

CPSC203 – Introduction to Problem Solving and Using Application Software

Fall 2009 Tutorial 25, Mehrdad Nurolahzade

Introduction

- Problem Solving with Algorithms
- Introduction to JES
- Jython Programming Basics

Problem Solving with Algorithms

• An algorithm is a step by step procedure for accomplishing some particular problem.

- Computers are often used to solve problems.
 - a person with knowledge of the problem must analyze the problem
 - develop the instructions for solving the problem
 - have the computer carry out those instructions

Introduction to JES

- JES = Jython
 Environment for
 Students
- We are using version 3.2 or 4.2



 Download page: <u>http://coweb.cc.gatech.edu/mediaComp-teach/26</u>

Jython & Python

- Jython, successor of JPython, is an implementation of the Python programming language written in Java.
- Python is a general-purpose high-level programming language.
- Non-Programmer's Tutorial for Python: http://en.wikibooks.org/wiki/Non-Programmer%27s_Tutorial_for_Python

Python: 1991 Jython: 1997

JES Interface



JES Help

- Important sections:
 - Setting Up JES
 - Getting Started
 with JES
 - Programming in Jython

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Programming in Jython Programming in Jython is exactly like programming in the language Python. The only difference between Jython and Python is that Jython runs in Java but
for the most part, you'll never notice the difference. That means that if you want to find more help or documentation on the web, you can look at the Python documentation that is linked from <u>www.Jython.org</u> .
Formatting in Jython (indentation and blocks) Basic Data Types Basic Data Structures Math. Comparison and Boolean Operations "If" statements Loops Functions

Using Command Area

- Select command area (click)
- Type in: print "Hello World"
- Press Enter
- You will get: Hello World

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Using Program Area

- Select program area (click)
- Type in: def function()
- Press Enter
- Press Tab
- Type in: print "Hello World"



Running a Program (1)

- Click on Load button
- You will get the Save File dialog box



- Click OK
- Give your program file a name and save it

Running a Program (2)

- Select command area
- Type in the function name followed by ()
- Press Enter



Arithmetic Expressions (1)

 JES supports several mathematical operations like addition, subtraction, multiplication, and division.

```
print 5 * 10
print 3 / 2
print 3.0 / 2
print 10 + 5
print 32 % 3
print 5 % 2
print 3 - 1
```

Arithmetic Expressions (2)

 Parentheses can also be used to indicated the order in which operations should be carried out.

```
print 5+3/2+7*2
print ((5+3)/2)+(7*2)
print 5+(3/2)+(7*2)
print (5+3)/((2+7)*2)
```

Strings

- In Jython a bit of text in (single or double) quotes is called a String.
- You can add two strings together (concatenation) using the "+" sign.

```
print 'Hello'
print "Hello"+"World"
print "Mr."+" "+"Michael"+" "+"Reed"
```

Variables

• Variables are locations in memory where a computer program stores values.

```
x=10
y=5
z=x+y
str="Hello World"
a="Hello"
b="Wolrd"
c=a+b
print str
print str, z
```

Variable Naming Convention

- Name of a Jython variable can consist of letters, numbers, and underline.
- A Jython variable name should always start with a letter.

```
cost=100
tax2=0.02
monthly_salary=5280
```

Basic Data Types

- Variables have data types.
- The type of a variable is determined by the value it stores.
- There are four basic data types:
 - Integer
 - Float
 - String
 - Boolean

Functions (1)

- Jython program statements must be grouped together into a function.
- A Jython program must consist of at least one function.

def function-name(zero or more arguments):
 first statement
 second statement
 etc ...

Functions (2)

- ":" signifies the end of function header and the start of function body.
- All statements inside a function body must be indented.
- Once a function is called (=invoked), the statements in its body start being executed sequentially. When the last statement is executed the function returns (=exits).

Comments

- In-line comments can be used to document (explain) your code.
- For example, comments can be used to explain the logic of the program.

```
# author: Jalal Kawash
# date: April 2009
# This is just an example of the use of comments
```

Keyboard Input

 To collect input from user (by typing something on the keyboard) the built-in function:

raw input('type in some message here')

x=raw_input('Enter some value for x')
print x

Type Conversion

 Function raw_input() always returns string values. To convert user input to type Integer or Float use functions int() or float() respectively.

```
str1='123'
str2='10.38'
x=int(str1)
y=float(str2)
a=int(raw_input('How old are you?'))
b=float(raw input('What is the tax rate?'))
```