CPSC203 – Introduction to Problem Solving and Using Application Software

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Introduction

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

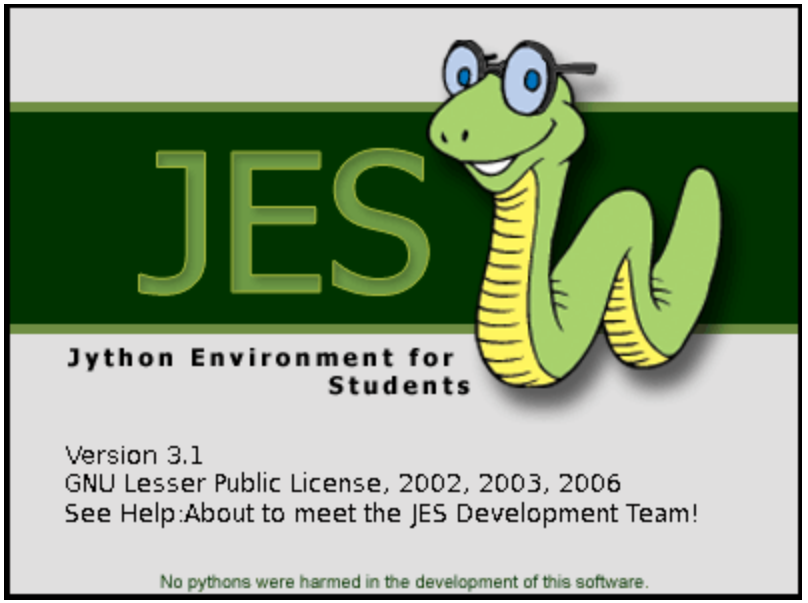
Problem Solving with Algorithms

- 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: http://coweb.cc.gatech.edu/mediaComp-teach/26

Jython & Python

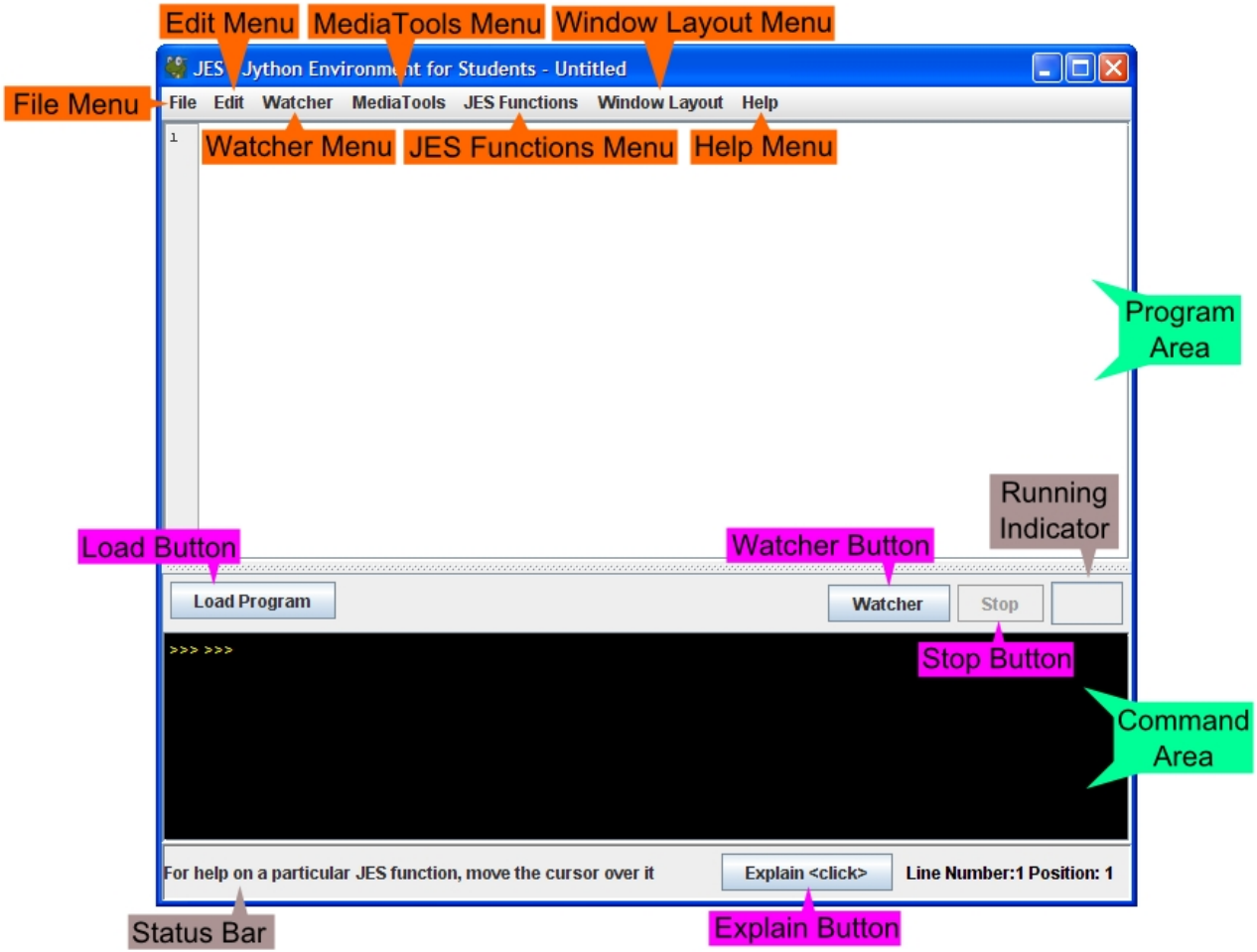
- Jython, successor of JPython, is an implementation of the Python programming language written in Java.
- Python is a general-purpose high-level programming language.

- Non-Programmer's Tutorial for Python: http://en.wikibooks.org/wiki/Non-Programmer%27s_Tutorial_for_Python

Python: 1991

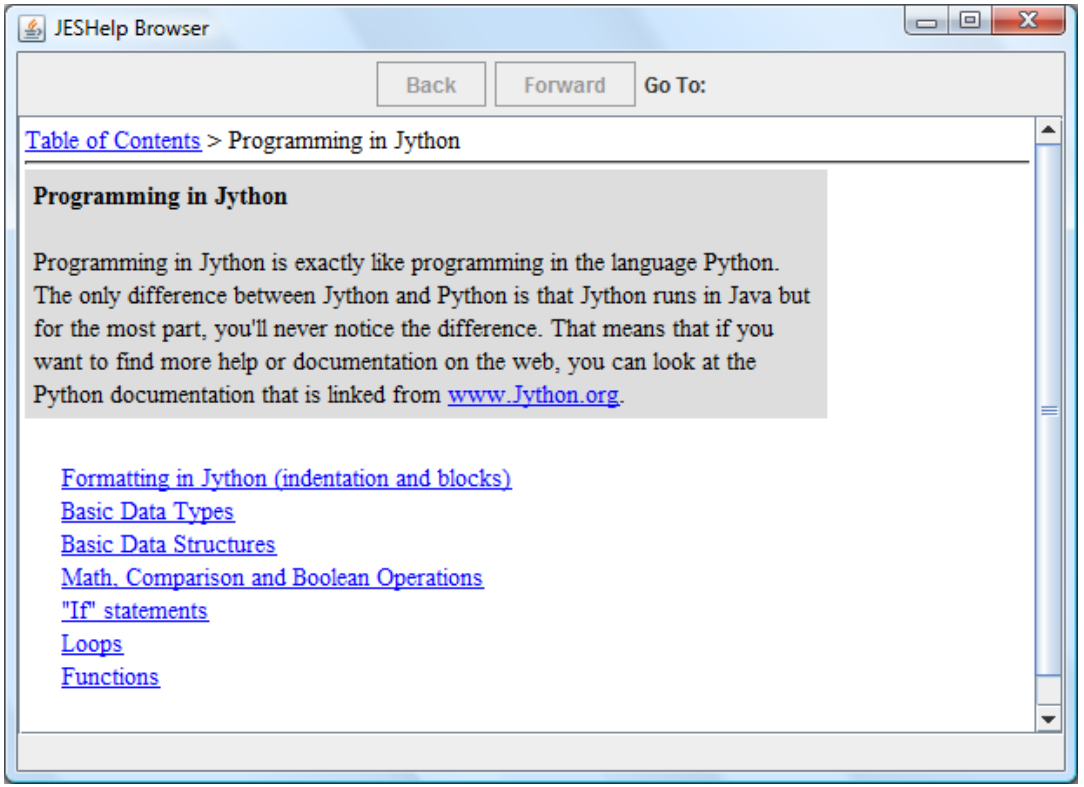
Jython: 1997

JES Interface



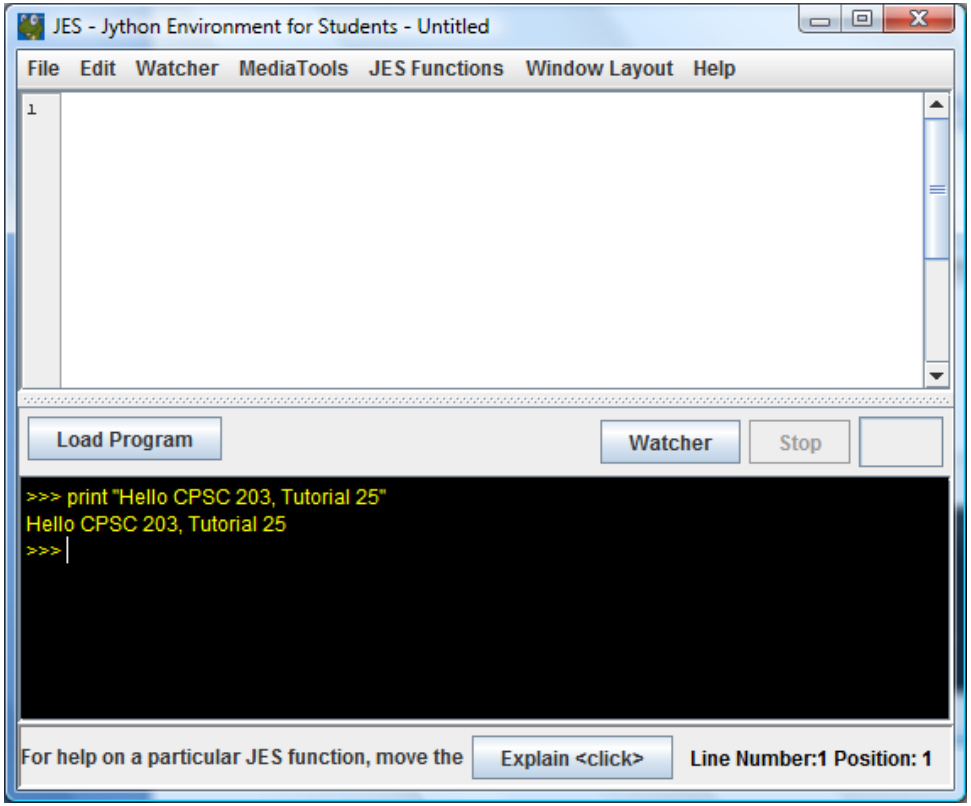
JES Help

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



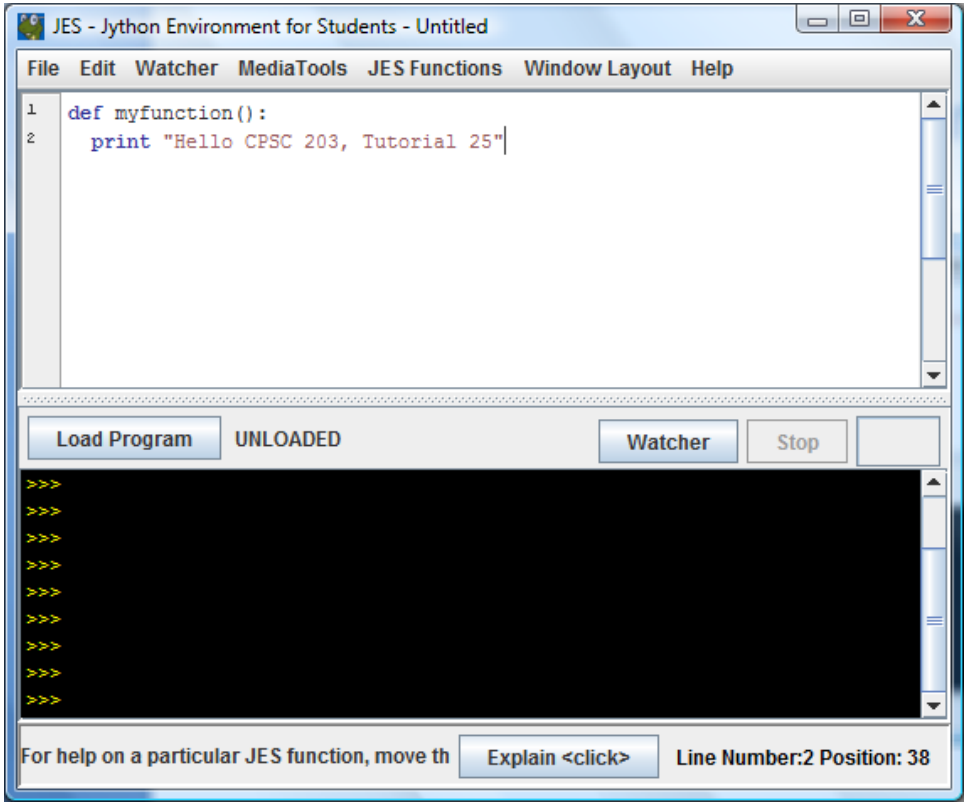
Using Command Area

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



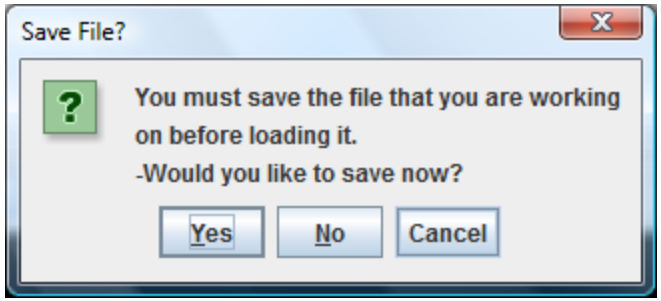
Using Program Area

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



Running a Program (1)

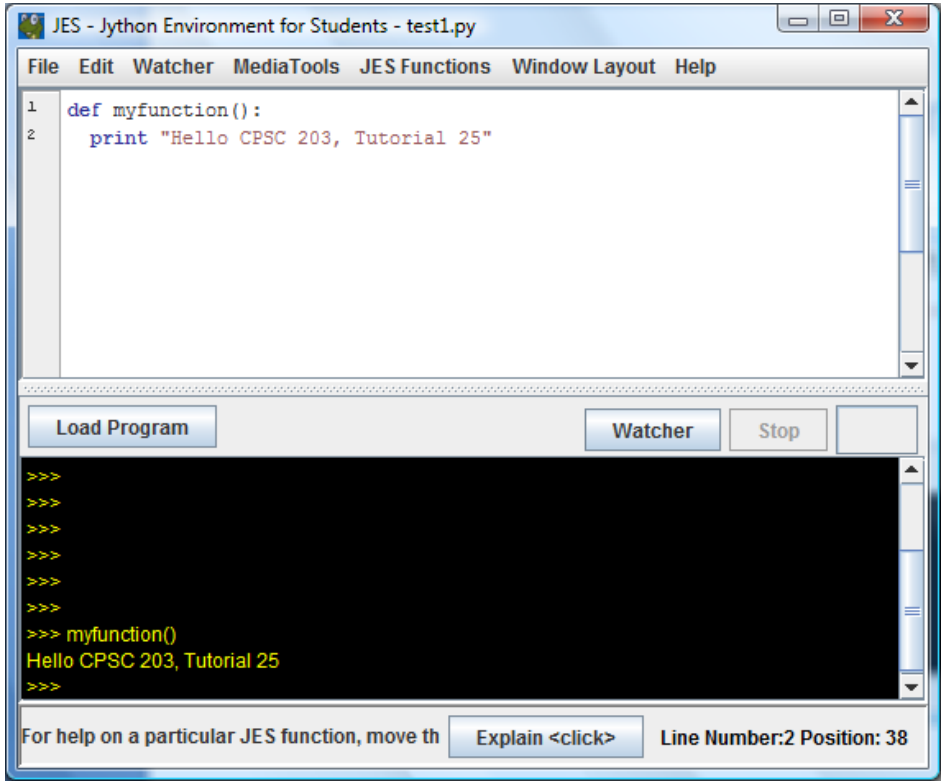
- Click on Load button
- You will get the Save File dialog box



- 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?'))
```