Overview

- Defining our own data-types (enumerated data-types),
- Control structures case ... of ...,
- Basic sorting algorithms,
- Compiler directives,
- Files (text files),
- Basic sorting algorithms.

How to pass an array as a parameter?

- In Classical Pascal we have to define our own data-type (show why the naive approach does not work).
- Turbo Pascal (and also Free Pascal) support open-array parameters.

Defining your own data type:

■ Keyword type permits us to define a new data-type.

Defining your own data type:

- Keyword type permits us to define a new data-type.
- trivial use: type int=integer;

Defining your own data type:

- Keyword type permits us to define a new data-type.
- trivial use: type int=integer;
- use: type x=array[1..10] of integer;

```
program nnn;
type arr=array[1..10] of integer;
var p:arr;
procedure output(a:arr);
var i:integer;
begin
    for i:=1 to 10 do
        writeln(a[i]);
end;
begin
...output(p);
end.
```

Available in Turbo Pascal and Free Pascal.

- Available in Turbo Pascal and Free Pascal.
- We say that the argument is an array of a particular type, but we omit limits.

- Available in Turbo Pascal and Free Pascal.
- We say that the argument is an array of a particular type, but we omit limits.
- Example: procedure output(a:array of integer);

- Available in Turbo Pascal and Free Pascal.
- We say that the argument is an array of a particular type, but we omit limits.
- Example: procedure output(a:array of integer);
- The argument is an array indexed from 0 to N.

- Available in Turbo Pascal and Free Pascal.
- We say that the argument is an array of a particular type, but we omit limits.
- Example: procedure output(a:array of integer);
- The argument is an array indexed from 0 to N.
- The value *N* can be determined using a function high.

Example using open-array parameters

how to use user-defined data-types

We want to calculate the days of a week. How we do that?

■ We define constants: Monday=1, Tuesday=2,...

how to use user-defined data-types

- We define constants: Monday=1, Tuesday=2,...
- But I'll change the numbering: Monday=0, Tuesday=1,...

how to use user-defined data-types

- We define constants: Monday=1, Tuesday=2,...
- But I'll change the numbering: Monday=0, Tuesday=1,...
- Then an American comes and enumerates: Sunday=1, Monday=2,...

how to use user-defined data-types

- We define constants: Monday=1, Tuesday=2,...
- But I'll change the numbering: Monday=0, Tuesday=1,...
- Then an American comes and enumerates: Sunday=1, Monday=2,...
- Thus we define a special data-type indexed with days of a week,

how to use user-defined data-types

- We define constants: Monday=1, Tuesday=2,...
- But I'll change the numbering: Monday=0, Tuesday=1,...
- Then an American comes and enumerates: Sunday=1, Monday=2,...
- Thus we define a special data-type indexed with days of a week,
- the numbers get assigned by the compiler.

Gets defined in the type-section,

- Gets defined in the type-section,
- individual values are in the brackets separated by commas.

- Gets defined in the type-section,
- individual values are in the brackets separated by commas.
- Example: type daysofweek=(monday,tuesday, wednesday, thursday,friday, saturday, sunday);

- Gets defined in the type-section,
- individual values are in the brackets separated by commas.
- Example: type daysofweek=(monday,tuesday, wednesday, thursday,friday, saturday, sunday);
- Or we may directly define a variable of enumerated type: var cal: (monday, tuesday, wednesday, thursday, friday, saturday, sunday);

■ Let us implement a simple "calendar" for the year 2013, i.e., we output the date and day of week.

- Let us implement a simple "calendar" for the year 2013, i.e., we output the date and day of week.
- For the sake of simplicity let's consider that each month consists of 30 days...

- Let us implement a simple "calendar" for the year 2013, i.e., we output the date and day of week.
- For the sake of simplicity let's consider that each month consists of 30 days...
- Source code can be found on the web (kam.mff.cuni.cz/~perm/programovani/NPRG030/enum.pas).

- Let us implement a simple "calendar" for the year 2013, i.e., we output the date and day of week.
- For the sake of simplicity let's consider that each month consists of 30 days...
- Source code can be found on the web (kam.mff.cuni.cz/~perm/programovani/NPRG030/enum.pas).
- We see that the write function cannot output enumerated data-types.

- Let us implement a simple "calendar" for the year 2013, i.e., we output the date and day of week.
- For the sake of simplicity let's consider that each month consists of 30 days...
- Source code can be found on the web (kam.mff.cuni.cz/~perm/programovani/NPRG030/enum.pas).
- We see that the write function cannot output enumerated data-types.
- What should we do in order to write out the names of the days?



- Let us implement a simple "calendar" for the year 2013, i.e., we output the date and day of week.
- For the sake of simplicity let's consider that each month consists of 30 days...
- Source code can be found on the web (kam.mff.cuni.cz/~perm/programovani/NPRG030/enum.pas).
- We see that the write function cannot output enumerated data-types.
- What should we do in order to write out the names of the days?
- Either we use large if-clause or case variable of ...



Structure case ... of ...

- It helps us to create many branches (in a program) depending on the value of a variable.
- Syntax:

```
case variable_name of
  value1: statement or blok
  value2: statement or blok
  else statement or blok
end:
```

- Only the branch labeled by current value of the variable gets executed. The else-branch gets executed otherwise (for other values).
- The else-clause is not compulsory!
- If the last clause is a block, we write the keyword end twice (the former closes the block, the latter finishes the case block.



Example – calendar

can be found at

kam.mff.cuni.cz/~perm/programovani/NPRG030/case_of.pas.



■ Compiler tests many issues, e.g.:

- Compiler tests many issues, e.g.:
- whether we are not violating array boundaries,

- Compiler tests many issues, e.g.:
- whether we are not violating array boundaries,
- whether the stack does not overflow.

- Compiler tests many issues, e.g.:
- whether we are not violating array boundaries,
- whether the stack does not overflow,
- whether the input/output error occured...

- Compiler tests many issues, e.g.:
- whether we are not violating array boundaries,
- whether the stack does not overflow,
- whether the input/output error occured...
- Usually it is a good idea to keep these tests switched on but sometimes we "know what we are doing".

- Compiler tests many issues, e.g.:
- whether we are not violating array boundaries,
- whether the stack does not overflow,
- whether the input/output error occured...
- Usually it is a good idea to keep these tests switched on but sometimes we "know what we are doing".
- Then we can switch them off (but only if it is essential).

- Compiler tests many issues, e.g.:
- whether we are not violating array boundaries,
- whether the stack does not overflow,
- whether the input/output error occured...
- Usually it is a good idea to keep these tests switched on but sometimes we "know what we are doing".
- Then we can switch them off (but only if it is essential).
- We can do that using the *compiler-directives*.



- Compiler tests many issues, e.g.:
- whether we are not violating array boundaries,
- whether the stack does not overflow,
- whether the input/output error occured...
- Usually it is a good idea to keep these tests switched on but sometimes we "know what we are doing".
- Then we can switch them off (but only if it is essential).
- We can do that using the *compiler-directives*.
- These directives look like a comment, i.e., they are in the braces,

- Compiler tests many issues, e.g.:
- whether we are not violating array boundaries,
- whether the stack does not overflow,
- whether the input/output error occured...
- Usually it is a good idea to keep these tests switched on but sometimes we "know what we are doing".
- Then we can switch them off (but only if it is essential).
- We can do that using the *compiler-directives*.
- These directives look like a comment, i.e., they are in the braces.
- just the "comment" begins with the string-character (\$). Then we place (usually 1-character long) name and a switch $\pm 1/2$.



Example: $\{\$R-\}$ – switch the *range-checking* off.

- **Example:** $\{\$R-\}$ switch the *range-checking* off.
- The most important:

- **Example:** $\{\$R-\}$ switch the *range-checking* off.
- The most important:
 - \blacksquare \$*Q* overflow-checking,



- **Example:** $\{\$R-\}$ switch the *range-checking* off.
- The most important:
 - \blacksquare \$Q overflow-checking,
 - \blacksquare \$R range-checking,

- **Example:** $\{\$R-\}$ switch the *range-checking* off.
- The most important:
 - \$*Q* − overflow-checking,
 - \blacksquare \$*R* range-checking,
 - \$*I* − input-output tests,

- **Example:** $\{\$R-\}$ switch the *range-checking* off.
- The most important:
 - \$*Q* − overflow-checking,
 - \blacksquare \$*R* range-checking,
 - \$*I* − input-output tests,
 - The full list can be found in the manual (some directives are compiler-dependent).

and functions related to them

This time we show handling of text files (binary files appear later).

- This time we show handling of text files (binary files appear later).
- A text file is represented by a variable of type Text.

- This time we show handling of text files (binary files appear later).
- A text file is represented by a variable of type Text.
- This variable gets assigned to a given file by the Assign-function,

- This time we show handling of text files (binary files appear later).
- A text file is represented by a variable of type Text.
- This variable gets assigned to a given file by the Assign-function,
- then we open the file using Reset, Rewrite or Append,

- This time we show handling of text files (binary files appear later).
- A text file is represented by a variable of type Text.
- This variable gets assigned to a given file by the Assign-function,
- then we open the file using Reset, Rewrite or Append,
- after that we read (using Read and Readln functions). This time we give the Text-type variable as the first argument,

- This time we show handling of text files (binary files appear later).
- A text file is represented by a variable of type Text.
- This variable gets assigned to a given file by the Assign-function,
- then we open the file using Reset, Rewrite or Append,
- after that we read (using Read and Readln functions). This time we give the Text-type variable as the first argument,
- writing into the file is done in the same way by calling Write or Writeln functions.



- This time we show handling of text files (binary files appear later).
- A text file is represented by a variable of type Text.
- This variable gets assigned to a given file by the Assign-function,
- then we open the file using Reset, Rewrite or Append,
- after that we read (using Read and Readln functions). This time we give the Text-type variable as the first argument,
- writing into the file is done in the same way by calling Write or Writeln functions.
- Finally we close the file using the Close-function.



and functions related to them – syntax (1)

var f:Text;

- var f:Text;
- Assign(f,'file.txt'); assing the variable f with file.txt.

- var f:Text;
- Assign(f,'file.txt'); assing the variable f with file.txt.
- Reset(f); open the file represented by f (for reading).

- var f:Text;
- Assign(f,'file.txt'); assing the variable f with file.txt.
- Reset(f); open the file represented by f (for reading).
- Rewrite(f); open f if it exists, destroy (erase) its contain.

- var f:Text;
- Assign(f,'file.txt'); assing the variable f with file.txt.
- Reset(f); open the file represented by f (for reading).
- Rewrite(f); open f if it exists, destroy (erase) its contain.
- Append(f); open f for appending (writing behind its current end).

and functions related to them - syntax (2)

■ Writeln(f,'We are writing to the file'); — output the text into the file.

- Writeln(f,'We are writing to the file'); output the text into the file.
- Read(f,a); Read from the file variable a.

- Writeln(f,'We are writing to the file'); output the text into the file.
- Read(f,a); Read from the file variable a.
- Close(f); Close the file (we won't use it anymore).

- Writeln(f,'We are writing to the file'); output the text into the file.
- Read(f,a); Read from the file variable a.
- Close(f); Close the file (we won't use it anymore).
- eof(f); function returning boolean depending on whether we are (already) at the end of the file.

- Writeln(f,'We are writing to the file'); output the text into the file.
- Read(f,a); Read from the file variable a.
- Close(f); Close the file (we won't use it anymore).
- eof(f); function returning boolean depending on whether
 we are (already) at the end of the file.
- eof; function announcing the end of standard input (usually from keyboard).

- Writeln(f,'We are writing to the file'); output the text into the file.
- Read(f,a); Read from the file variable a.
- Close(f); Close the file (we won't use it anymore).
- eof(f); function returning boolean depending on whether
 we are (already) at the end of the file.
- eof; function announcing the end of standard input (usually from keyboard).
- There are many further function Rename, Erase,...

Problems with files

It can happen that a file we try to open with Reset does not exist.

Problems with files

- It can happen that a file we try to open with Reset does not exist.
- This causes an input/output error.

Problems with files

- It can happen that a file we try to open with Reset does not exist.
- This causes an input/output error.
- To avoid this we can either destroy the file (calling Rewrite this always creates a file): but this is usually very counter-productive! Alternatively, we use an appropriate compiler-directive (to switch the input/output error off) and if an error occurs, we find out about it by calling the IOResult-function.

Example

```
Assign(f,'file.txt');
\{\$I-\} {Switch the tests on input/output errors off}
Reset(f):
{$/+} {Switch IO-error on again}
if TOResult<>0 then
begin writeln('A problem!'); halt;
end;
while not eof(f) do begin
      readln(f,s);
      writeln(s);
end:
Beware that IOResult is a function and thus after calling it, the
error-value gets replaced by 0. Thus we have to store it into a
variable (for further use).
```