

# Summary of last class

## Definition

Algorithms are finite sequence of *basic instructions* to carry out a particular task. The actual instructions depends on the model of computation that we are talking about.

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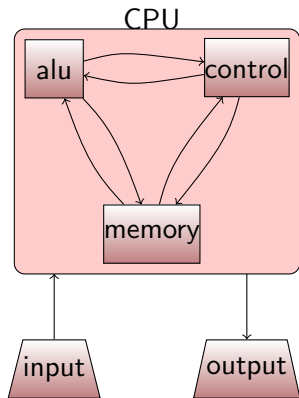
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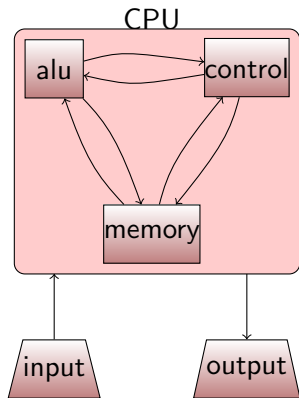
## Examples

- ▶ Cooking recipies,
- ▶ Operational manual of a music system,
- ▶ Navigational directions,
- ▶ And of course computer programs.

# von Neumann architecture

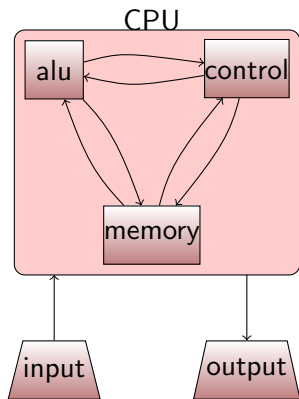


# von Neumann architecture



## Basic instructions

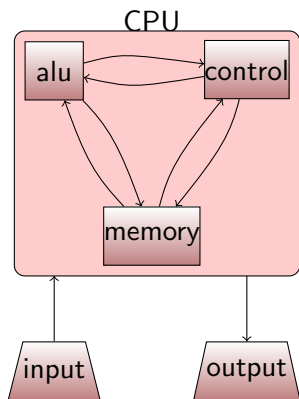
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## Basic instructions

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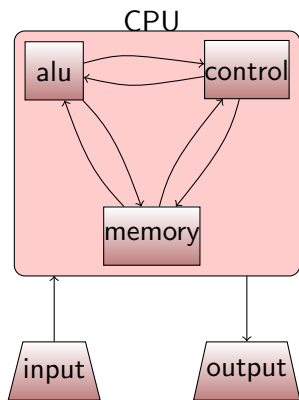
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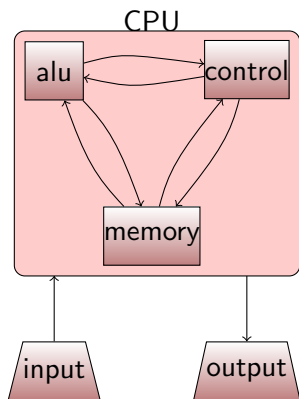
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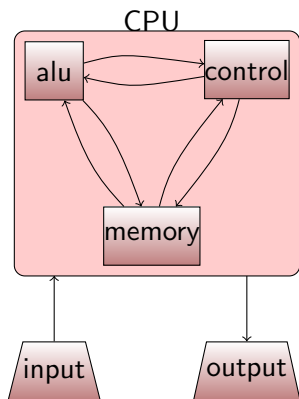


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The higher the level of language the closer to human beings. The lower level language is closer to the machine.

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Easier to realise on hardware.

```
#include<stdio.h>

int main()
{
    int n;
    int sum=0;
    scanf("%d",&n);

    while(n > 0)
    {
        sum = sum + n;
        n   = n - 1;
    }

    printf("%d",sum);
}
```

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- ▶ High level language requires compilers. C, Pascal
- ▶ Some languages are interpreted. eg Python, lisp etc

## Other classification of programming languages

- ▶ Imperative programming language; eg C, Pascal, Python  
Glorified von Neumann architecture.
- ▶ Functional programming language; eg Haskell No states, only functions
- ▶ Object oriented languages; eg Smaltalk, Simula etc. Objects and messages to objects
- ▶ Logic based language; prolog Logic based techniques, Resolution.
- ▶ Scripting languages

# What to expect in this course

We will study one imperative language C.  
and a scripting language the shell.