Chapter 1: Introduction (Story-telling)

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Computer Programs (software)

- A computer is versatile (surfing online, shopping, games, for work, for fun, etc..)
- Networked computers are hubs of information
- Computer just can't do physical labor for you
- Other machines? (Refrigerate just refrigerates, washing machine just washes, toaster toasts)
- Good analogy, computer just computes.
- How? Computer Programs, only soft thing can make it so powerful and magical



Computer Programs (software)

- Tells a computer (actually CPUs) what to do
- Any simple/complex programs consist of instructions
- Instruction relating to ISA of the CPU (x86, ARM, LC-3, etc.), extremely primitive
- Hardware: physical computer, accessories
- Software: Computer programs
- Programming: design and implement programs
- OS, video games, word processor
- Basics of programming, foundation to complex

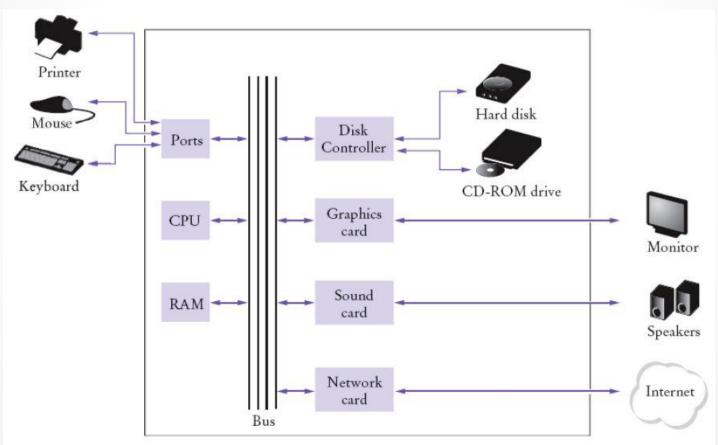


Computer Architecture

- Von Neumann model
 - 1. processing unit (CPU) (cell of transistors)
 - 2. control unit
 - 3. memory (RAM, DRAM)
 - 4. mass storage (Hard disk, SSD)
 - 5. I/O (mouse, printer, scanner etc.)
- ENIAC

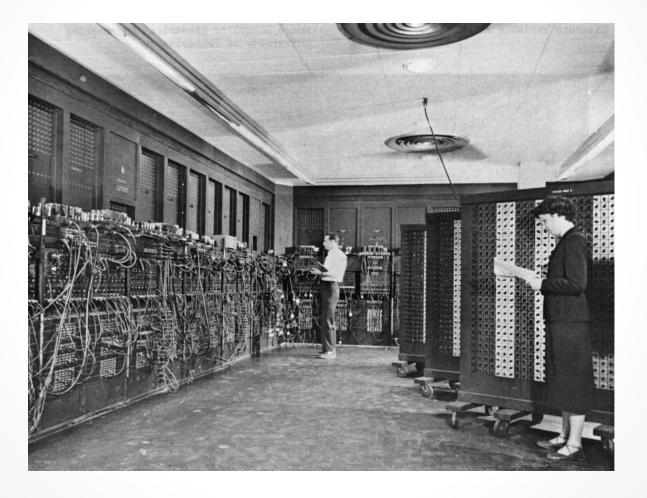


Computer Anatomy





ENIAC





High-level vs. Low-level

- Even a small program has tons of instructions
- Low-level languages, instructions specific
- High-level counterparts, instructions wrapped
- Bridge from high -> low: Compiler
- Numerous high-level langs
- Low langs are ISA(instruction-set architecture)specific (machine code && assembly code)
- Java, one of the most widely used high-level ones



Human vs. Computer

Humans brain:

$$a = x + y - z$$

CPUs meditate:

load x, r1

load y, r2

load z, r0

add r3, r1, r2

sub r0, r3, r0

store r0, a



Java History

- 1991, James Gosling and Patrick Naughton "Green"
- Sun Microsystems acquired by Oracle (DBMS magnate)
- James at Google now, say no to Oracle's proprietary strategy
- Originally for small internet apps, called applets



Why Java?

- Simpler than C++ and many other OOPs
- Free library that is extremely rich, a big plus
- Safe, so learn faster
- Portable, platform-independent: Win, UNIX, Linux, BSD, Mac OS. Thanks to Java Virtual Machine (JVM)

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Multithreaded: user mode, no system calls

Text vs. Schematic

- Almost all langs use text to program
- Some programming use diagrams for niche market, the most notable one, Labview
- General practice found textual code easier to read and manipulate



Editor vs. IDE

 In ancient times (10 yrs or so), we use editor and CLI (Demo time)

 Now we can still use it to show we are geeks, but IDE(Integrated Development Environment) rules nowadays

Eclipse for Java (Demo time)

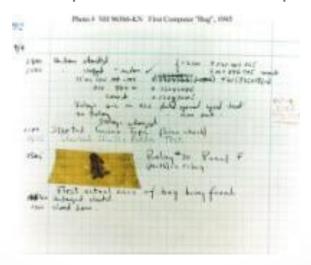
Preliminary Eclipse Tutorial

- HelloWorld program
- Syntax appetizer: Whitespace, braces, indentation, case sensitive, main method, semicolons, string literal, reserved words
- Syntax? Executable, Unambiguous, Terminating
- Semantics?



Program Bugs (errors)

- Grace Murray Hopper
- 09/09/1947
- Moth trapped in his primitive computer, Relay #70





Common Bugs

- Compile error:
 - 1. Missing;
 - 2. Misspelled identifier
 - 3. Missing ()
 - 4. Missing ""
- Run-time error:
 - 1. Missing main method
 - 2. Undefined math calc (5/0, infinity is terrific, but computer doesn't accept overflow (3)



Pseudocode vs. (real) code

 Pseudocode describes program flow in quasihuman language

Real code must follow syntax of the PL you are utilizing

