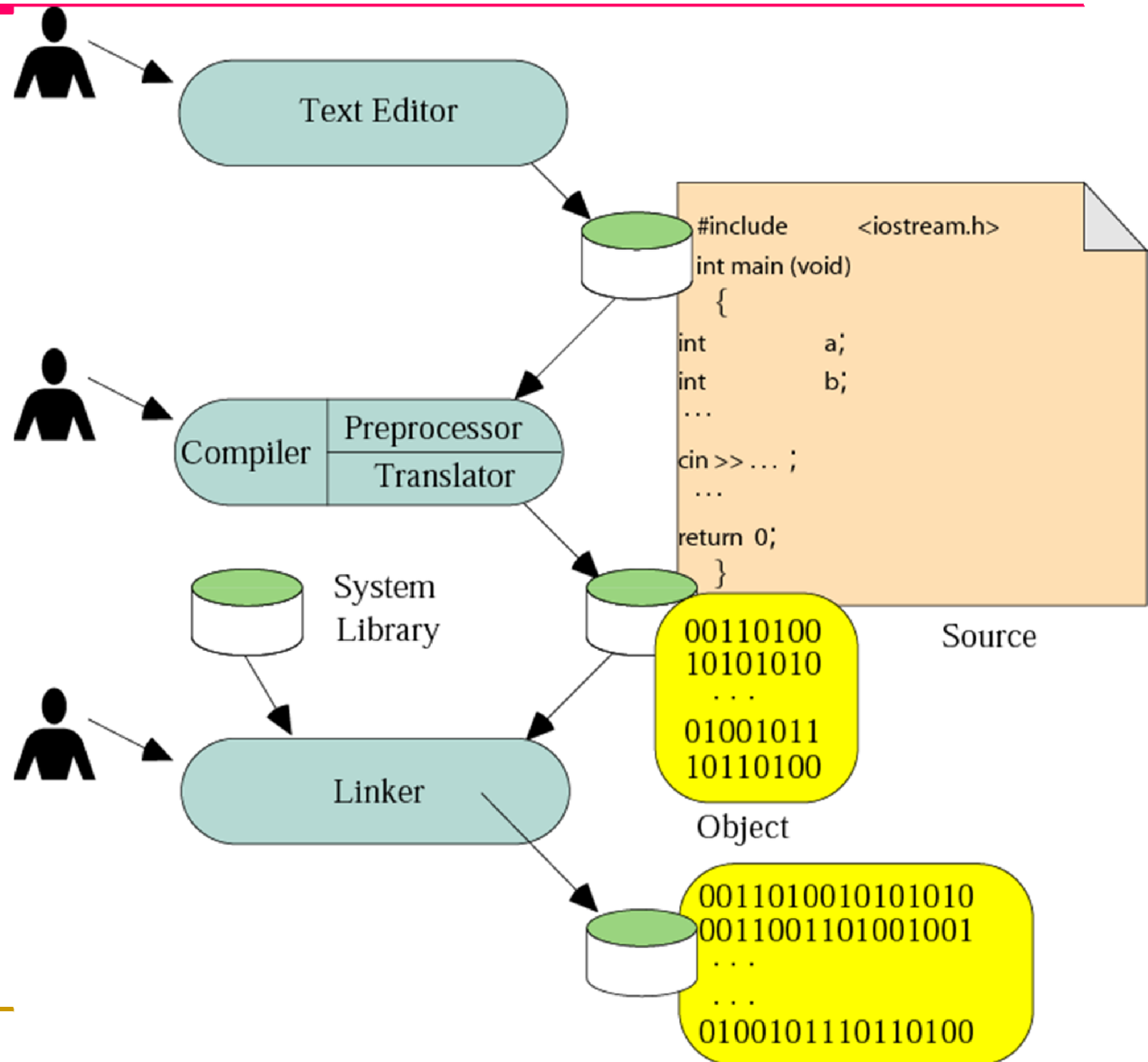




*BUILDING
A
PROGRAM*

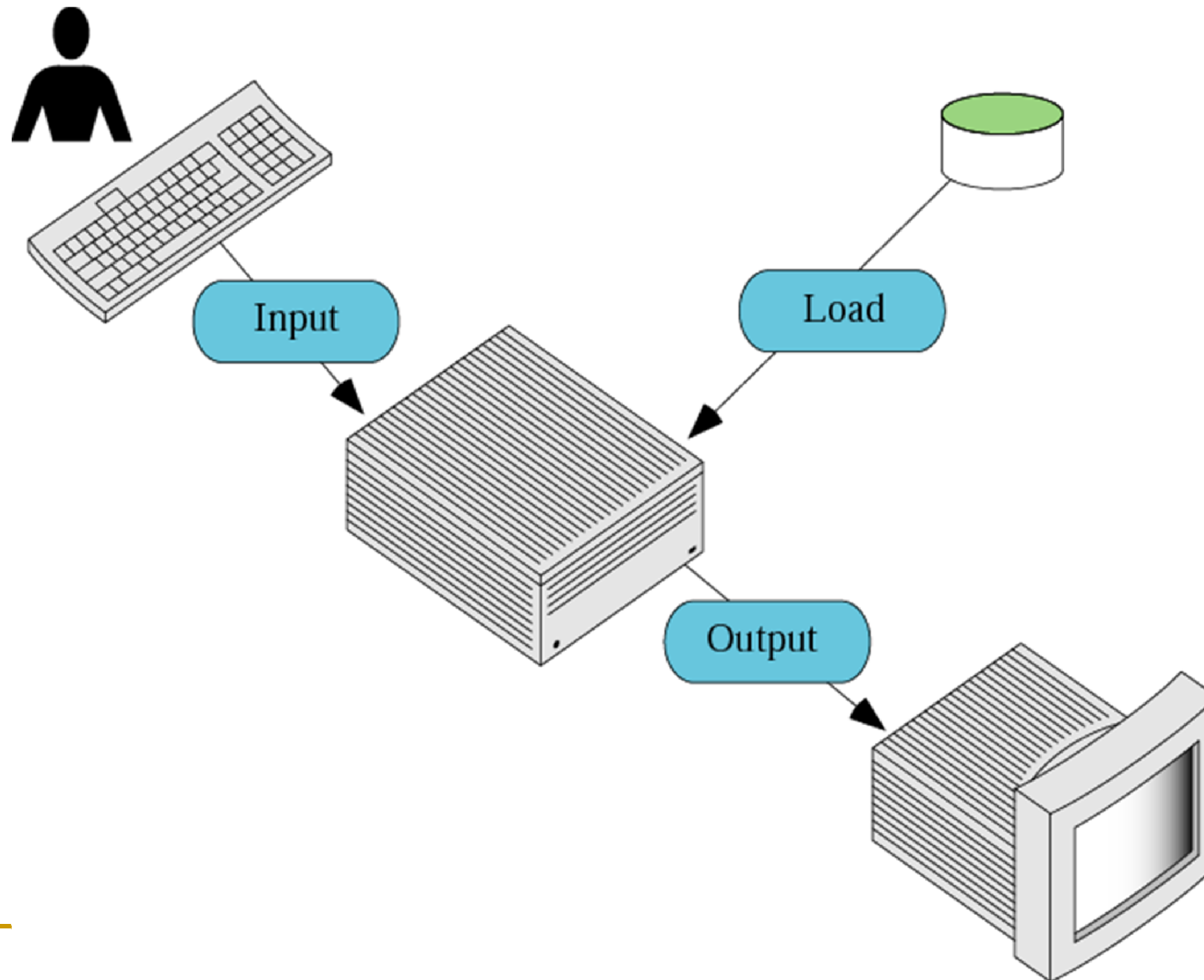
Building a program

- The steps to building a program include writing, editing, compiling, and linking code.



PROGRAM EXECUTION

Program execution



Algorithms + Data Structures
= Programs

- Niklaus Wirth, 1975.

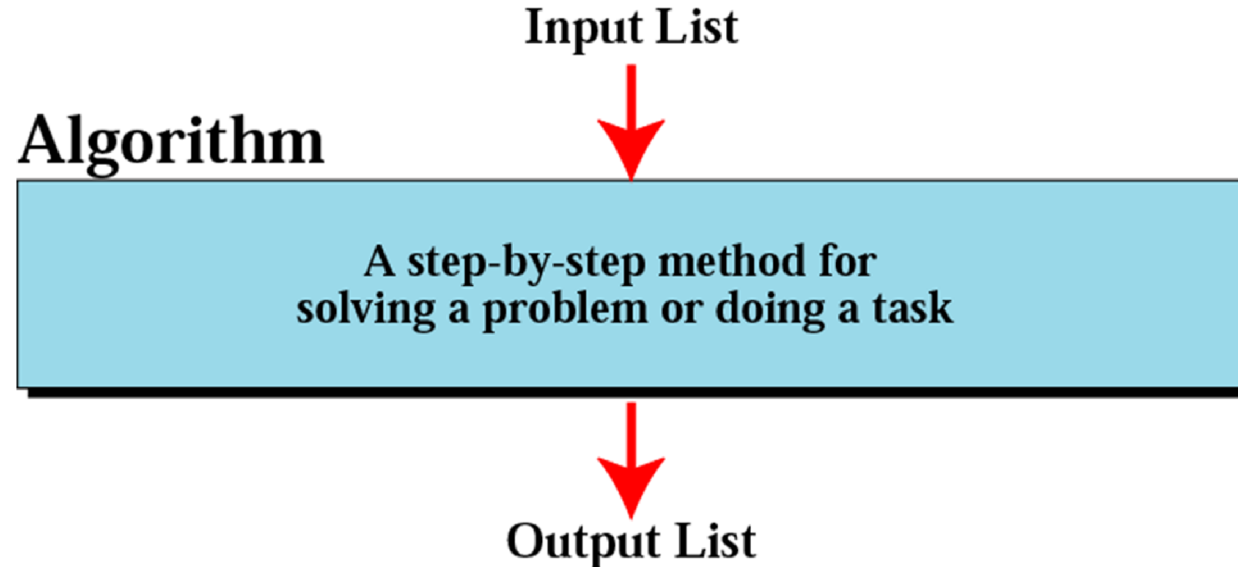




CONCEPT

Informal definition

- ❑ Informally, an **algorithm** is a step-by-step method for solving a problem or doing a task.
- ❑ An algorithm accepts an input list of data and creates an output list of data.





THREE CONSTRUCTS

Three constructs

- A **program** is a combination of sequence constructs, decision constructs, and repetition constructs.

```
do action 1  
do action 2  
...  
...  
do action  $n$ 
```

a. Sequence

```
if a condition is true,  
then  
do a series of actions  
else  
do another series of actions
```

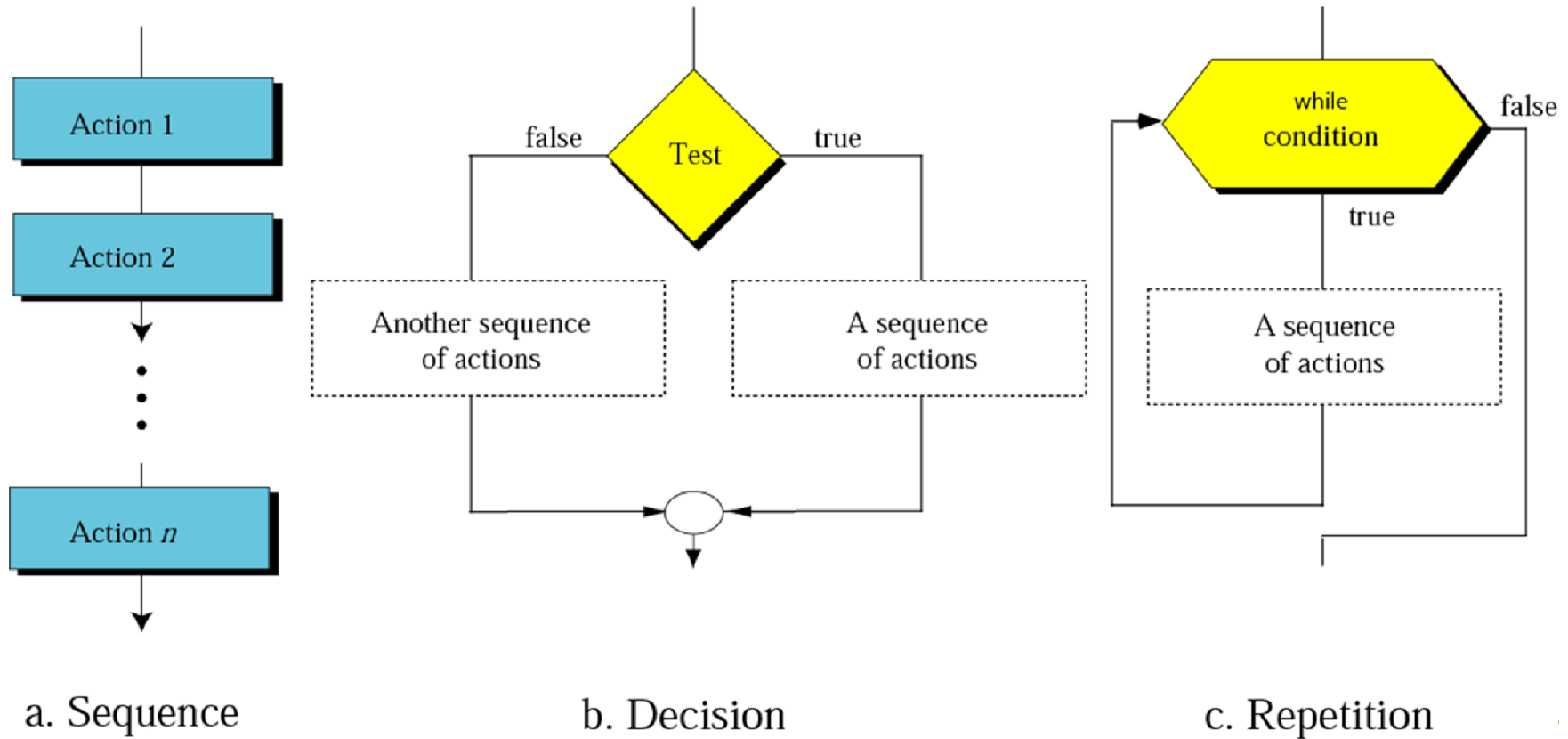
b. Decision

```
while a condition is true,  
do action 1  
do action 2  
...  
...  
do action  $n$ 
```

c. Repetition

Flowcharts for three constructs

- A **flowchart** is a pictorial representation of an algorithm.



Appendix : Flowcharts

SYMBOL

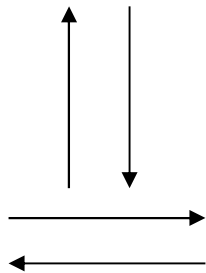
NAME

APPLICATION



Terminal

Shows the beginning or end of an algorithm



Flow Lines

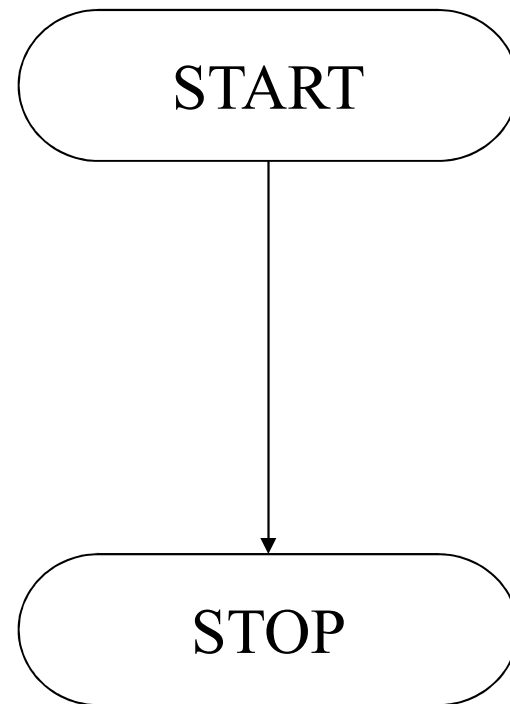
Show the action order in an algorithm



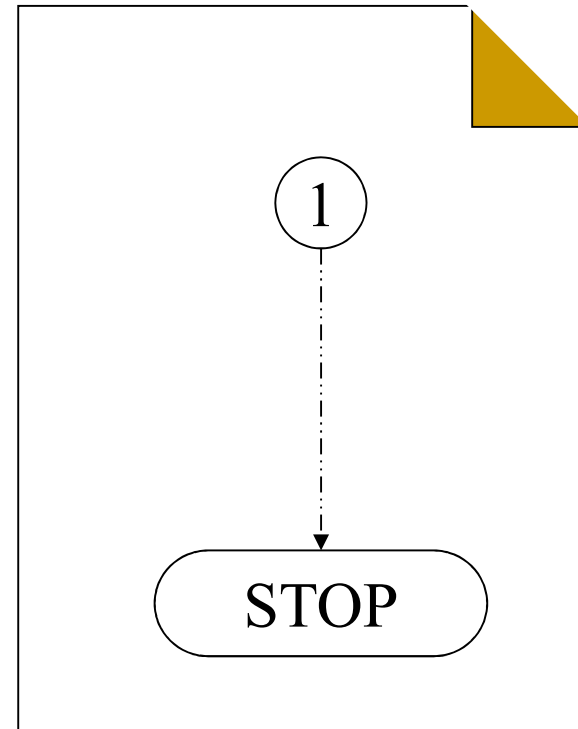
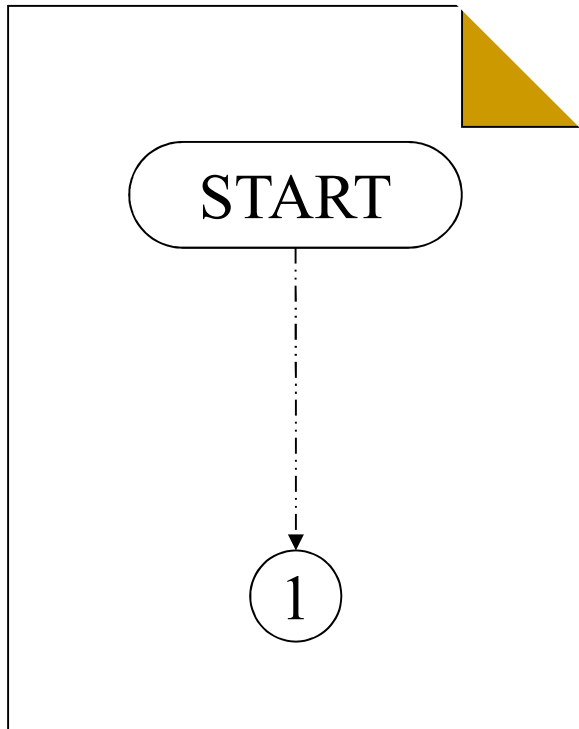
Connector

Shows the continuity of the algorithm on the next page

START and STOP



Connectors



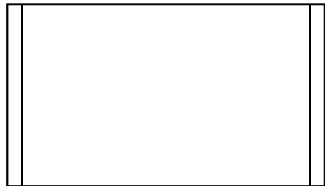
Sequence Symbols



Assignment statement



Input/output statement



Module call

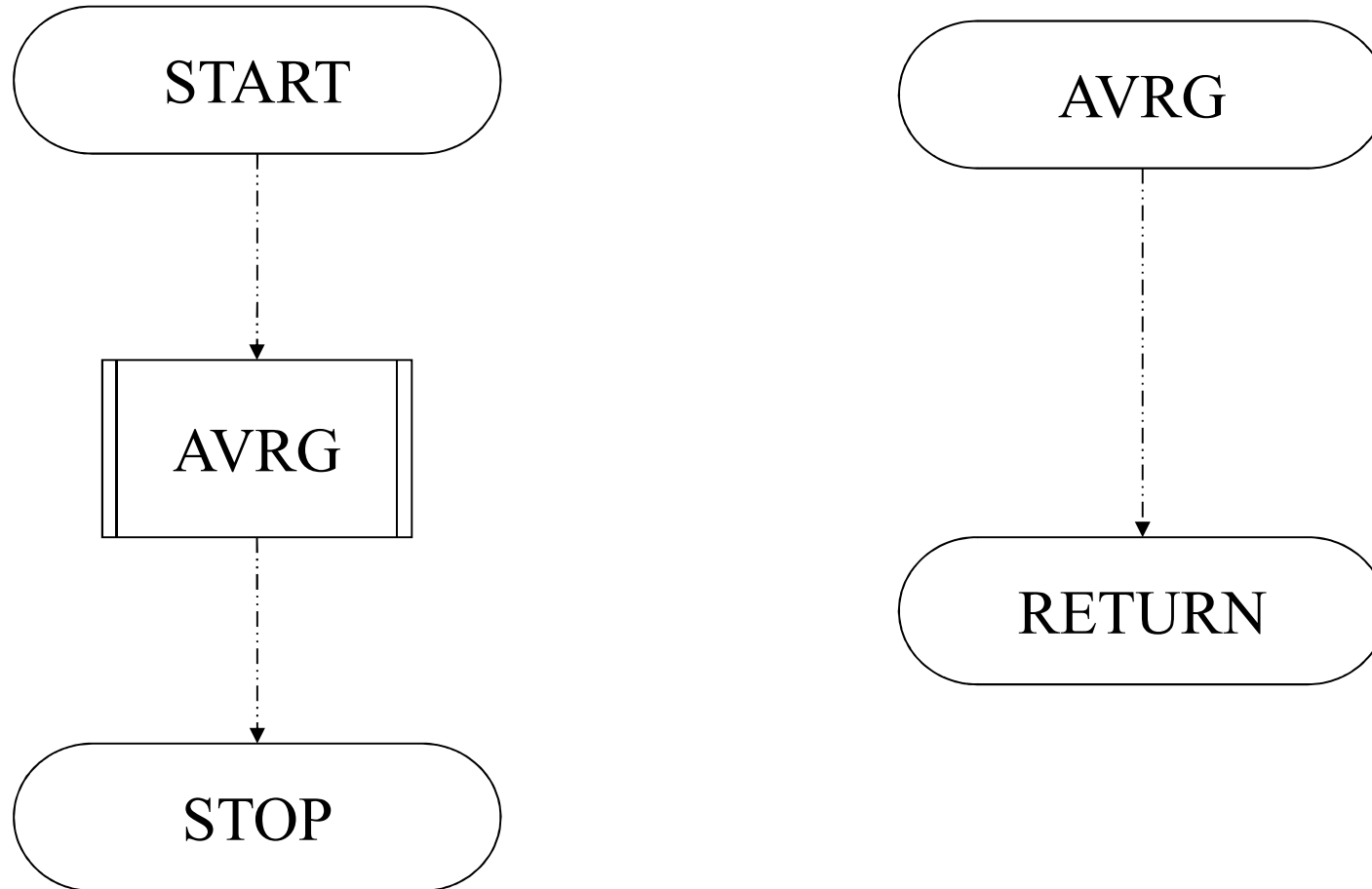


Compound statement

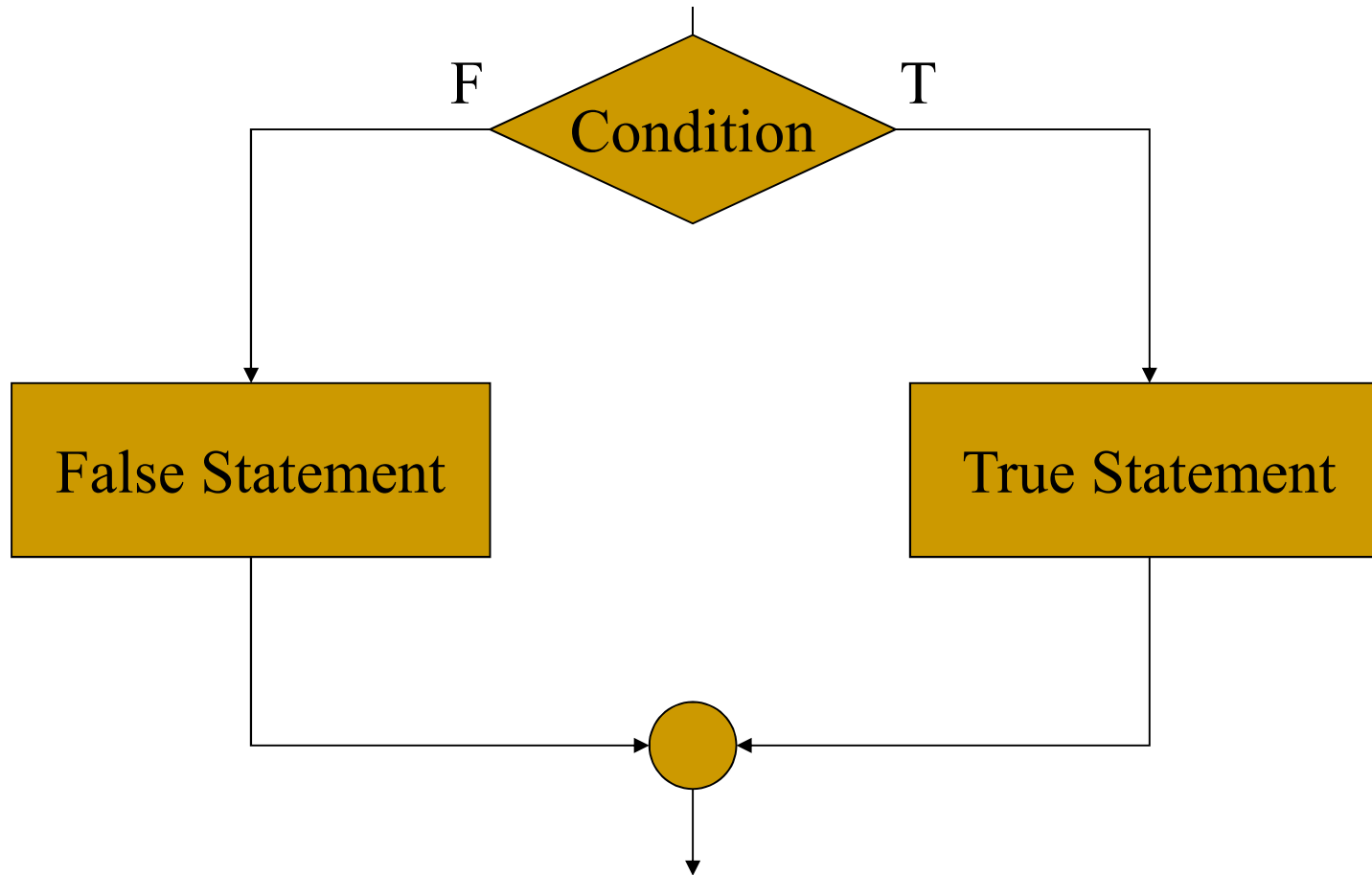
Assignment statement

variable ← expression

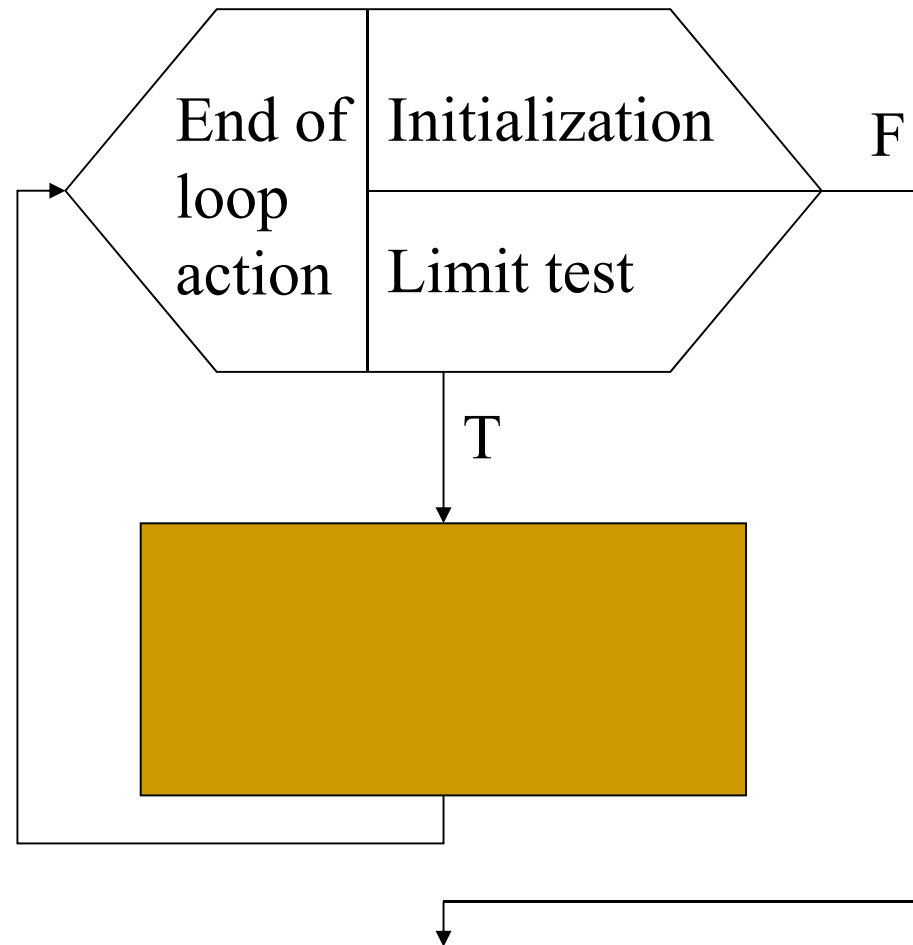
Module-Call Statement



Two-Way Selection



for Loop



Example 1

Write an algorithm that finds the average of two numbers

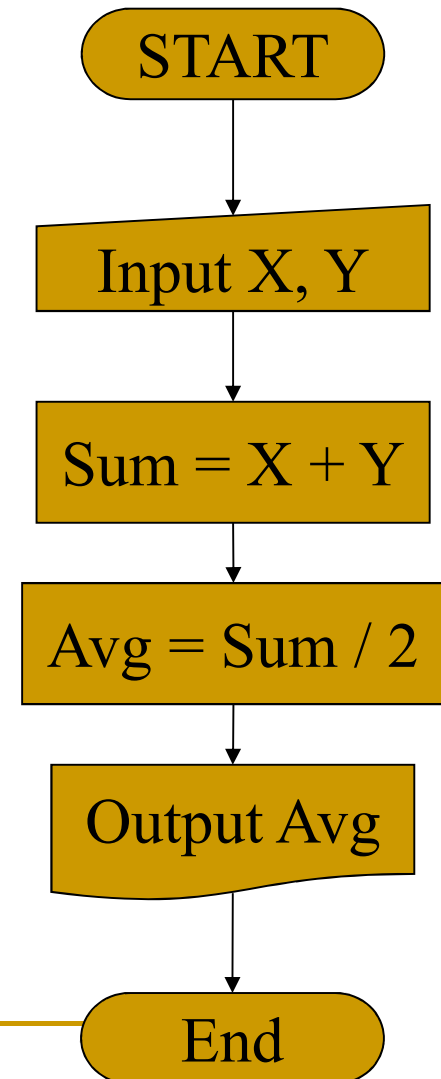
Algorithm 1: Average of two

AverageOfTwo

Input: Two numbers

- 1. Add the two numbers**
- 2. Divide the result by 2**
- 3. Return the result of Step 2**

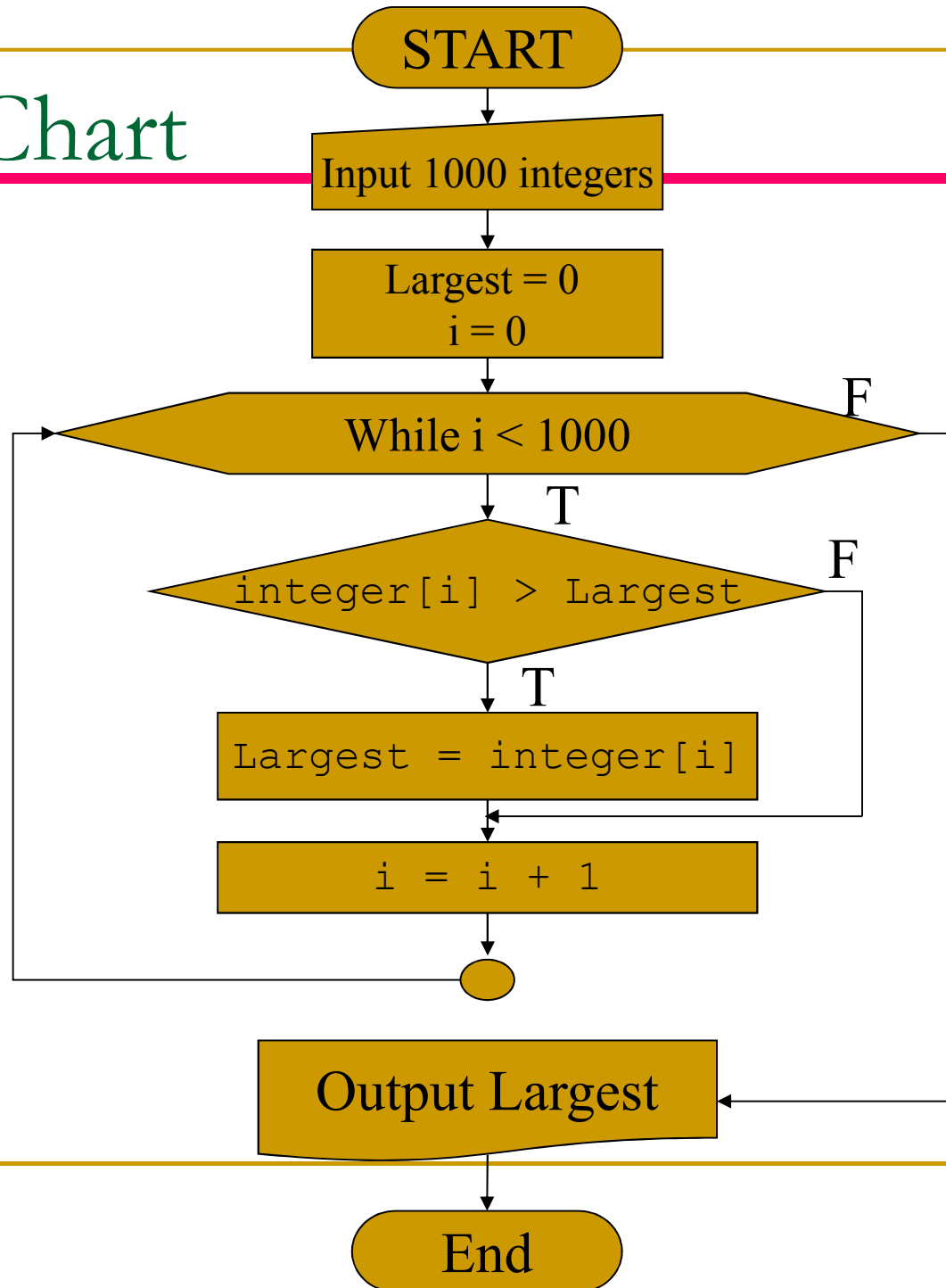
End



Example 2

Write an algorithm to find the largest of 1000 numbers.

Flow Chart



Algorithm 2: ***Find largest of 1000 numbers***

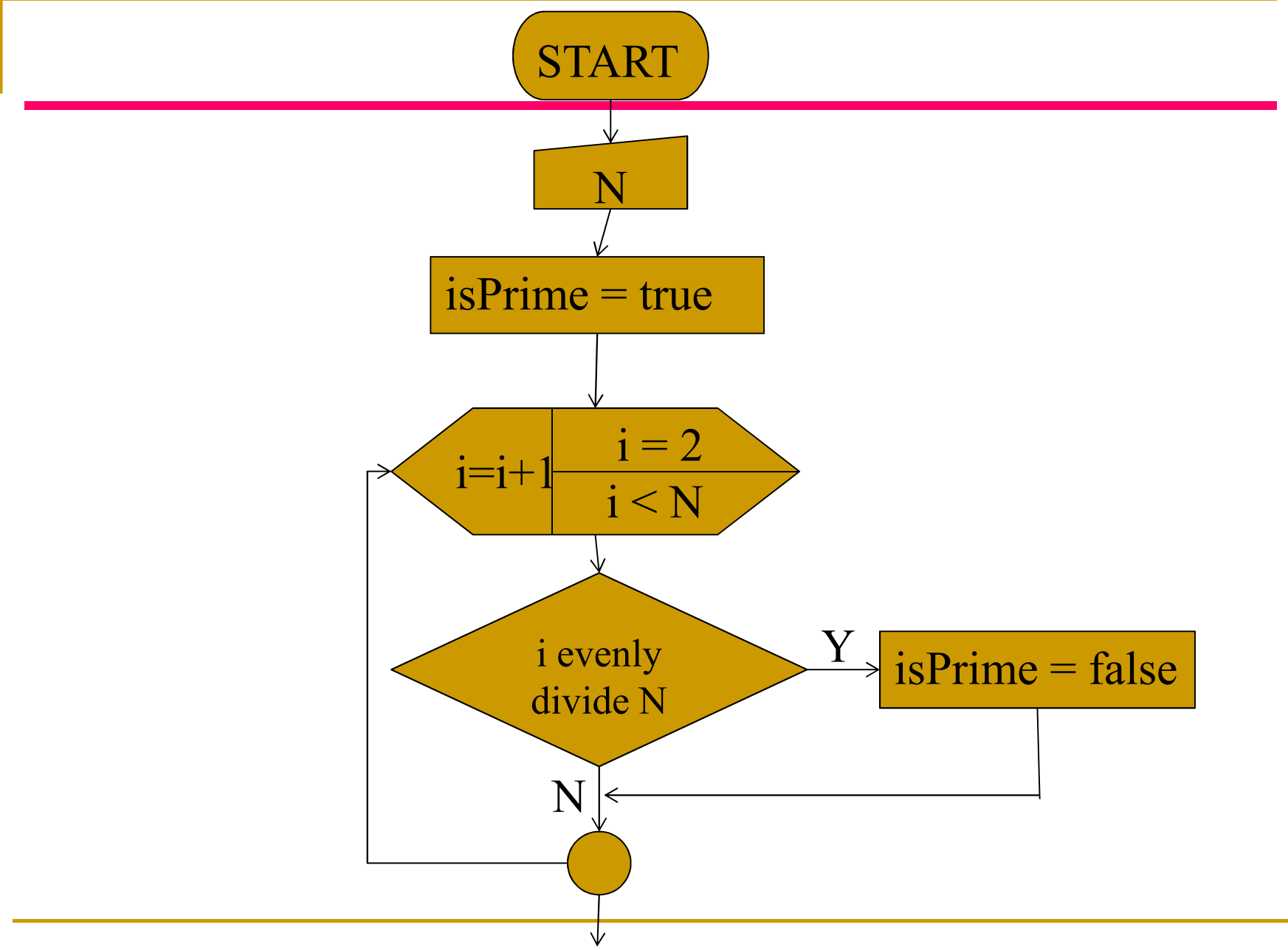
FindLargest

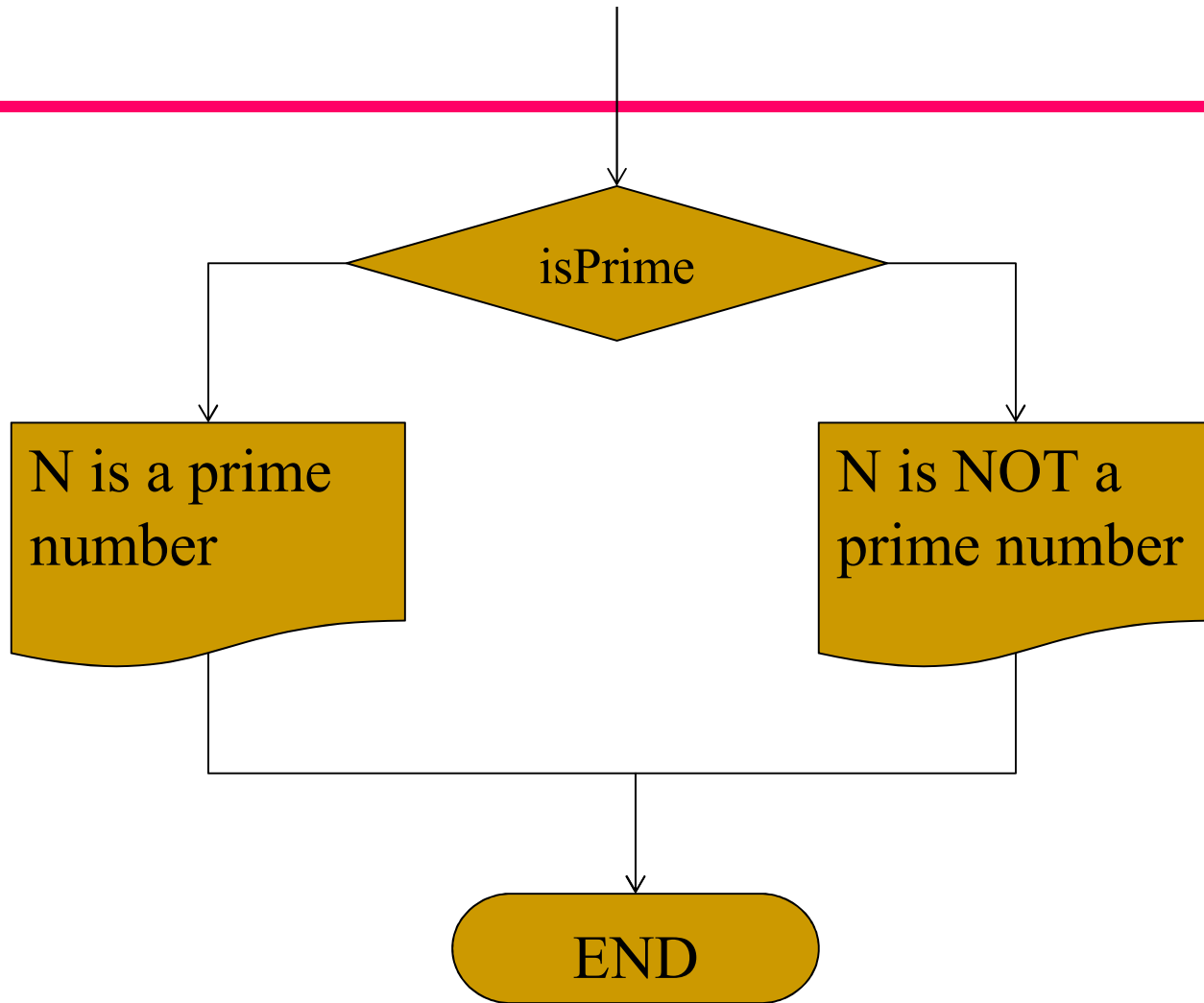
Input: 1000 positive integers

1. Set Largest to 0
 2. Set Counter to 0
 3. while (Counter less than 1000)
 - 3.1 if (the integer is greater than Largest)
then
 - 3.1.1 Set Largest to the value of the integer
 - End if
 - 3.2 Increment Counter
 - End while
 4. Return Largest
- End**

Example 3: Prime Number Test

- Given a natural number N , where $N > 1$.
 - If there exists an integer i , $1 < i < N$, such that i can evenly divide N , then N is a composite number.
 - Otherwise, N is a prime number.



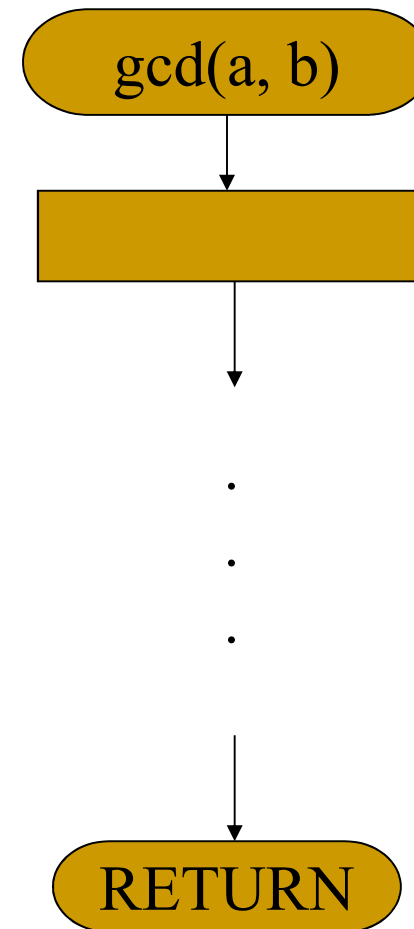
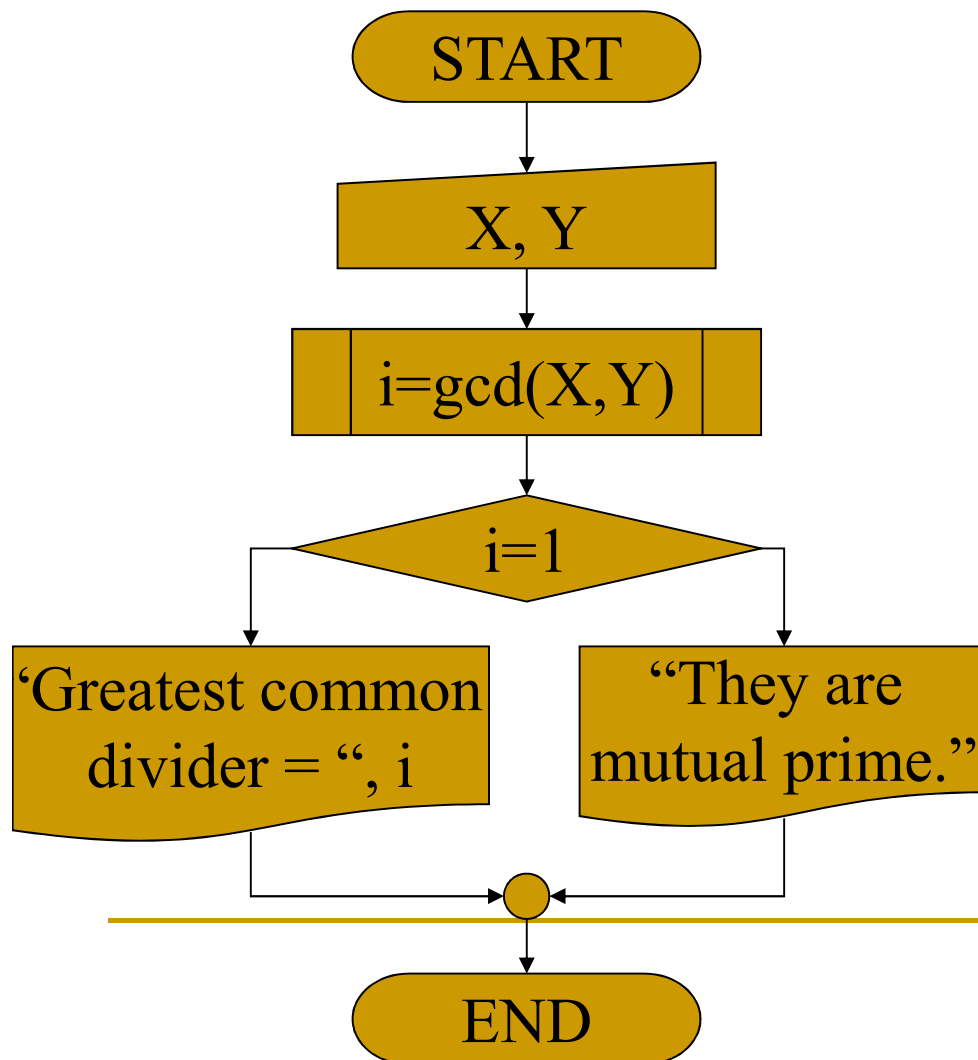




SUB-ALGORITHMS

Concept of a subalgorithm

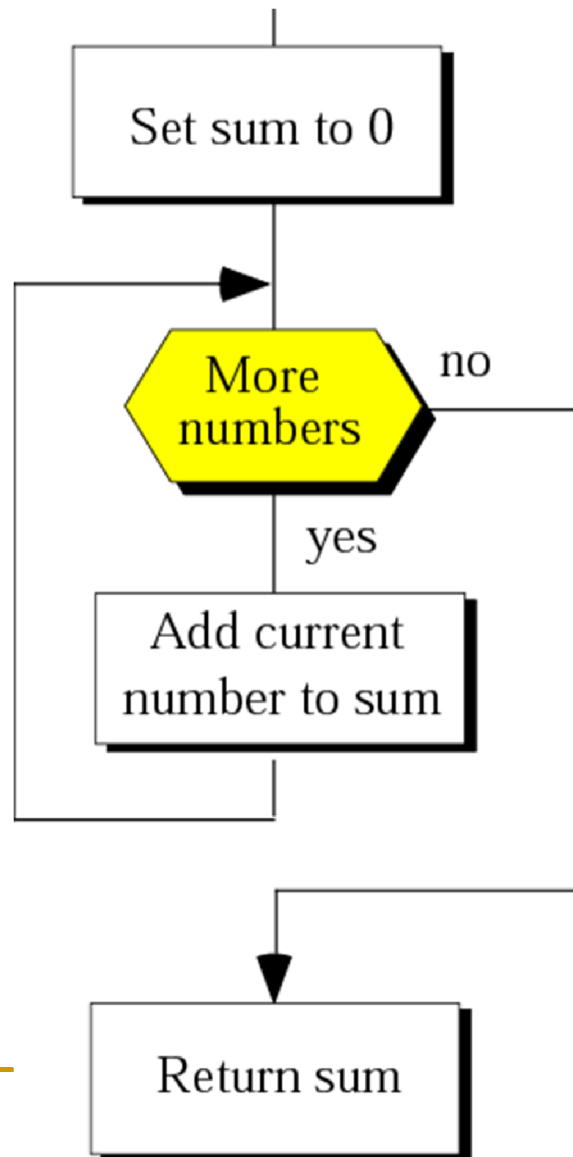
- An algorithm can be broken into smaller units called **subalgorithms**.



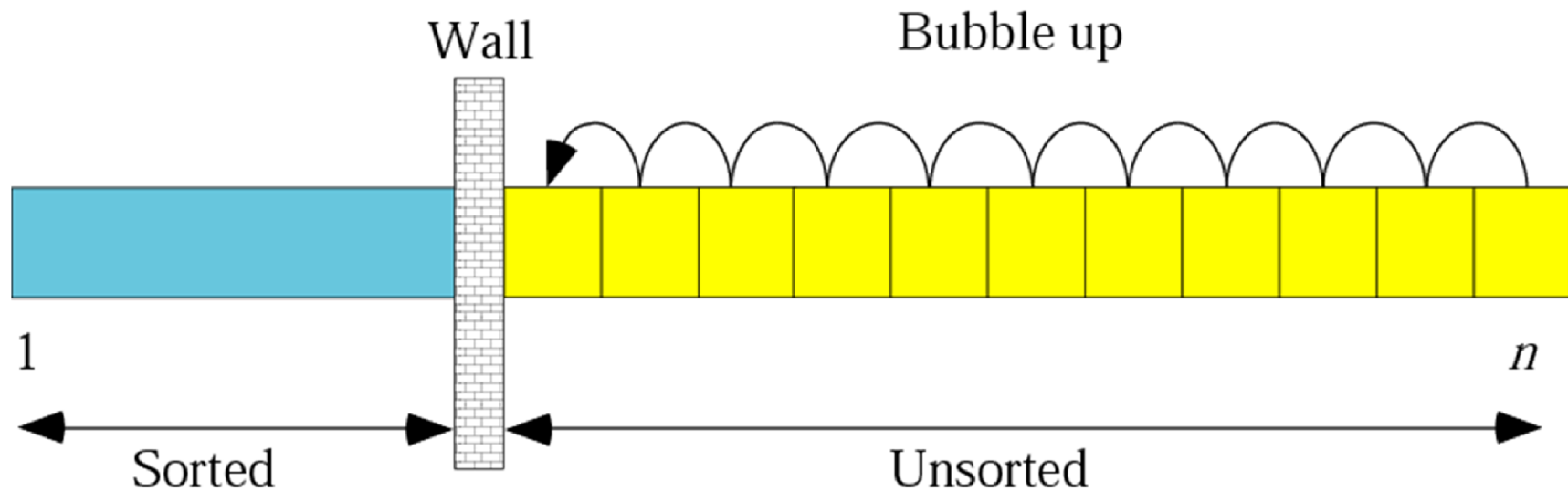


***BASIC
ALGORITHMS***

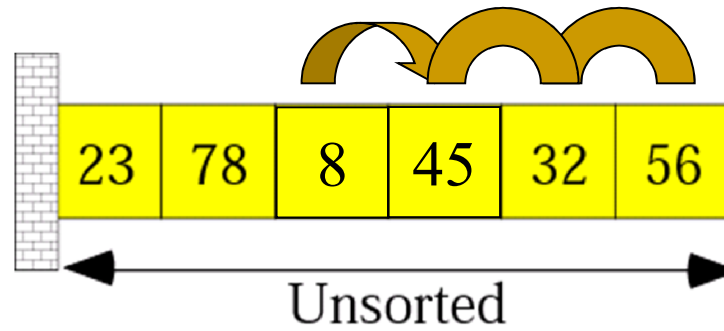
Summation



Bubble sort

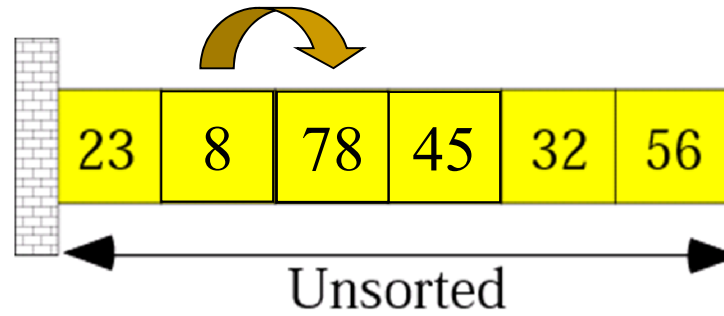


Example of bubble sort



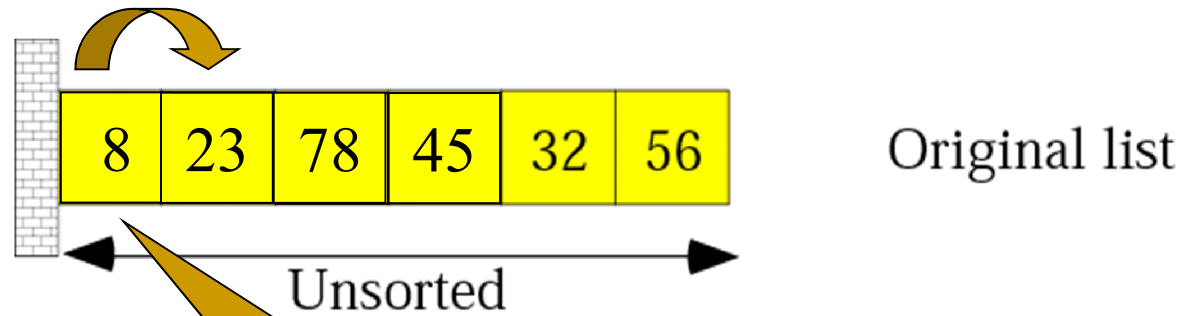
Original list

Example of bubble sort



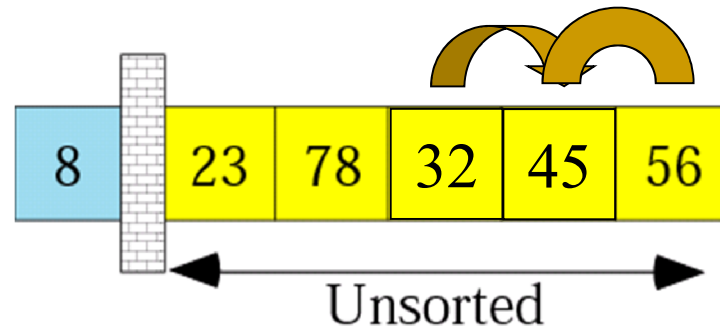
Original list

Example of bubble sort



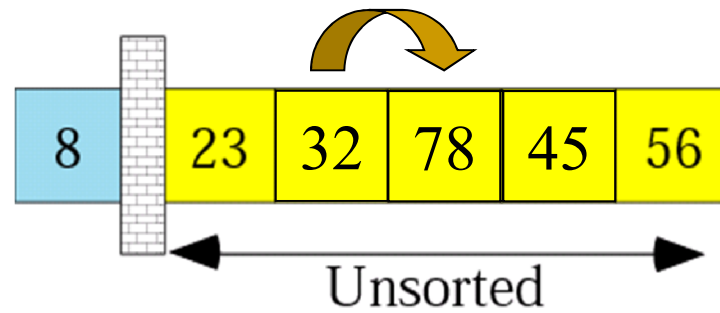
The smallest number
is moved to the head.

Example of bubble sort



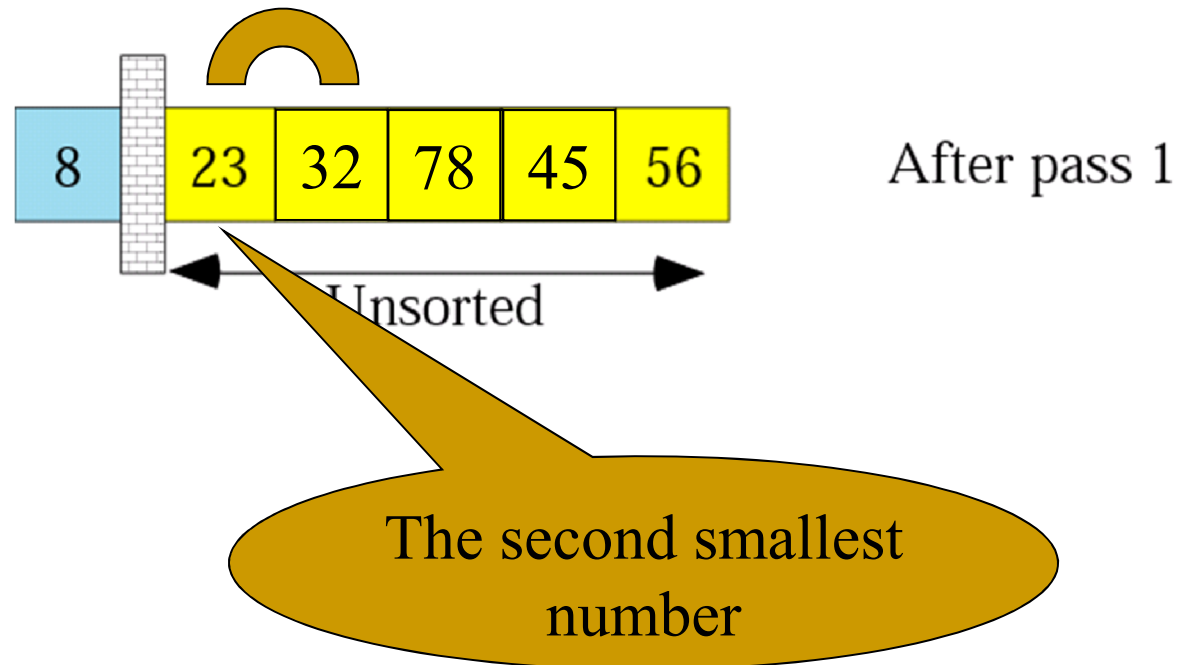
After pass 1

Example of bubble sort

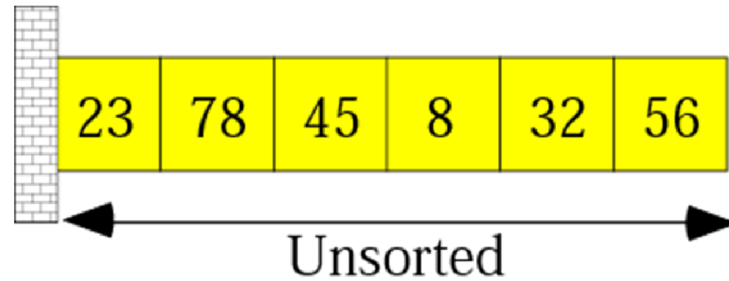


After pass 1

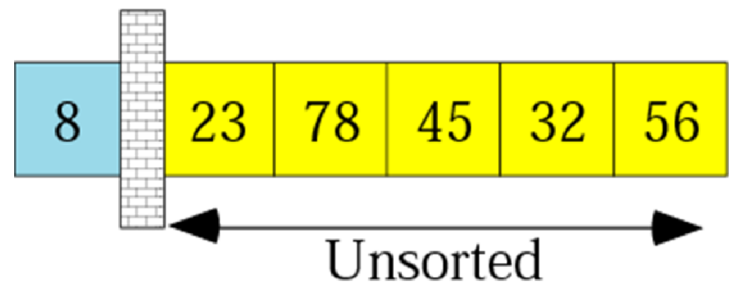
Example of bubble sort



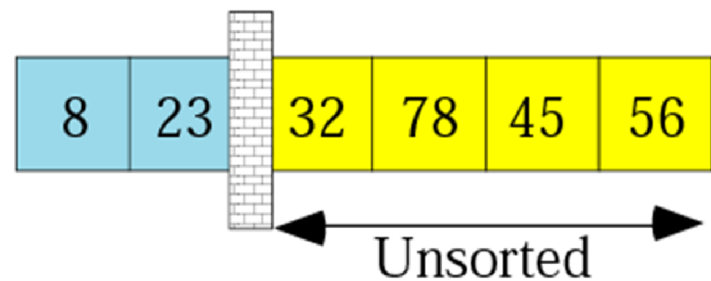
Example of bubble sort



Original list

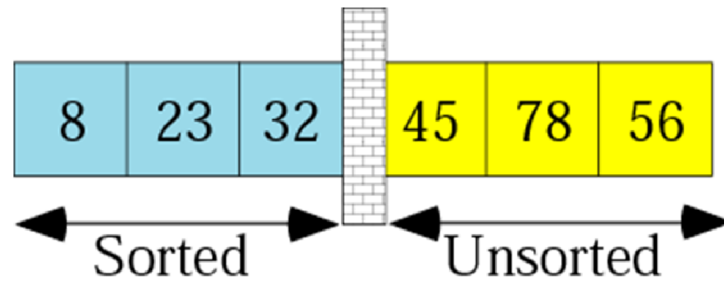


After pass 1

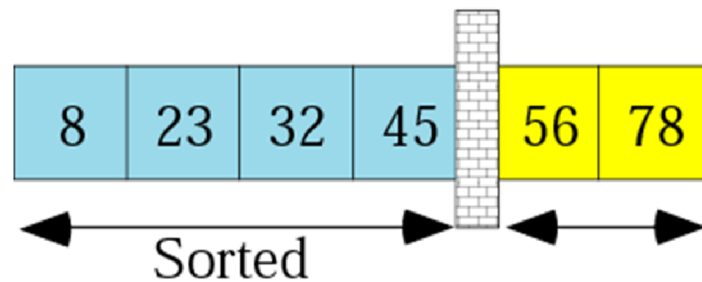


After pass 2

Example of bubble sort



After pass 3

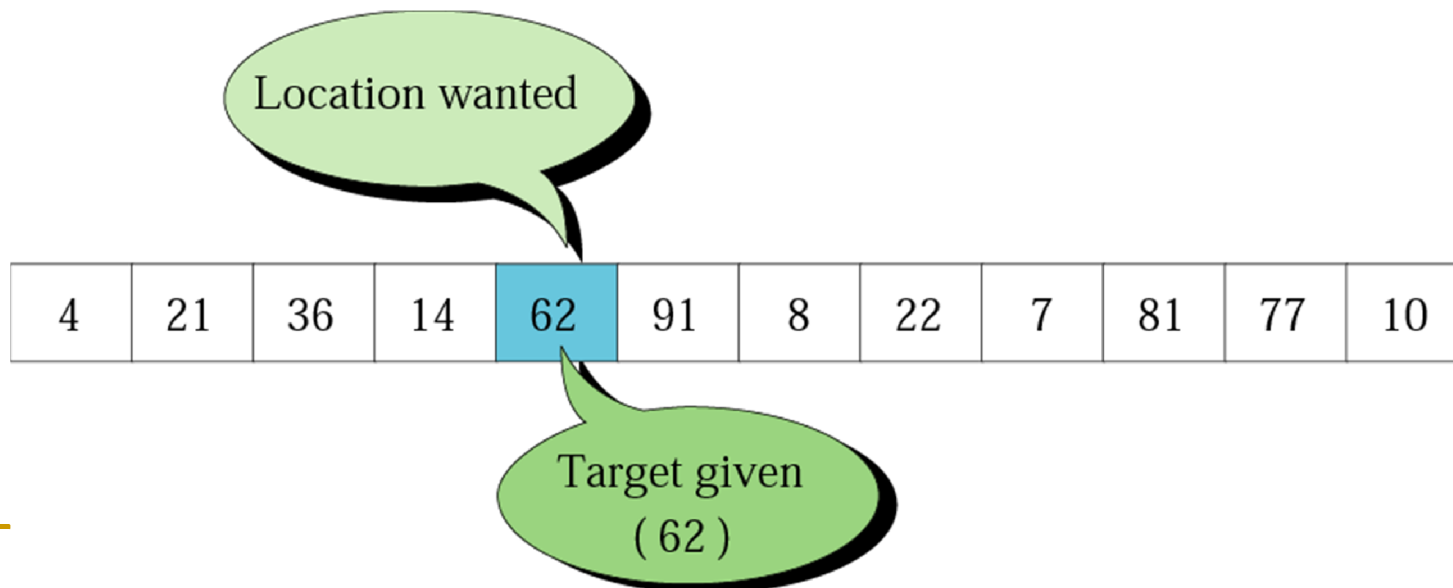


After pass 4
Sorted

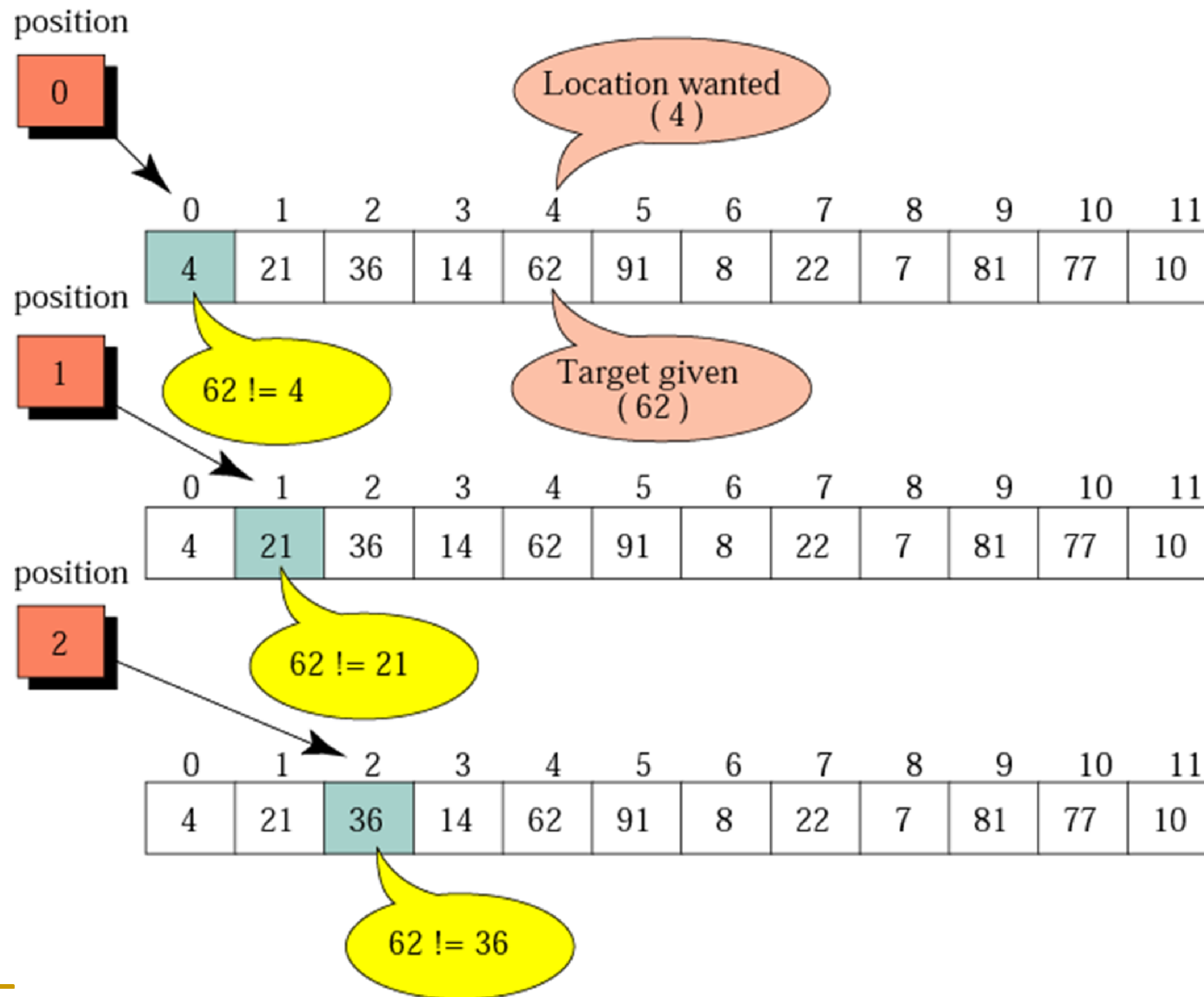
And so on ...

Search concept

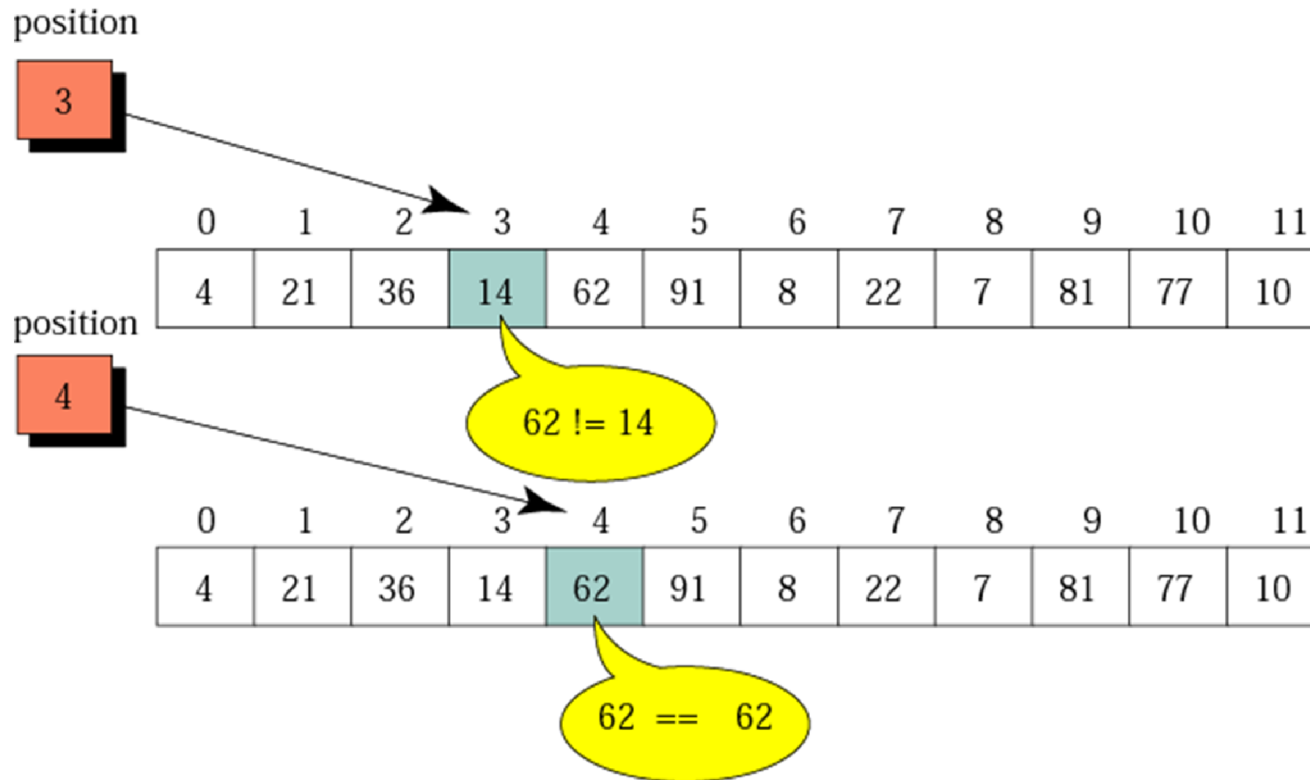
- ❑ **Searching**, a process to locate a target in a list of data, is a basic algorithm.
- ❑ **Sequential search** is used for unordered lists.
- ❑ **Binary search** is used for ordered lists.



Example of a sequential search

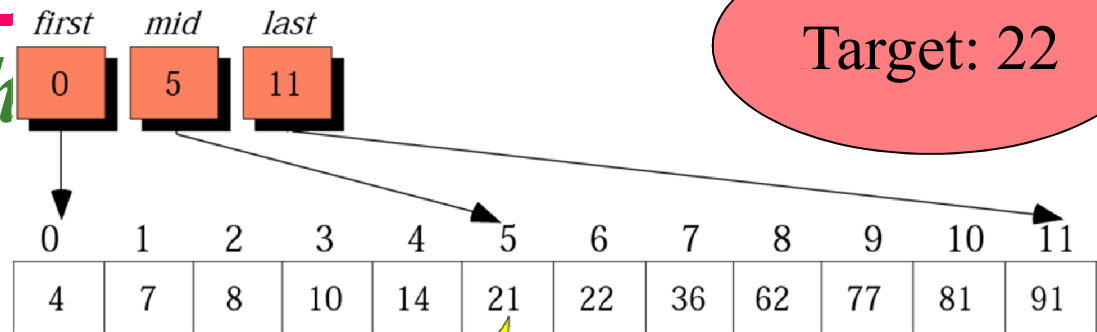


Example of a sequential search

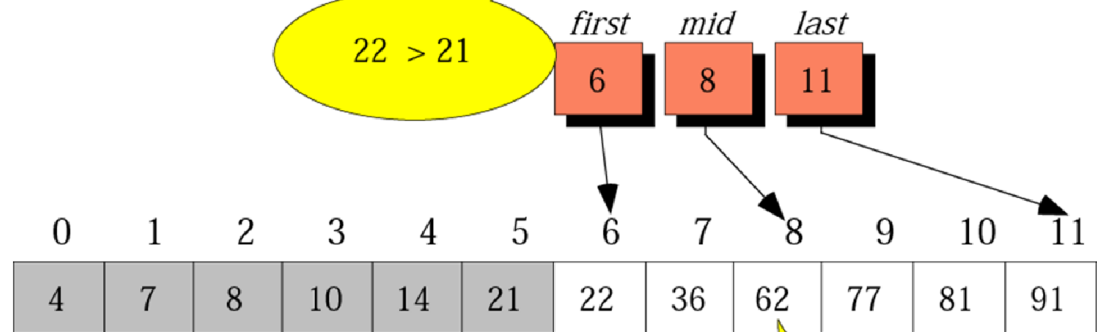


Example of a binary search

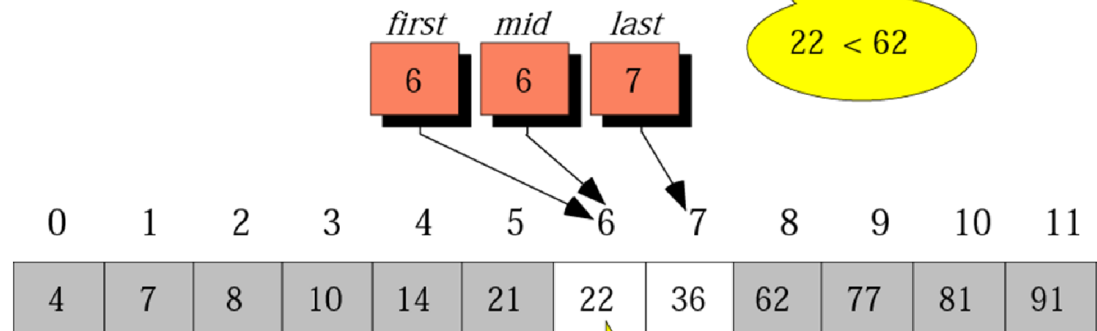
Target: 22



$22 > 21$



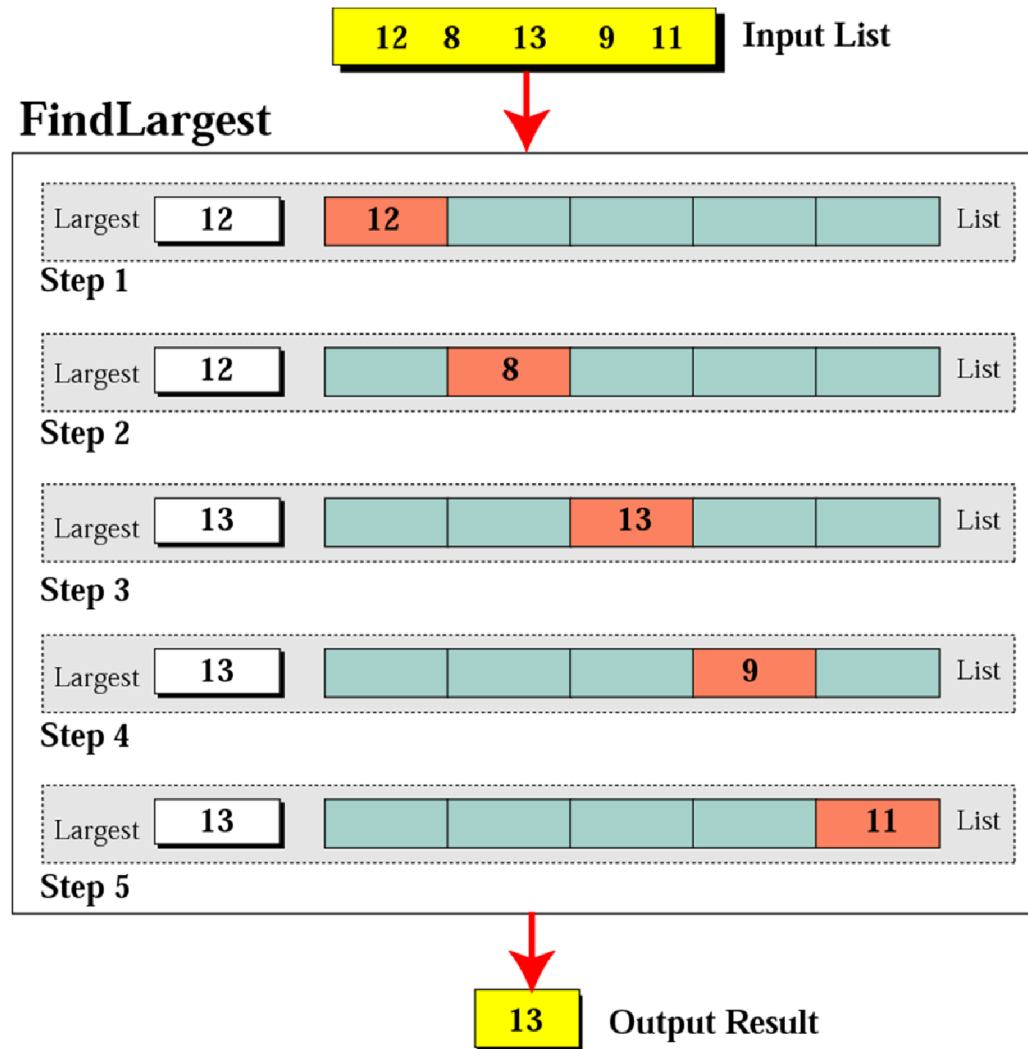
$22 < 62$



$22 == 22$

Another Example

The algorithm uses the following five steps to find the largest integer.



Defining actions in FindLargest algorithm

12 8 13 9 11

Input List

FindLargest

Set Largest to the first number.

Step 1

If the second number is greater than Largest, set Largest to the second number.

Step 2

If the third number is greater than Largest, set Largest to the third number.

Step 3

If the fourth number is greater than Largest, set Largest to the fourth number.

Step 4

If the fifth number is greater than Largest, set Largest to the fifth number.

Step 5

13

Output Result

Refinement

12 8 13 9 11

Input List

FindLargest

Set Largest to 0.

Step 0

If the current number is greater than Largest, set Largest to the current number.

Step 1

⋮

If the current number is greater than Largest, set Largest to the current number.

Step 5

13

Output Result

Generalization

