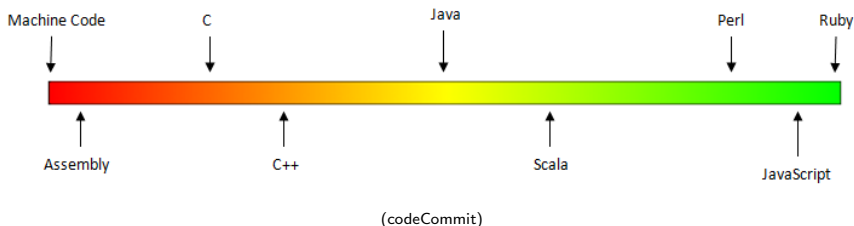
- Recap of Low-Level Programming
- Introducing C++
- Hello, World in C++
- I/O and Definite Loops in C++
- Final Exam Overview

Low-Level vs. High-Level Languages



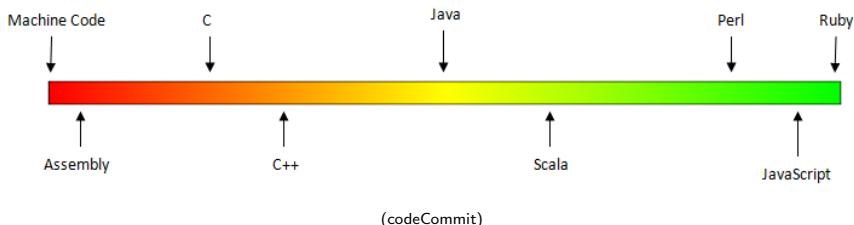
- Can view programming languages on a continuum.

Low-Level vs. High-Level Languages



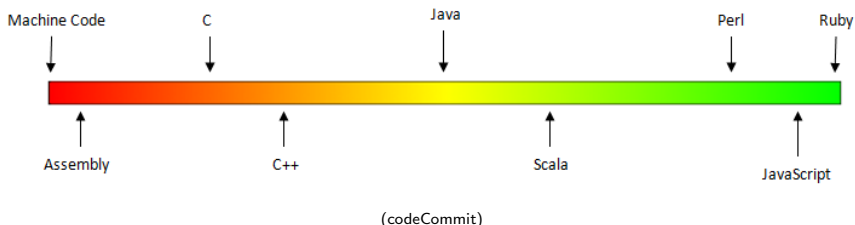
- Can view programming languages on a continuum.
- Those that directly access machine instructions & memory and have little abstraction are **low-level languages**

Low-Level vs. High-Level Languages



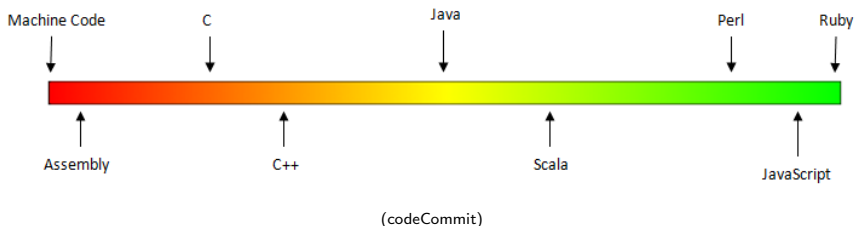
- Can view programming languages on a continuum.
- Those that directly access machine instructions & memory and have little abstraction are **low-level languages** (e.g. machine language, assembly language).

Low-Level vs. High-Level Languages



- Can view programming languages on a continuum.
- Those that directly access machine instructions & memory and have little abstraction are **low-level languages** (e.g. machine language, assembly language).
- Those that have strong abstraction (allow programming paradigms independent of the machine details, such as complex variables, functions and looping that do not translate directly into machine code) are called **high-level languages**.

Low-Level vs. High-Level Languages



- Can view programming languages on a continuum.
- Those that directly access machine instructions & memory and have little abstraction are **low-level languages** (e.g. machine language, assembly language).
- Those that have strong abstraction (allow programming paradigms independent of the machine details, such as complex variables, functions and looping that do not translate directly into machine code) are called **high-level languages**.
- Some languages, like C, are in between– allowing both low level access and high level data structures.

Machine Language

- We will be writing programs in a simplified machine language, WeMIPS.

```
002000 c2 30      REP #30
002002 10        CLC
002003 f0        SED
002004 40 34 12    LDR #01234
002007 69 21 43    ROR #04321
002008 0f 03 7f 01 STW #017f03
00200c 00        CLD
00200f e2 30      SEP #30
002011 00        BRK
002012

P PC Mem32C A X Y SP BP BB
: 00 0012 0010000 0000 0000 0002 cfff 0000 00
g 2000

BREAK
P PC Mem32C A X Y SP BP BB
: 00 2013 0010000 5555 0000 0002 cfff 0000 00
n 1103 7f03
007f03 55 55 00 00 00 00 00 00 00 00 00 00 00 00 00 00
```

(wiki)

Machine Language

```
002000 c2 30 REP #30
002002 10 CLC
002003 F0 SED
002004 40 34 12 LDR #01204
002007 60 21 43 ROR #04321
00200A 0F 03 7F 01 STA #017F03
00200C 00 CLJ
00200F E2 30 SEP #30
002011 00 BRX
002012

PB PC Mem32C A X Y SP BP BB
: 00 2012 00110000 0000 0000 0002 C7FF 0000 00
$ 2000

BREAK

PB PC Mem32C A X Y SP BP BB
: 00 2013 00110000 5555 0000 0002 C7FF 0000 00
n 1103 7403
007F03 55 55 00 00 00 00 00 00 00 00 00 00 00 00 00 00
```

(wiki)

- We will be writing programs in a simplified machine language, WeMIPS.
- It is based on a reduced instruction set computer (RISC) design, originally developed by the MIPS Computer Systems.

Machine Language

```
002000 c2 30 REP #30
002002 10 CLC
002003 F0 SED
002004 40 34 12 LSH #1224
002007 60 21 43 RSC #4321
00200A 0F 03 7F 01 STA #017F03
00200C 00 CLJ
00200F E2 30 SEP #30
002011 00 BRX
002012

P PC Mno32C A X Y SP BP BB
: 00 2012 00110000 0000 0000 0002 C7FF 0000 00
$ 2000

BREAK

P PC Mno32C A X Y SP BP BB
: 00 2013 00110000 5555 0000 0002 C7FF 0000 00
n 1103 7403
007F03 55 55 00 00 00 00 00 00 00 00 00 00 00 00 00 00
```

(wiki)

- We will be writing programs in a simplified machine language, WeMIPS.
- It is based on a reduced instruction set computer (RISC) design, originally developed by the MIPS Computer Systems.
- Due to its small set of commands, processors can be designed to run those commands very efficiently.

Machine Language



The screenshot shows the WeMIPS emulator interface. At the top, it displays the current instruction address and the instruction being executed. Below this, a list of instructions is shown, each with its address, opcode, and operands. The registers (R0-R31) are displayed at the bottom, showing their current values. The interface is dark-themed with light-colored text.

```
002000 C2 30 REP #030
002002 1B CLC
002003 F0 SED
002004 40 34 12 L3H #01234
002007 69 21 43 R0C #04321
00200A 0F 03 7F 01 STN #017F03
00200C 00 CLJ
00200F E2 30 SEP #030
002011 00 BRX
002012

PC PC Mips32C A X Y SP BP BB
: 00 2012 00110000 0000 0000 0002 C7FF 0000 00
$ 2000

BREAK

PC PC Mips32C A X Y SP BP BB
: 00 2013 00110000 5555 0000 0002 C7FF 0000 00
n 1103 7403
007F03 55 55 00 00 00 00 00 00 00 00 00 00 00 00 00 00
```

(wiki)

- We will be writing programs in a simplified machine language, WeMIPS.
- It is based on a reduced instruction set computer (RISC) design, originally developed by the MIPS Computer Systems.
- Due to its small set of commands, processors can be designed to run those commands very efficiently.
- More in future architecture classes....

"Hello World!" in Simplified Machine Language

Line: 3 Go!

Show/Hide Demos

[User Guide](#) | [Unit Tests](#) | [Docs](#)

Addition Doubler

Stav

Looper

Stack Test

Hello World

Code Gen Save String

Interactive

Binary2 Decimal

Decimal2 Binary

Debug

```
1 # Store 'Hello world!' at the top of the stack
2 ADDI $sp, $sp, -13
3 ADDI $t0, $zero, 72 # H
4 SB $t0, 0($sp)
5 ADDI $t0, $zero, 101 # e
6 SB $t0, 1($sp)
7 ADDI $t0, $zero, 108 # l
8 SB $t0, 2($sp)
9 ADDI $t0, $zero, 108 # l
10 SB $t0, 3($sp)
11 ADDI $t0, $zero, 111 # o
12 SB $t0, 4($sp)
13 ADDI $t0, $zero, 32 # (space)
14 SB $t0, 5($sp)
15 ADDI $t0, $zero, 119 # w
16 SB $t0, 6($sp)
17 ADDI $t0, $zero, 111 # o
18 SB $t0, 7($sp)
19 ADDI $t0, $zero, 114 # r
20 SB $t0, 8($sp)
21 ADDI $t0, $zero, 108 # l
22 SB $t0, 9($sp)
23 ADDI $t0, $zero, 100 # d
24 SB $t0, 10($sp)
25 ADDI $t0, $zero, 33 # !
26 SB $t0, 11($sp)
27 ADDI $t0, $zero, 0 # (null)
28 SB $t0, 12($sp)
29
30 ADDI $v0, $zero, 4 # 4 is for print string
31 ADDI $a0, $sp, 0
32 syscall # print to the log
```

Step Run ☒ Enable auto switching

S T A V Stack Log

s0:	10
s1:	9
s2:	9
s3:	22
s4:	696
s5:	976
s6:	927
s7:	418

(WeMIPS)

In Pairs or Triples:

Predict what the code will do:

```
1 # This is the same as the doubler, except the jumps cause the order
2 # to change drastically, therefore all of the values will be different.
3 CHANGE_S: ADDI $t0, $zero, 2
4 BEQ $s0, $t0, EXIT
5 ADD $s1, $s0, $s0 # double s0 by adding it to itself, should be 4
6 ADD $s2, $s1, $s1 # double s1 by adding it to itself, should be 8
7 ADD $s3, $s2, $s2 # double s2 by adding it to itself, should be 16
8 ADD $s4, $s3, $s3 # double s3 by adding it to itself, should be 32
9 ADD $s5, $s4, $s4 # double s4 by adding it to itself, should be 64
10 ADD $s6, $s5, $s5 # double s5 by adding it to itself, should be 128
11 ADD $s7, $s6, $s6 # double s6 by adding it to itself, should be 256
12 J CHANGE_V
13
14 CHANGE_T: ADD $t0, $s7, $s7
15 ADD $t1, $t0, $t0
16 ADD $t2, $t1, $t1
17 ADD $t3, $t2, $t2
18 ADD $t4, $t3, $t3
19 ADD $t5, $t4, $t4
20 ADD $t6, $t5, $t5
21 ADD $t7, $t6, $t6
22 ADD $t8, $t7, $t7
23 ADD $t9, $t8, $t8
24 J CHANGE_S
25
26 CHANGE_A: ADD $a0, $t9, $t9
27 ADD $a1, $a0, $a0
28 ADD $a2, $a1, $a1
29 ADD $a3, $a2, $a2
30 J CHANGE_S
31
32 CHANGE_V: ADD $v0, $a3, $a3
33 ADD $v1, $v0, $v0
34 J CHANGE_A
```


WeMIPS

```
1 # This is the same as the doubler, except the jumps cause the order
2 # to change drastically, therefore all of the values will be different.
3 CHANGE_S: ADDI $t0, $zero, 2
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34 J CHANGE_A
```

(Demo with WeMIPS)

In Pairs or Triples:

- Write a complete **Python program** that converts kilograms to pounds.
- *Predict what the code will do:*

```
1 //Another C++ program, demonstrating variables
2 #include <iostream>
3 using namespace std;
4
5 int main ()
6 {
7     int year;
8     cout << "Enter a number: ";
9     cin >> year;
10    cout << "Hello |" << year << "!!\n\n";
11    return 0;
12 }
```

Python Tutor

- Write a complete **Python program** that converts kilograms to pounds.

(Write from scratch in pythonTutor.)

onlinegdb demo

```
1 //Another C++ program, demonstrating variables
2 #include <iostream>
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5 int main ()
6 {
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```

(Demo with onlinegdb)

Introduction to C++

- C++ is a popular programming language that extends C.

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- Produces fast, efficient, and powerful.

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- C++ is a popular programming language that extends C.
- Produces fast, efficient, and powerful.
- Used for systems programming (and future courses!).
- Today, we'll introduce the basic structure and simple input/output (I/O) in C/C++.

Introduction to C++

- Programs are organized in functions.

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2 #include <iostream>
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5 int main ()
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Introduction to C++

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Introduction to C++

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```
int num;
```

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- Programs are organized in functions.
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`int num;`
- Many types available: `int`, `float`, `char`, ...

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`cout << "Hello!!"`
- To get input, we'll use `cin >>`:
`cin >> num`

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- Variables must be **declared** before used:
`int num;`
- Many types available: `int`, `float`, `char`, ...
- To print, we'll use `cout <<`:
`cout << "Hello!!"`
- To get input, we'll use `cin >>`:
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- To use those I/O functions, we put at the top of the program:

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- Programs are organized in functions.
- Variables must be **declared** before used:
`int num;`
- Many types available: `int`, `float`, `char`, ...
- To print, we'll use `cout <<`:
`cout << "Hello!!"`
- To get input, we'll use `cin >>`:
`cin >> num`
- To use those I/O functions, we put at the top of the program:
`#include <iostream>`
`using namespace std;`

In Pairs or Triples:

Predict what the following pieces of code will do:

```
//Another C++ program, demonstrating I/O & arithmetic
#include <iostream>
using namespace std;

int main ()
{
    float kg, lbs;
    cout << "Enter kg: ";
    cin >> kg;
    lbs = kg * 2.2;
    cout << endl << "Lbs: " << lbs << "\n\n";
    return 0;
}
```

```
//Another C++ program; Demonstrates loops
#include <iostream>
using namespace std;

int main ()
{
    int i,j;
    for (i = 0; i < 4; i++)
    {
        cout << "The world turned upside down...\n";
    }

    for (j = 10; j > 0; j--)
    {
        cout << j << " ";
    }
    cout << "Blast off!!" << endl;

    return 0;
}
```

C++ Demo

```
//Another C++ program, demonstrating I/O & arithmetic
#include <iostream>
using namespace std;

int main ()
{
    float kg, lbs;
    cout << "Enter kg: ";
    cin >> kg;
    lbs = kg * 2.2;
    cout << endl << "Lbs: " << lbs << "\n\n";
    return 0;
}
```

(Demo with onlinegdb)

In Pairs or Triples:

Predict what the following pieces of code will do:

```
//Growth example
#include <iostream>
using namespace std;

int main ()
{
    int population = 100;
    cout << "Year\tPopulation\n";
    for (int year = 0; year < 100; year= year+5)
    {
        cout << year << "\t" << population << "\n";
        population = population * 2;
    }
    return 0;
}
```

```
//Another C++ program; Demonstrates loops
#include <iostream>
using namespace std;

int main ()
{
    int i,j,size;
    cout << "Enter size: ";
    cin >> size;
    for (i = 0; i < size; i++)
    {
        for (j = 0; j < size; j++)
        {
            cout << "*";
            cout << endl;
        }
        cout << "\n\n";
        for (i = size; i > 0; i--)
        {
            for (j = 0; j < i; j++)
            {
                cout << "*";
                cout << endl;
            }
        }
        return 0;
    }
}
```

C++ Demo

```
//Growth example
#include <iostream>
using namespace std;

int main ()
{
    int population = 100;
    cout << "Year\tPopulation\n";
    for (int year = 0; year < 100; year= year+5)
    {
        cout << year << "\t" << population << "\n";
        population = population * 2;
    }
    return 0;
}
```

(Demo with C++)

Definite loops

```
//Another C++ program; Demonstrates loops
#include <iostream>
using namespace std;

int main ()
{
    int i,j,size;
    cout << "Enter size: ";
    cin >> size;
    for (i = 0; i < size; i++)
    {
        for (j = 0; j < size; j++)
        {
            cout << "*";
            cout << endl;
        }
        cout << "\n\n";
        for (i = size; i > 0; i--)
        {
            for (j = 0; j < i; j++)
            {
                cout << "*";
                cout << endl;
            }
        }
        return 0;
    }
}
```

General format:

```
for ( initialization ; test ; updateAction )
{
    command1;
    command2;
    command3;
    ...
}
```

Final Overview (Cont'd from Last Lecture)

For each question below, first write **the function header (name & inputs) and return values** (often called the Application Programming Interface (API)). Then write the complete function:

- Write a function that takes a whole number and returns the corresponding binary number as a string.
- Write a function that takes a weight in kilograms and returns the weight in pounds.
- Write a function that, given a DataFrame, returns the minimal value in the “Manhattan” column.
- Write a function that computes the total monthly payment when given the initial loan amount, annual interest rate, number of years of the loan.
- Write a function that takes a string and returns its length.

(Hint: highlight key words, make list of inputs, list of outputs, then put together.)

Final Overview

For each question below, write the function header (name & inputs) and return values (often called the Application Programming Interface (API)):

- Write a function that takes a whole number and returns the corresponding binary number as a string.

```
def num2bin(num):  
    ...  
    return(bin)
```

Final Overview

For each question below, write the function header (name & inputs) and return values (often called the Application Programming Interface (API)):

- Write a function that takes a whole number and returns the corresponding binary number as a string.

```
def num2bin(num):  
    binStr = ""  
    while (num > 0):  
        #Divide by 2, and add the remainder to the string  
        r = num %2  
        binString = str(r) + binStr  
        num = num / 2  
    return(binStr)
```

Final Overview

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```
def kg2lbs(kg):  
    ...  
    return(lbs)
```

Final Overview

For each question below, write the function header (name & inputs) and return values (often called the Application Programming Interface (API)):

- Write a function that takes a weight in kilograms and returns the weight in pounds.

```
def kg2lbs(kg)
    lbs = kg * 2.2
    return(lbs)
```

Final Overview

For each question below, write the function header (name & inputs) and return values (often called the Application Programming Interface (API)):

- Write a function that, given a DataFrame, returns the minimal value in the “Manhattan” column.

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- Write a function that, given a DataFrame, returns the minimal value in the “Manhattan” column.

```
def getMin(df):  
    ...  
    return(min)
```

Final Overview

For each question below, write the function header (name & inputs) and return values (often called the Application Programming Interface (API)):

- Write a function that, given a DataFrame, returns the minimal value in the “Manhattan” column.

```
def getMin(df):  
    mM = df['Manhattan'].min()  
    return(mM)
```


Final Overview

For each question below, write the function header (name & inputs) and return values (often called the Application Programming Interface (API)):

- Write a function that computes the total monthly payment when given the initial loan amount, annual interest rate, number of years of the loan.

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- Write a function that computes the total monthly payment when given the initial loan amount, annual interest rate, number of years of the loan.

```
def computePayment(loan,rate,year):  
    ....  
    return(payment)
```

Final Overview

For each question below, write the function header (name & inputs) and return values (often called the Application Programming Interface (API)):

- Write a function that computes the total monthly payment when given the initial loan amount, annual interest rate, number of years of the loan.

```
def computePayment(loan,rate,year):  
    (Some formula for payment)  
    return(payment)
```

Final Overview

For each question below, write the function header (name & inputs) and return values (often called the Application Programming Interface (API)):

- Write a function that takes a string and returns its length.

```
def sLength(str):  
    ...  
    return(length)
```

Final Overview

For each question below, write the function header (name & inputs) and return values (often called the Application Programming Interface (API)):

- Write a function that takes a string and returns its length.

```
def sLength(str):  
    length = len(str)  
    return(length)
```

Recap: C++

```
//Another C++ program; Demonstrates loops
#include <iostream>
using namespace std;

int main ()
{
    int i,j;
    for (i = 0; i < 4; i++)
    {
        cout << "The world turned upside down...\n";
    }

    for (j = 10; j > 0; j--)
    {
        cout << j << " ";
    }
    cout << "Blast off!!!" << endl;

    return 0;
}
```

- C++ is a popular programming language that extends C.

Recap: C++

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- C++ is a popular programming language that extends C.
- Input/Output (I/O):
 - ▶ cin >>
 - ▶ cout <<

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- C++ is a popular programming language that extends C.
- Input/Output (I/O):
 - ▶ cin >>
 - ▶ cout <<
- Definite loops:
for (i = 0; i < 10; i++)

Exit Slip for Lecture 12

1

Of the programs 31 through 45, which did you enjoy the most?

- ☐ 31. Shelter Population
- ☐ 32. Hello, World! (main())
- ☐ 33. Binary to Decimal
- ☐ 34. Always False Circuit
- ☐ 35. DNA Complementary Strands
- ☐ 36. Parking Tickets
- ☐ 37. Month Strings
- ☐ 38. Incrementer Circuit
- ☐ 39. Collision Contributing Factors
- ☐ 40. Github Account
- ☐ 41. NYC Map
- ☐ 42. Collisions Map
- ☐ 43. Copenhagen Transit Fares
- ☐ 44. Closest Point
- ☐ 45. Average Image (koalastothemax)
- ☐ Other: _____

Why?

Your answer _____

Exit Slip for Lecture 12

2

Of the programs 31 through 45, on which did you spend the most time?

- ☐ 31. Shelter Population
- ☐ 32. Hello, World! (main())
- ☐ 33. Binary to Decimal
- ☐ 34. Always False Circuit
- ☐ 35. DNA Complementary Strands
- ☐ 36. Parking Tickets
- ☐ 37. Month Strings
- ☐ 38. Incrementer Circuit
- ☐ 39. Collision Contributing Factors
- ☐ 40. Github Account
- ☐ 41. NYC Map
- ☐ 42. Collisions Map
- ☐ 43. Copenhagen Transit Fares
- ☐ 44. Closest Point
- ☐ 45. Average Image (koalastothemax)
- ☐ Other: _____

Why?

Your answer _____