

# Programování I

Martin Pergel, perm@kam.mff.cuni.cz

October 10, 2014

- This semester finishes by a credit, exam is on the next semester.
- Requirements for being credited:
  - Test on linked lists,
  - program (written as a homework - including documentation),
  - active participation at assignments (will be justified on assignments).

# Goals of this course:

- Programming in Pascal and later C#,
- algorithms
- and related theory.

Individual parts shall be parallelized.

# Why Pascal:

- Myth: Pascal is obsolete!
- Reality: Pascal is well-tested.
- Java, C#, C programming language... – nice but complicated.
- Pascal: Disadvantage: Age      Advantage: Simplicity.
- We: Borland Pascal (Free Pascal, GNU Pascal, Delphi),
- since Christmas: C# in Visual Studio.

- CodEx machine (alias Code Examiner and account on it)
- Account in computer lab at Mala Strana.
- Warning: Programming is a time-demanding skill!
- Literature: Kurt Mehlhorn: Algorithms and Data Structures (available on-line, individual chapters).  
Donald E. Knuth: The Art of Computer Programming.  
Niklaus Wirth: Algorithms + Data Structures = Programs [older book, algorithms seem more interesting than the language, available on-line]
- Any questions? [If so, pose them as soon as possible!]

## Definition

Algorithms are rigorously defined and willingly created methods.

- An **algorithm** is a way (method) how to solve a particular problem.
- Realization of an algorithms produces expected output from a given input.
- Algorithm consists of individual *steps* called commands (e.g., natural numbers addition).
- Any correct algorithm must be:
  - **finite** (i.e., for any input it finishes after finitely many steps)
  - and **partially correct** (i.e., whenever the algorithm finishes, it produces a correct output (correct answer for a given problem)).

# Ways how to describe algorithms

Karel:      C progr. language:  
krok        while(i)  
krok        { if(i%2) printf(1);  
vlevo bok    else printf(0);  
krok        i/=2;  
              }

Text:

Read  $i$ .

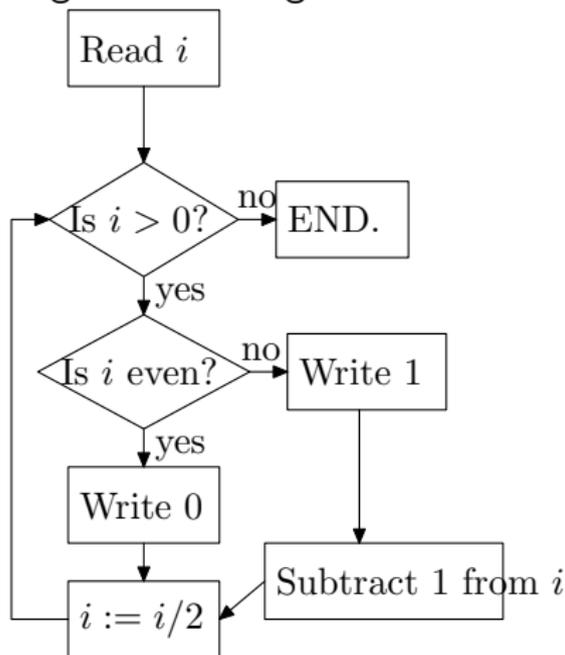
While  $i > 0$ :

    If  $i$  odd then write "1"

    else write "0"

    divide  $i$  by 2.

Program-flow-diagram:



Ways how to find it:

- Find prime-decompositions and "compare",
- Euclid's-algorithm.

Observation: Given  $a \geq b$  natural numbers dividable by a (also natural) number  $k$  then  $a - b$  is also dividable by  $k$ .

# Euclid's algorithm: version 1 (using subtraction)

```
read a and b.                                read(a); read(b);
1:  if  $b > a$  then swap values of a and b.
If b is zero then write a                    if b=0 then write(a);
and end the algorithm.
Subtract b from a.                            a:=a-b;
GOTO 1:
```

# Euclid's algorithmus: version 2 (using modulo)

read  $a$  and  $b$ .

1: if  $b > a$  then swap values of  $a$  and  $b$ .

If  $b$  is zero then write  $a$   
and end the algorithm.

Let  $a$  be a division remainder of  $a$  and  $b$   
( $a := a \bmod(b)$ ).

GOTO 1:

# Magic squares of an odd order

Easy algorithm with a hard proof of correctness:

6	1	8
7	5	3
2	9	4

15	8	1	24	17
16	14	7	5	23
22	20	13	6	4
3	21	19	12	10
9	2	25	18	11

- 1 Start in the middle of the top-most row.
- 2 Step one cell to the left and upwards and fill-in the numbers in increasing ordering
- 3 When the cell already contains a number, return one cell back and step one step downwards instead.

- Ideas?
- Naive approach: Try one prime-number  $i$  after another from 2 to  $n$  and try to divide  $n/i$ .
- Less naive algorithm: Let  $m := n$ . Try only primes  $i$  from 2 to  $\sqrt{m}$ . It means: Let  $i := 2$ . When  $i$  is a factor of  $m$  (i.e.,  $m/i$  is an integer), let  $m := m/i$ , otherwise (else) increase  $i$  by one (i.e.,  $i := i + 1$ ).
- Even less naive algorithm: Instead of primes try all the numbers. natural.  
Why does it work?

How to generate all prime numbers less than  $n$ ?

- Naive algorithm: Generate and test.
- Less naive approach: Generate and try to divide only by already generated primes.
- Eratosthenes: Generate all natural numbers  $2 \dots n$ . For  $i \in \{2 \dots \sqrt{n}\}$  do the following: If  $i$  is a prime (*i.e.*, is not crossed-out), cross out all its nontrivial multiples (*i.e.*,  $j := 2$ , while  $ij < n$  do cross-out number  $ij$ , increase  $j$  by one).