

Transition to Code

CS 1111
Introduction to Programming
Spring 2019

Pseudocode

- Pseudocode is one of the methods that can be used to **represent / describe an algorithm** (usually in English)
- Not use specific programming language syntax
- Can be easily translated into a high-level programming language
- Usually include terms specifying a **sequence of actions** the a program will take
- Each line does one thing -- must be executable

Control Structures

Sequence

- A series of statements that execute **one after another**

Condition (if)

- To **decide** which of the two or more different statements to execute depending on a certain condition

Repetition (loop)

- To repeat statements **while** certain conditions are true

Subprogram / named action

- A small part of another program **solving a certain problem**
- A collection of subprograms solves the original problem

Example

Problem:

- A company is planning to have a storewide sale of 20%
- Sales tax is 5%
- You enter the **price** of an item based on the price tag
- Calculate the final sale price of an item after applying the **discount** and the **sales tax**
- Display the final sale price

Pseudocode

```
Get item price
Apply 20% discount
Add 5% sales tax
Display final sale price
```

Flowcharts



Example: Rewrite Pseudocode

1. **Get** item price
2. **Apply** 20% discount
3. **Add** 5% sales tax
4. **Display** final sale price

rewrite ↓

1. **Get** item price
2. **Check** if price is ≤ 0 ,
then **repeat** step 1
3. **Apply** 20% discount
4. **Add** 5% sales tax
5. **Display** final sale price

Test the pseudocode with some simple inputs

Let item price = 100

Does the pseudocode work as expected?

final sale price = 84

If yes, let's test with more inputs

item price = 0

item price = -100

Does it still work?

Always test the pseudocode and rewrite until it works properly

Python

- Interpreted programming language
- Has simple syntax – easy to read
- Has most of the features of traditional programming languages
- Supports a wide range of programs: games, web apps, system administration
- Used by many successful companies: Google, IBM, Disney, EA Games
- Open source
- Three types: console, GUI, web app

How Python Compiles and Runs Source Code

Step 1: Programmer uses an editor to write source code

code (.py)

1. **Get** item price
2. **Check** if price is ≤ 0 , then **repeat** step 1
3. **Apply** 20% discount
4. **Add** 5% sales tax
5. **Display** final sale price

```
price = 0
while price <= 0:
    price = int(input("Enter item price: "))
price *= 0.8
price *= 1.05
print(price)
```

Step 2: Source is compiled by the interpreter into bytecode

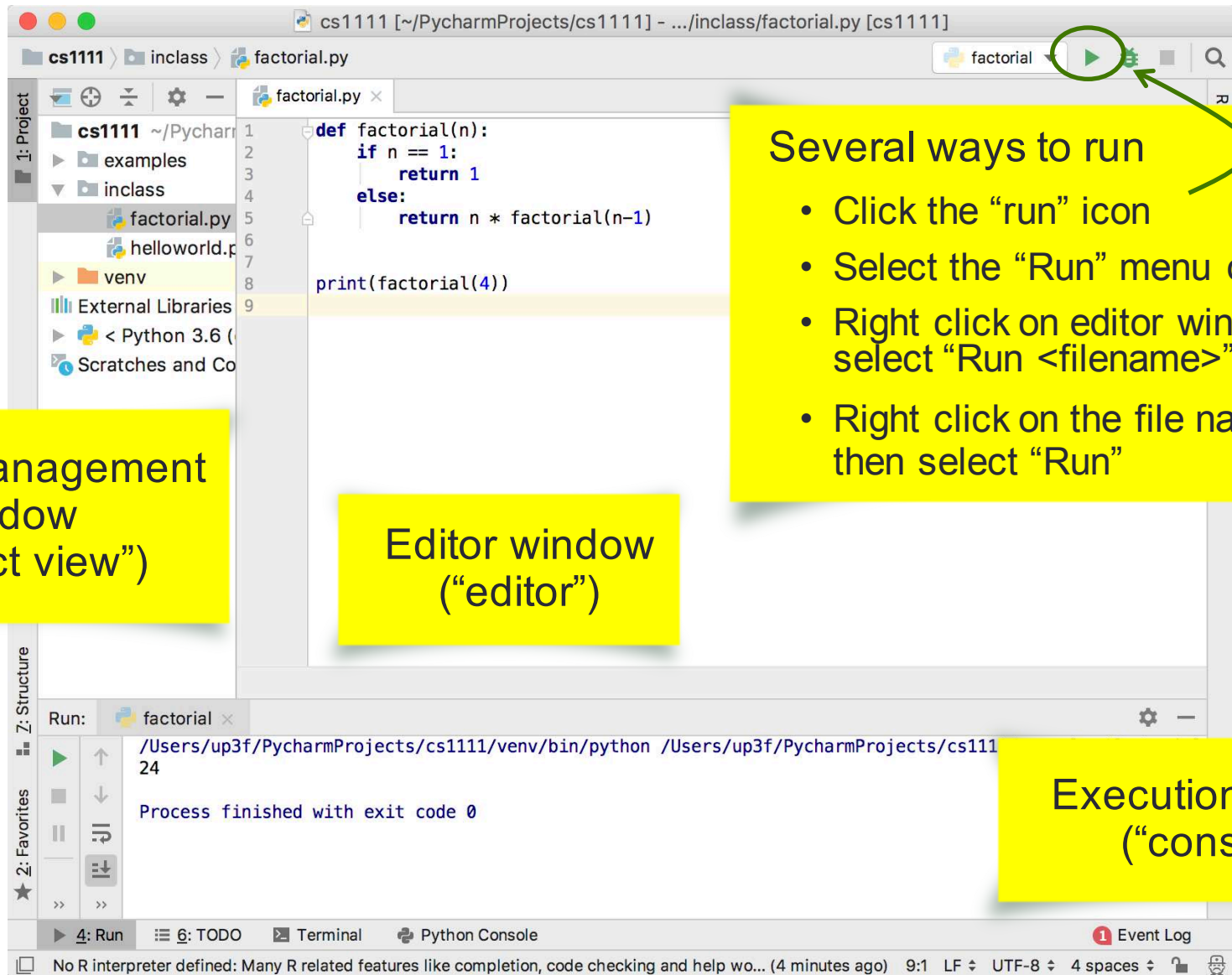
Python interpreter
(Python 3.6)
Interpret at runtime

Executable version (.pyc)

Step 3: Bytecode is translated by the Python virtual machine into instructions that can interact with the operating system of the computer

PyCharm

Integrated Development Environment (IDE)



Project management
window
("project view")

Editor window
("editor")

Several ways to run

- Click the "run" icon
- Select the "Run" menu option
- Right click on editor window and select "Run <filename>"
- Right click on the file name and then select "Run"

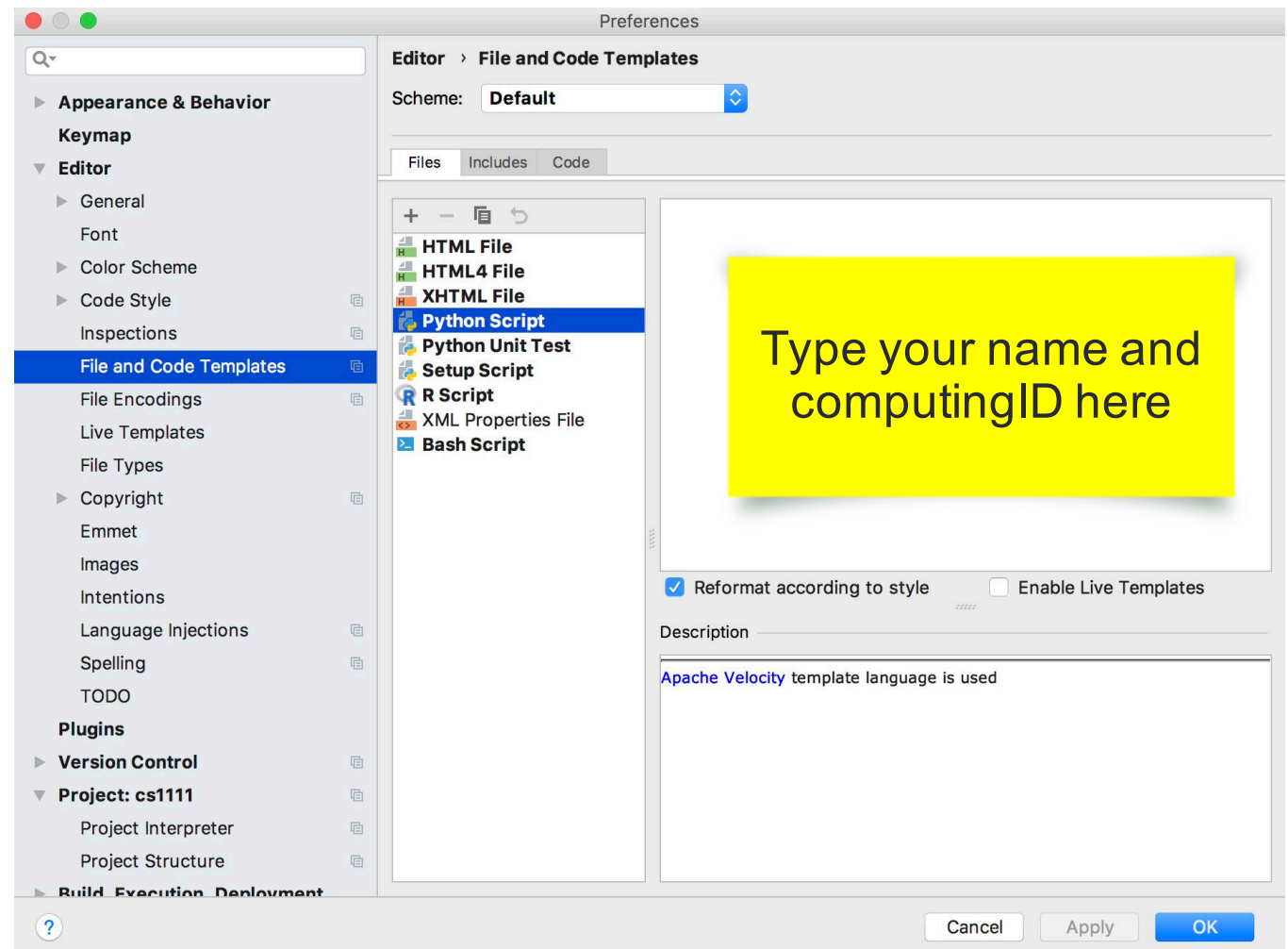
Execution window
("console")

Include Name and ComputingID

To automatically include your name and computingID when creating a new Python file

For Mac

- Select PyCharm menu
- Select Preferences
- Select Editor option
- Select File and Code Templates option
- Select Python Script
- Type your name and computingID
- Click OK

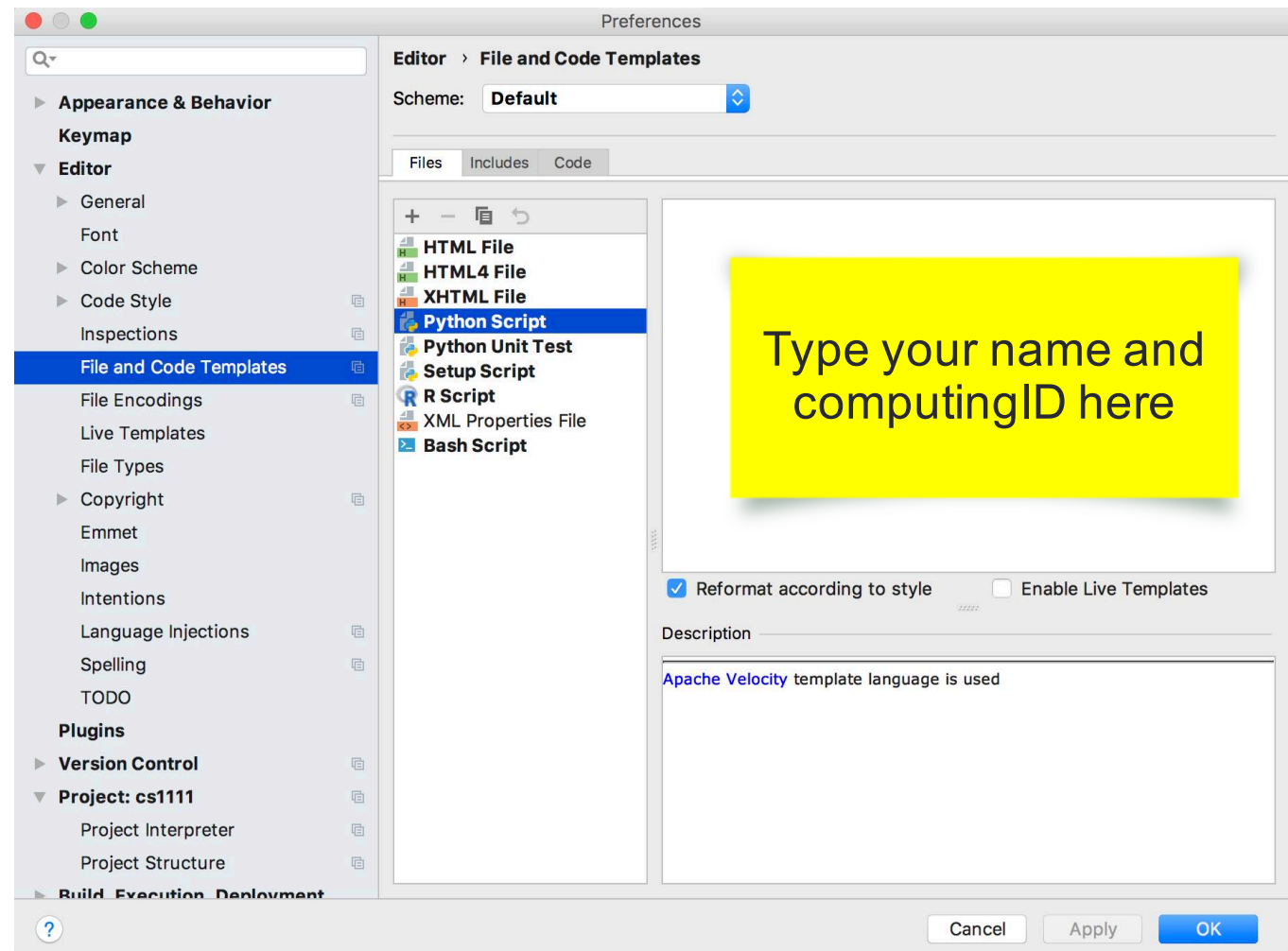


Include Name and ComputingID

To automatically include your name and computingID when creating a new Python file

For Window

- Select File menu
- Select Setting
- Select Editor option
- Select File and Code Templates option
- Select Python Script
- Type your name and computingID
- Click OK



Additional Resources

PythonTutor

<http://pythontutor.com/visualize.html#mode=edit>