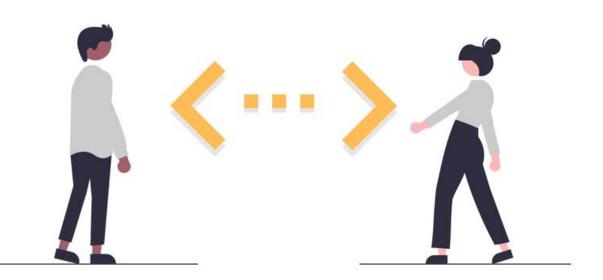
INTROTO PROGRAMING

"ALGORITHM"

WORD USED BY PROGRAMMERS WHEN
THEY DON'T WANT TO EXPLAIN
WHAT THEY DID

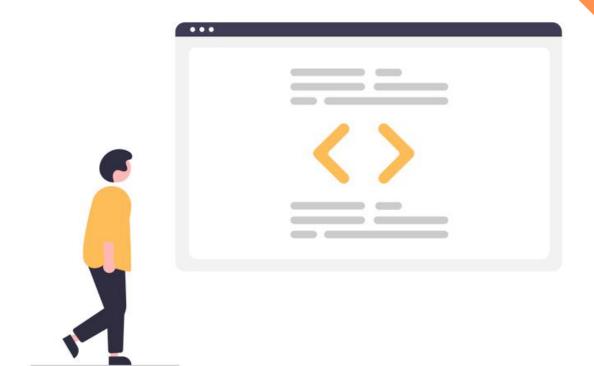
The main questions

THE PROBLEM, THE RECOGNITION & THE SOLUTION



7

What is a program?





Why should I use a program?

7

Why should I use a program?

A computer program is a sequence or set of instructions in a programming language for a computer to execute.







Why should I use a program?

- A regular procedure becomes much easier
- Provides security from user errors
- Provides additional data analysis



"FIRST, SOLVE THE PROBLEM. THEN, WRITE THE CODE."

-JOHN JOHNSON

1 ANALYZE



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The user must understand the problem and then, decide how to solve the problem - choose a program.

2

3

4

E



1 ANALYZE

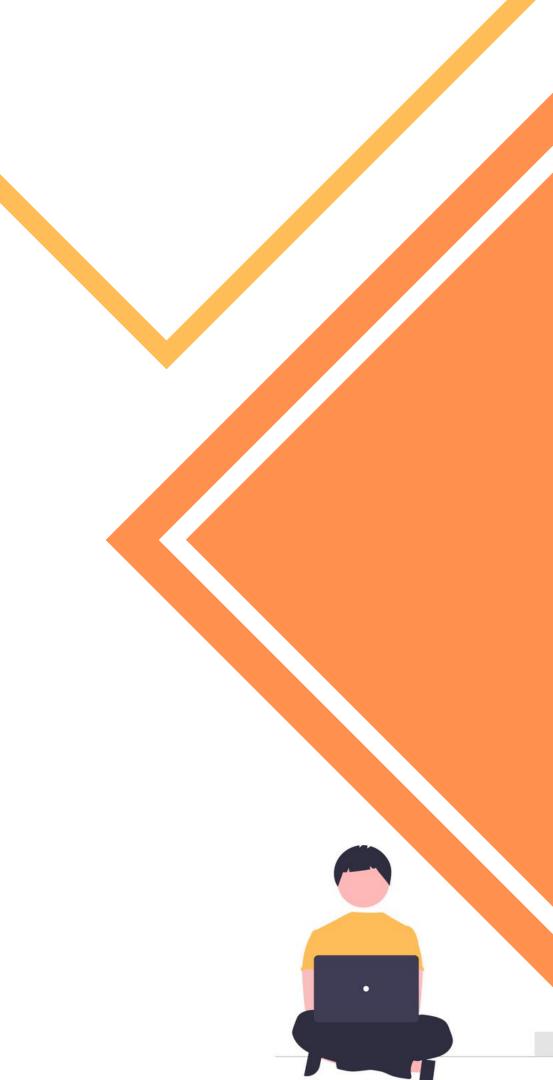
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2 DESIGN

3

4

5



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A flowchart is important to essential.
This is a visual diagram of the command flow that the program will contain.

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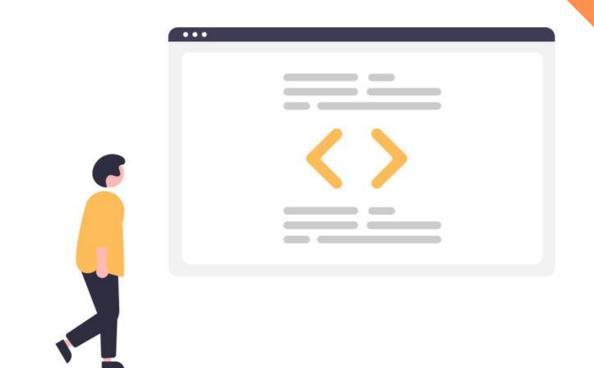
The documentation explains the rationale that one could, make a change to the program or how to write a program



What is the best programming language?

?

Πως διαλέγω την κατάλληλη γλώσσα προγραμματισμού?





How do I choose the right programming language?

Criteria

Application

Resources & Limitations

Support & Documentation

Scalability and performance







C

```
int main(void)
{
    printf("hello, world\n");
}
```

C44

```
int main()
{
    std::cout << "Hello,
world!\n";
    return 0;
}</pre>
```



```
class HelloWorldApp {
    public static void
main(String[] args) {

    System.out.println("Hell
    o World!");
    }
}
```

JAVASCRIPT

```
console.log("Hello World!");
```

PYTHON

```
print("Hello World")
```

PHP

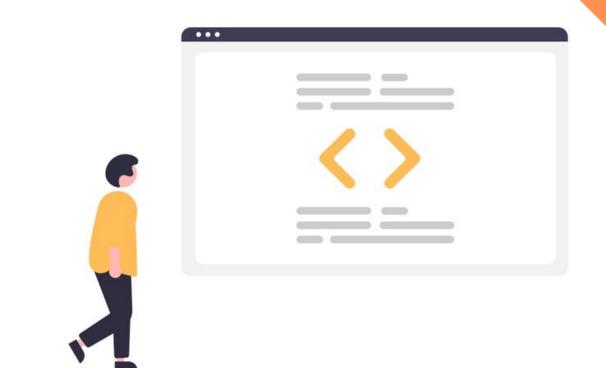
```
<?php echo "Hello, World";</pre>
```

Introduction to the elements of programming



?

What does a program consist of?



7

What does a program consist of?

Values & Data types

Variables & Operations

Functions

Conditions & loops

Libraries

Values & Data types

```
#Data Types
int: 1
float: 3.14
char: "S"
string: "STEAMing the Future"
bool: True, False --> (1,0)
list: [1,2,3], ["STEAMing","the","Future"],
        [True, False, False], [[1,2],[3,4]]
dict: {"Day":3, "Month":12, "Year":2022}
tuple: (1.618, 2.718)
```

Variables & Operations

#Variables

```
x = 1
y = 2
```

x = 1.732y = 1.414

Name = "Mike"
Surname = "Wheeler"

Full_Name = "Mike Wheeler"

teamX = ["Andreas","Ilias","Eugenia","Nefeli","Rafaelia"]

date = (3, 12, 2022)

Variables & Operations

#Operators

Functions

```
# Display something on the console.
print("Hello world!")
# Summarize some values.
sum([1,2,3,4,5])
# Ask the user to type something.
input("Please enter your name: ")
# Find the minimum and maximum value.
\max(1,2,3)
min("a", "b", "c")
# Absolute value.
abs(-1)
# Raise to a power.
pow(2,2)
# Find the length of a list.
len([1,2,2,-1])
```

```
# Convert to int.
int(2.2)
# Convert to string.
str(1)
```

Functions

```
def my_function(a,b):
    print("Initial Values:")
    print(a,b)
    c = a
    a = b
    b = c
    print("Final Values:")
    print(a,b)
my_function(3,4)
```

Conditions & loops

```
#Conditions
list1 = [1,5,7,5]
if list1[0] == list1[1]:
    print("The values are equal")
else:
    print("The values are not equal")
if list1[0] < list1[1]:</pre>
    print(list1[1])
elif list1[0] > list1[1]:
    print(list1[0])
else:
    print("Equal")
```

Conditions & loops

```
#Loops
for i in range(10):
    x = pow(i,3)
    if x == 64:
        print(i)
for i in teamX:
    print("Here is " + i)
for i in range(10):
    for j in range(100):
        print(i**j)
```

Conditions & loops

```
#Loops
temperature = ∅
while temperature < 20:
    print("I'm staying inside.")
    temperature += 1
print("Ok, now I can go out.")
while True:
    print("Wakanda forever")
```

Libraries

```
#Libraries
import math
a = 3
b = 4
c = math.sqrt(a**2 + b**2)
print(c)
from math import *
c = sqrt(a**2 + b**2)
```

QUESTIONS



