Unit 2: Programming

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February 10th, 2016
Logic: Reflection

1. There is a correct notion of reasoning (logic)

2. At their core, computer’s are doing logic via gates and electrical pulses.
Programming: Takeaway

1. Physical gates are inflexible.

2. Programming lets us reconfigure what a computer does!
Trouble in Gateland?

\[ OR(P, \neg Q) \]
Trouble in Gateland?

Physically represents $\text{OR}(P, \text{NOT}(Q))$
Trouble in Gateland?

Physically represents $OR(P, \neg Q)$

“Hardware” logic. **Extremely fast.**
Trouble in Gateland?

Physically represents \( OR(P, NOT(Q)) \)

Q: What if we want to reconfigure things?
Trouble in Gateland?

Q: What if we want to reconfigure things?

A: Programming.
Central Idea: the hardware does not have to change for a computer to change its behavior.
Programs

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A fixed set of gates can change its behavior to represent any desired function! Build one, reprogram into anything.
Central Idea: the hardware does not have to change for a computer to change its behavior.

A fixed set of gates can change its behavior to represent any desired function! Build one, reprogram into anything.

Drawback: much slower.
Programs: An Extension of the Will
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With programs, I can delegate my idea to the computer
Programming

‣ Lots of languages!

‣ Each language provides a different way to write commands to the computer.

‣ They all do basically the same thing…
Programming

- Lots of languages!
- Each language provides a different way to write commands to the computer.
- They all do basically the same thing…
- Allow us to access the wonderful world of computation!
This Class: Scratch

› Developed by the “Lifelong Kindergarten” group at MIT

› Sort of like LEGO! Clip together blocks.

› Edit/run in your browser:

  scratch.mit.edu
This Class: and Python!

- End of term extra-credit project.
- Several optional workshops to learn python
- Python: a rich language that looks an awful lot like english!

```python
>>> print "Hello CS8!"
Hello CS8!
```
This Class: and Python!

- End of term extra-credit project.
- Several optional workshops to learn python
- Python: a rich language that looks an awful lot like english!
- (also it’s my favorite)
Mostly: Scratch!

Let’s take a look!
Demo 1: A Square

Let's take a look!
Demo 2: Loops

Repeats!
Demo 2: Loops

Repeats!
Demo 2: Loops

Idea: tell the computer to repeat!

Let’s take a look!
Demo 2: Loops

Idea: tell the computer to repeat!

Let’s take a look!
Clicker Question!

Q: Which program will draw a triangle?
Clicker Answer!

Q: Which program will draw a triangle?

Check them out here
Q: Which program will draw exactly two side by side triangles?
Q: Which program will draw exactly two side by side triangles?
Demo 3: Logic

Anything with this shape: evaluates to **True** or **False**
Demo 3: Logic

Let’s take a look!

Anything with this shape: evaluates to True or False
Demo 4: Making Blocks

Let’s take a look!
Demo 5: Variables

Let's take a look!
Demo 6: Conditions and Loops

Let’s take a look!
Q: Which loop will move the cat more steps?
Q: Which loop will move the cat more steps?