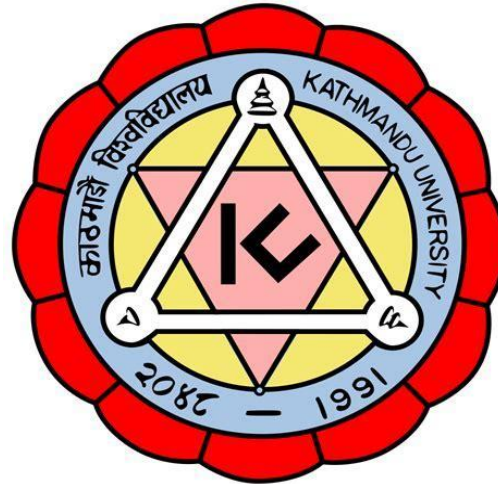


# KATHMANDU UNIVERSITY SCHOOL OF MANAGEMENT

1

BBIS

COM 102 : 3 Credit Hours



Getting Started...

20/12/2021

# Outlines

- ▶ Evaluation Criteria
- ▶ Course Structure/Syllabus
- ▶ Fundamental concepts of Computer Programming
- ▶ A simple C program

# What is Programming ?

- Computer doesn't know the things in advance that you know. However, you can make the computer do things which you can do.

This is achieved through programming.

- When computers are programmed to do things, they can prove themselves much **smarter**.
- In a broad sense programming is all about **problem solving and mathematical logic** implementations.

# Characteristics of Computer

Here are few significant characteristics of computer to recall.

- Speed: A computer works with **much higher speed compared to humans**.
- Accuracy: A Computers perform calculations with **100% accuracy**.
- Diligence: A computer can perform **millions of tasks** with the same **consistency and accuracy**.
- Versatility: A computer is capable of working in **diverse areas**.
- Reliability : the probability that a system, or service will **perform its intended function adequately for a specified period of time, or will operate in a defined environment without failure**
- Memory: A computer can **store tremendous amount of data** in its **memory**.

# Computer Programming

- ▶ Programming is the **process of creating a set of instructions** that tell a computer how to perform a task.
- ▶ Programming can be done using a variety of computer programming languages, such as **C, C++, Java, Python, JavaScript, etc.**
- ▶ These are High Level Languages(HLL).

# Application of Programming Languages

- ▶ Programmers use programming languages to communicate with computers.
- ▶ Some programming languages are used to create programs to solve problems or interpret data.
- ▶ Other programming languages are more suitable for making software or apps.

# Programming Languages

7

Programming languages are generally categorized as:

- ▶ **Machine Language (ML)** - low-level language - binary digits (ones and zeros).
  - ▶ e.g. machine code
- ▶ **Assembly Language** is a type of low-level language intended to communicate directly with a computer's hardware.
  - ▶ Unlike machine language, assembly languages are designed to be readable by humans.
  - ▶ e.g IBM PC DOS operating systems
  - ▶ More about assembly language
  - ▶ [https://www.tutorialspoint.com/assembly\\_programming/assembly\\_tutorial.pdf](https://www.tutorialspoint.com/assembly_programming/assembly_tutorial.pdf)
- ▶ **High-Level Languages** are designed to simplify computer programming.
  - ▶ High-level source code contains easy-to-read syntax that is later converted into a low-level language, which can be recognized and run by a specific CPU.
  - ▶ e.g C, Java, Python

# Computer Languages

## Low Level Language ( Machine Language )

Use 1' s & 0' s to  
create instructions

Ex: Binary Language

## Middle Level Language ( Assembly Language )

Use mnemonics to  
create instructions

Assembly Language

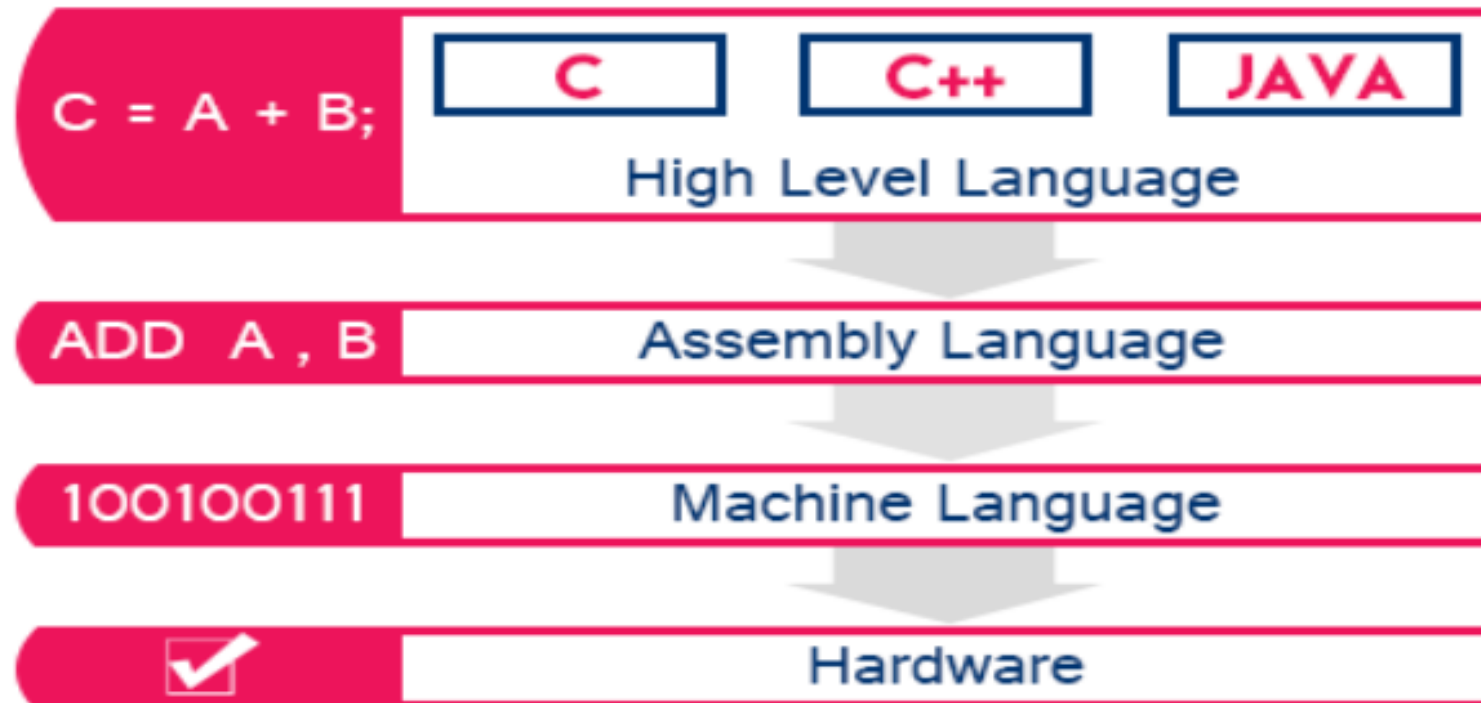
## High Level Language

Similar to  
human language

COBOL, FORTRAN, BASIC  
C, C++, JAVA



...



# C programming Language

- ▶ C is a powerful **general-purpose** programming language.
- ▶ C is a **high level** Language.
- ▶ It can be used to develop software like **operating systems, databases, compilers, and so on.**
- ▶ C is a very **common/widely** used language **to learn to program** for beginners.

# The Process of Writing a C Program

**Step 1:** Write the source codes (.c) and header files (.h).

**Step 2:** Pre-process the source codes according to the preprocessor directives. The preprocessor directives begin with a hash sign (#), such as #include and #define. They indicate that certain manipulations (such as including another file or replacement of symbols) are to be performed before compilation.

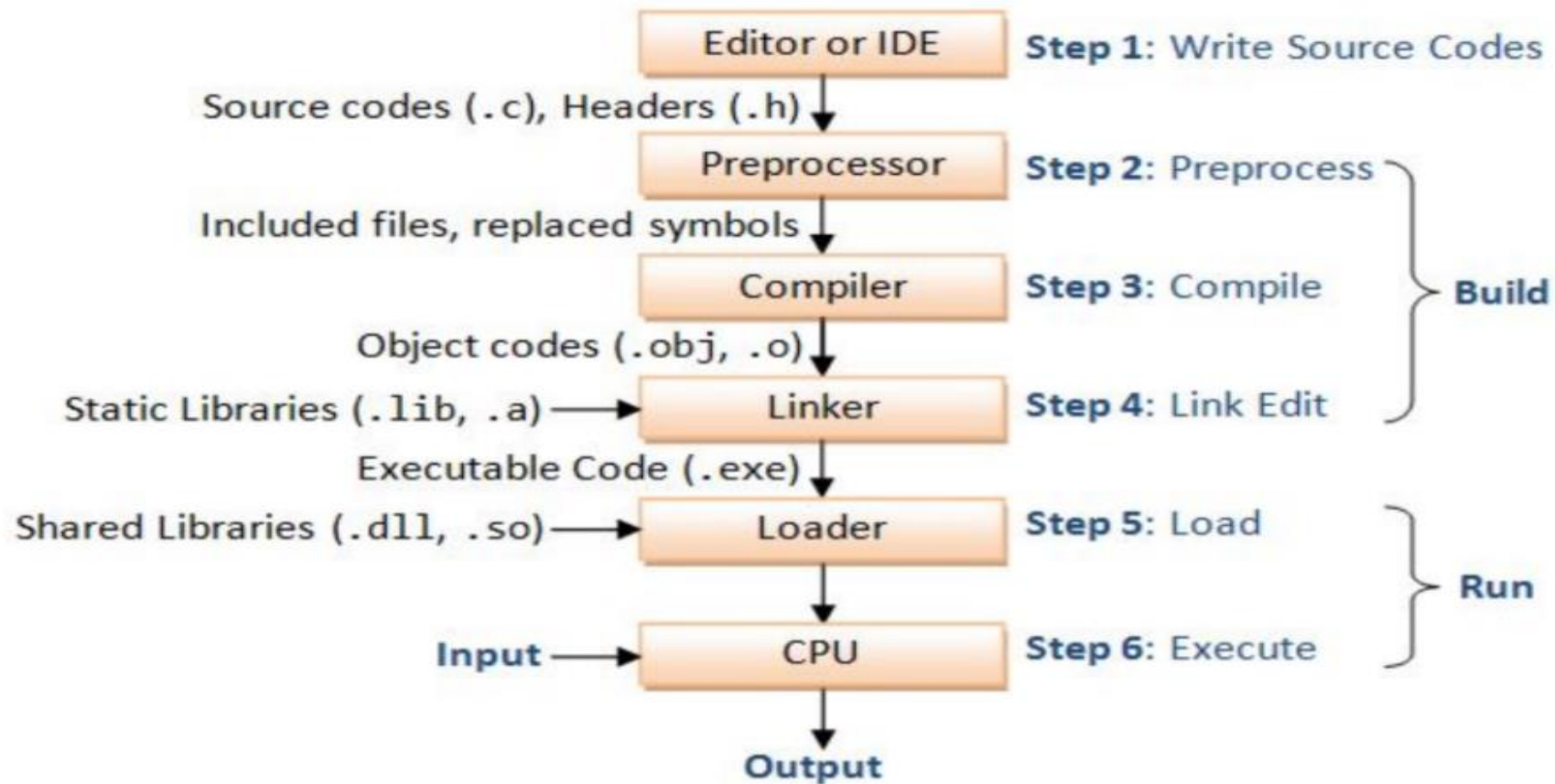
**Step 3:** Compile the pre-processed source codes into object codes (.obj, .o).

**Step 4:** Link the compiled object codes with other object codes and the library object codes (.lib, .a) to produce the executable code (.exe).

**Step 5:** Load the executable code into computer memory.

**Step 6:** Run the executable code.

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# A First C Program

```
#include <stdio.h>

int main() {
    /* my first program in C */
    printf("Hello, World! \n");
    return 0;
}
```

## Write your own First C Program

- ▶ Write a Program (WAP) to print “Hello ...”

Queries???