CSC270 Scientific programming
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Course requirements, posted Lessons and Assignments are summarized at the CSI Website
CAMPUS LIFE-> CSI Buildings-> Astrophysical Observatory
Or just google “CSI Astrophysical Observatory” to get the next link
https://csivc.csi.cuny.edu/supernova7/files/home.html
Then linking with my Name And then the course CSC 270

Be sure to read the class notes there and understand how your grade is computed and when assignments are due!
CSC 270 Scientific Programming

This course will emphasize mathematical problem solving in the C++ programming language.

Required:
1. C++ PDF files online. By Prof. Irv Robbins available online at the course web site. Study these carefully.

THIS TEXT ABOVE IS REQUIRED FOR OPEN BOOK EXAMS. USE IT OFTEN FOR HW AND LAB EXERCISES TO BE FAMILIAR WHERE INFO CAN BE FOUND. NOT USING IT WILL MAKE ALMOST IMPOSSIBLE FOR YOU TO SOLVE THE QUESTIONS ON THE MIDTERM AND FINAL EXAMS!!

Additional REFERENCE TEXT (for those wanting a deeper approach to computing in C++ in general)
C++ Programming by D.S. Malik Cengage Learning publisher.
• BRING A NOTEBOOK TO CLASS OR PAPER TO DO IN CLASS PROBLEMS THAT WILL BE ASSIGNED!

• GRADE POLICY: SUBJECT TO CHANGE

• Grade AVERAGE = +20% GENERAL HW + 25% FOR PROGRAMS (laboratory exercises) + 25% Midterm Exam + 30% Comprehensive Final Exam) + Extra credit added to average for HW assignments and labs

• Extra Credit 5 PTS MAX. FOR YOUR FINAL CLASS AVERAGE

• - POINTS FOR EXCESSIVE ABSENCE

• (LEAVING CLASS EARLY IS AN ABSENCE WITHOUT MY APPROVAL!).

Over cutting more than 13 hrs reduces your final average

REMINDER: Midterm and Final Exam you can bring your textbook: STUDY THE HW AND LAB EXERCISES YOU DID BEFORE THE EXAM. ONLY THE TEXTBOOK IS PERMITTED!

WARNING:

if you did not do the HW and Lab exercises not only will your average be poor but the textbook will be of little value to you on the EXAMS!

• LESSON REVIEW:

• ALL LESSONS IN PDF FORMAT WILL BE FOUND AT THE CLASS WEB SITE MENTIONED ABOVE.

• (ADOBE READER NEEDED)
FOR YOUR SUCCESS IN THIS COURSE FOLLOW THESE RECOMMENDATIONS

1. Know what is expected of you. HW wanted and programs assigned
   Take notes in class when assignments are given
1. Hand in work on time
2. Read and study the assigned sections in the C++ text book
   (you will miss very important subtleties of the subject by not doing so!)
   BE SURE TO DO ALL THE "PRACTICE" QUESTIONS IN A CHAPTER WHICH HAVE ANSWERS
   IN APPENDIX E. ALSO GO OVER ALL KEY TERMS AT THE END OF CHAPTER
   AS A REVIEW. NOT DOING THE LATTER WILL HURT YOUR UNDERSTANDING
   AND YOUR GRADE! THESE DO NOT HAVE TO BE HANDED IN UNLESS ASKED FOR.
4. Come to class on time for lectures and try to pay attention to what is being presented.
   ASKING YOUR NEIGHBOR FOR HELP IS OK BUT AVOID BEING DISTRACTED BY
   LONG WINDED CONVERSATIONS WHILE WORKING ON LAB ASSIGNMENTS
   (A WASTE OF VALUABLE TIME!)
5. Do ask questions in class if you do not understand. (but not excessive!).
   See me for help or a computer science tutor for C++ problems or a math tutor
   For MATLAB concepts you have trouble with.
6. Go over and study all posted lectures and notes at the class web site
7. Stay organized: REVIEW THESE NOTES OFTEN TO "STAY ON TRACK"!

WARNING: LEAVING CLASS EARLY WILL RESULT IN AN ABSENCE BEING ENTERED
(UNLESS THERE IS A VERY GOOD REASON). IF YOU ARE HAVING DIFFICULTY IN
CLASS SEE ME FOR HELP. STUDENTS WHO LEAVE EARLY USUALLY MISS THE
IMPORTANT POINTS OF THE LESSONS AND EITHER FAIL THE COURSE OR GET A "D"
GRADE. SO FOR YOUR OWN GOOD STAY THE FULL COURSE TIME. (STEPPING OUT
FOR COFFEE OR A SMALL BREAK IS FINE BUT NOT TO BE ABUSED).
We study the C++ language and cover the necessary programming concepts of C++ to solve scientific problems.

**The C++ Software Environment:**
*For your computers to save you time from going to one of the CSI open computer labs OR FINISHING LABS AT HOME.*

You can obtain copies of the C++ language which is one language option in the **Microsoft Visual Studio Environment IDE.** **Current versions are called “Community”** are free. You will encounter other versions in the labs at CSI which are basically the same with more “bells and Whistles”

For “Community version” use links below for “Windows” or “MacOS”

You may have to pick C++ after or during as the IDE loads since it may not be included. If you forget You can choose C++ at the start and the necessary files will be downloaded


or here if the above is not working

Chapter 1, start reading the chapter but Study Carefully the following sections we will cover in more detail.
1.1,1.2,1.3,1.4 (basic data representation and data types we will not study conversions to the different bases) and section 1.5
Be sure to review and watch and study these videos we will do now.

1 IDE visual studio,
2 "Hello World", 
ADVANCED HW #1 HAND IN HW by Due date assigned in class else it has no value average of all HW is 20% of your grade. 21 points this HW

- Read/Study sections 1.1,1.2,1.3,1.4 (basic data representation and data types we will not study conversions to the different bases) and section 1.5. then do the following.
  #1. DO EXAM PRACTICE PROBLEMS 1 to 9 AT THE END OF THE CHAPTER ON AND BE SURE TO PUT YOUR NAME ON THE PAPERS (STANDARD SIZE) 9 pts
- #2 EXAM PRACTICE 14,15,16 SHORT PARAGRAPHS FOR EACH OF YOUR CHOICES. 3 pts
- #3 List the five steps of the problem solving methodology given in this chapter 2 pts
- #4 Which of the following is not computer software? 2 pts
  - a USB memory stick the operating system a C++ compiler a spreadsheet
- #5 Which of the following is responsible for interpreting the instructions stored in memory? 2 pts
  - the ALU (arithmetic logic unit) the control unit the software the accumulator
- #6 High-speed registers for the temporary storage of values are found in ... 2 pts
  - the computer's hard disk the computer's primary memory the accumulator the C++ program
- #7 Define linking in one sentence? 2 pts

NOTICE PLEASE.

- You will be handing in HW and also LABPRATORY Programs you will construct. Please keep all assignment separate to avoid my missing your work. If more than one page per assignment then staple them to avoid the loss of pages.

  DO NOT STAPLE MORE THAN ONE ASSIGNMENT TOGETHER. PLEASE PUT THE DATE, NAME OF THE ASSIGNMENT OR LAB, YOUR NAME ON THE TOP OF THE FIRST PAGE.

- EXAMPLE. 09/16/18 HW#1 YOUR NAME
GREAT Engineering Achievements

Why scientific programming for Engineers? Engineers use Science to create solutions to problems. Most of the Science they use is mathematical in nature and can be quite complex. Computers make this process a lot easier than pencil and paper as it used to be!

• Computer simulations of models to see if our ideas are correct advanced.

ENGINEERS CHANGE THE WORLD! Enormous changes due to the computer being able to calculate Models very quickly in almost all fields of Engineering, Science, Medicine. For Good or Bad, Aerospace, Military abilities expanded immensely.
• All fields of endeavor. See link below for the 20th century.

http://www.greatachievements.org

EXTRA CREDIT: SUMMERIZE WHAT ARE THE LATEST 21ST CENTURY ENGINEERING ACHIEVEMENTS

Learn this subject well and you will be on the road to a very successful Engineering career and help change the world for the better!
The Basic Model OF A Computing System (to fully appreciate the C++ environment)

- **MEMORY**
  - Carries out instructions
  - Responsible For I/O
  - Calculations
  - Internal storage

- **CONTROL UNIT**
  - The von Neumann Computing Model
  - Examples, Key Board Various Sensors

- **ARITHMETIC LOGIC UNIT**
  - Examples Screens, printers Control units

- **CPU**
  - Outputs
Software Interface to Computer Hardware

OS = Interface to humans

AS = Used to create source code to solve problems

Compiler translates source code to computer understandable code for execution (We compile our source code in the MSVS environment called a BUILD!)
And can execute it immediately (assuming no errors) (RUN in MSVS)

MS Visual Studio is our AS
Can be difficult to get started
Since it covers many Languages besides C++
We use its editor to construct
Our source code
STEPS IN Programming

• Computers only understand machine language.
• High-level languages like C++ and MATLAB must be translated to machine language for execution.

Editor creates C++ (illustrated below) or MATLAB programs. MATLAB environment can run many of these early steps immediately or run a submitted program as The C++ program below. (the “m” files in MATLAB). The “link” step brings in other Necessary items to get our program to “run” properly.

SOURCE FILE  BUILD  OBJECT FILE  RUN NO DEBUG

```
C++ language program
```

```
Compile  Machine language program
```

```
Link / load
```

```
Execute
```

Program output

Input data

Compilation  Linking / loading  Execution
Some Key Terms

• **Source Program** ( .CPP or c++ files)
  • printable/Readable Program file
  • What we create with the editor

• **Object Program** ( we don’t see this now)
  • nonprintable machine readable file

• **Executable Program** (.exe files in windows)
  • nonprintable executable code FROM LINKING THE OBJECT PROGRAM TO LIBRARIES OF ROUTINES NEEDED.
Errors in Programs

• Syntax/Parse Errors
  • Mistakes with the language. --YOU WILL MAKE PLENTY DON’T PANIC
  • Always reported by the compiler

• Linking Errors -------OCCASIONALLY HAPPENS!
  • Missing pieces prevent the final assembly of an executable program.

• Run-time Errors
  • Occur when program is executing.
  • May or may not be reported.
  • Can be the **toughest to find.** *Always run a simple case, especially with numerical calculations, that you know the answer if the code gets complicated to minimize Run-time errors*
  • When selected the computer carries out its instructions and strange results will happen.
Logic Errors

• Can be difficult to find.

• Debugging can be time consuming.
  • Better tools for find bugs

• It is important to carefully check the output of your programs for errors. WE TEST SIMPLE CASES THAT WE CAN DO THE CALCULATIONS BY HAND!. DOES THE ANSWER MAKE SENSE!
  • Even programs that appear to work correctly may have bugs!
  • WE TRY TO AVOID THIS BY CAREFULLY CODING THAT IS EASY TO READ USING INDENTATION!
  • AVOID “SPAGETTI CODE” OR A LOGICALLY STEP BY STEP EXECUTION OF OUR TASKS THAT WE CAN FOLLOW.
  • WE ALSO USE LOTS OF COMMENTS TO HELP US UNDERSTAND WHAT WE ARE DOING AND USE VARIABLE NAMES THAT DESCRIBE WHAT WE ARE CALCULATING. LIKE INSTEAD OF “V” WE WOULD USE “VELOCITY” WHICH MAKES IT ABSOLUTELY CLEAR.
  • I EXPECT THE LATTER IN ALL YOUR WORK FOR FULL CREDIT OR THE BEST GRADES, NOT DOING SO WILL REDUCE GRADES ON LAB PROJECTS.

• NOTE: THERE ARE MANY WAYS TO GET A PROGRAM TO WORK PROPERLY SO IF I AM HAPPY I WILL JUST GIVE IT A GOOD GRADE. IF I THINK IT NEEDS MORE WORK I WILL GIVE IT AN “R” GRADE FOR YOU TO REPEAT IT, ALONG WITH COMMENTS ON WHAT SHOULD BE DONE TO IMPROVE THE PROGRAM. NOT REPEATING AN ‘R” IS EQUIVALENT TO AN “F”.

• IF YOU WANT ME TO COMMENT ON A EXERCISE I GAVE A GOOD GRADE THAN PLEASE SEE ME SO WE CAN DISCUSS WHY I THINK ITS GOOD.
Debugging or GET THE BUGS OUT.

Early computers used vacuum tubes whose glass parts were glued with horse glue and roaches would die and short circuit the computer. Getting the bugs out was real, bugs that is!

• TODAY the Process of eliminating logic errors (i.e. bugs) from programs.
• User-friendly programming environments such as MATLAB AND Microsoft Visual C++ integrate The environment and show problems early on.
• such as code errors, tools to debug and test, etc.
• THE LATTER MAKES IT EASIER FOR US TO REMOVE THE PROBLEMS FROM OUR PROGRAM.
WONDERING HOW DO WE DO IT in C++?
Creating Your first program! LAB #1 REPEAING THE YOUTUBE EXAMPLE FOR NEWBEES!

• 1. we use the IDE (integrated software environment) known as MS VISUAL STUDIO ("COMMUNITY" VERSION FOR YOU AT HOME OTHER ONES LIKE "PROFESSIONAL" and "Ultimate" IN OUR LABS)
• USED For windows and universally to create C++ programs by creating projects.(other languages also available)
• For windows, we create a “win 32 console application”
• We can call the process steps
• WRITE (source code), EDIT(source code if needed), COMPILE(create Machine language OBJECT CODE) AND LINK LIBRARY ROUTINES TO EXECUTE.

Let’s create together your first program in C++
Win 32 “console application”

• Before you finish add your PROGRAM NUMBER, YOU NAME and DATE as a comment in the very beginning before the iostream include as below.

• // LAB #1  My lovely name  12/22/17

• #include<iostream>
Your first program should look like

- // LAB #1 Your Name and date as a comment
- #include<iostream>
- using namespace std;
- int main()
  
  { 
    cout << "Hello Universe I am here!";
    cin.get(); // may not be necessary
    return 0;
  
  } 
- // Hello Universe I am here! Here output is attached as a comment
• HOME WORK TO STUDY (NOT HAND IN!)

• To reinforce your beginning understanding look over the following online video references.

• LEARNING THE MICROSOFT VISUAL STUDIO ENVIRONMENT FOR C++ PROGRAMMING.

• In general I suggest you run the short video presentations that follow LIKE THE ONE I SHOWED YOU.

• I suggest which ones to look at and list them at the class online web site.

• Adam Schmidts Youtube video (NEWBIE VIDEOS) series will be referenced here and online

• to help you understand many of the C++ language commands. You can reference the

• recommended video at YouTube or run them from the course website.

  Suggestion 1 :Link to the FOLLOWING CODING NEWBIE VIDEO which goes over getting the IDE (here it’s the Express version 2013 but the current one is called Community version 2015. The download is essentially the same.)

• Lesson 1 Getting MSVS in the Adam Schmidts Youtube video

• NOW DOWNLOAD THE VISUAL STUDIO (see repeated link below) OR GO TO AN OPEN

• COMPUTER LAB TO DO THE WORK IF YOU DO NOT HAVE A WINDOWS COMPUTER

To Download Microsoft Visual Studio (community version) info and download here. Windows and MACos available SEE PREVIOUS NOTES ON THIS


• Suggestion 2. For reviewing Writing your first "WIN32 console application" project (program!): USE STARTING MSVSC++ AGAIN at home

• AND ALSO RUN AND STUDY THE FOLLOWING CODING NEWBIE VIDEO AGAIN IF YOU NEED TOO

• Lesson 2 Hello world in the Adam Schmidts Youtube video
Data Representation and Storage is important to understand in C++ , The MATLAB environment you may have learned is more forgiving since it handles many of the fine points for us

- Digital computers store information as a sequence of **bits** (**binary digits**).
- The value or state of a bit at any given time can be 0 or 1 (off or on). This can be achieved in hardware as high vs low voltage, magnetic spot vs none, etc.
- Digital communication also sends packets of bits.
- Data in computers is stored as a sequence of **bytes**.
  - A byte is a sequence of 8 bits.
  - **Words** are built with bytes.
Memory Diagram low level
you will learn to keep track of what is happening in the memory on a high level (the value of variables, outputs etc)

<table>
<thead>
<tr>
<th>Address</th>
<th>Sixteen Bit Word</th>
</tr>
</thead>
<tbody>
<tr>
<td>000</td>
<td>00001010110111101</td>
</tr>
<tr>
<td>001</td>
<td>10100010110101000</td>
</tr>
<tr>
<td>010</td>
<td>10110100101001010</td>
</tr>
<tr>
<td>011</td>
<td>01010011101010101</td>
</tr>
<tr>
<td>010</td>
<td>01010001110011110</td>
</tr>
<tr>
<td>010</td>
<td>11001100001110010</td>
</tr>
<tr>
<td>110</td>
<td>01000111010010011</td>
</tr>
<tr>
<td>111</td>
<td>01011100010010000</td>
</tr>
</tbody>
</table>

Address Space = 8
Word Size = 16
= 2 bytes
Data Types (in memory two basic numerical types to handle integers and decimal numbers (floating point) for efficiency in calculations but can have serious numerical errors if the programmer does not take this into account in some languages like C++, not very much a problem in MATLAB.

• **Integer Data Type:**
  - Often represented in 4 bytes (System Dependent)
  - IE a word = 4 bytes or =32 bits
  - Left most bit is reserved for the sign of the number
  - Remaining 31 bits represent the magnitude of the number.
  - INTEGER DATA TYPE = Binary number which can also be used to represent ALPHANUMERICS or all the symbols on your key pads. In a code (“ASCII character code” used today)
  - Example of ASCII letter “A”= 1000001=65₁₀
Data Type for decimal numbers

• Floating Point Data
  • Floating point types represent real numbers, such as 1.25, that include a decimal point.
  • Digits to the right of the decimal point form the fractional part of the number.
  • Digits to the left of the decimal point form the integer part of the number.
PROBLEM What is the distance between two points in the xy plane
A Solution to What is the distance between two points in the xy plane?

First Algebraic solution

We form a right triangle of sides 1 and 2

Using the known points we get side1 and side2

Then use the Pythagorean theorem for the distance

Get numbers for the two points and solve for the answer.

\[
\text{Distance} = \left( \text{side1}^2 + \text{side2}^2 \right)^{1/2}
\]

What is the distance between 1,7 and 4,11

\[
\text{Side 1} = x_2-x_1 = 4-1 = 3
\]

\[
\text{side2} = y_2-y_1 = 11-7 = 4
\]

Distance = \((3^2 + 4^2)^{1/2} = (9+16)^{1/2} = (25)^{1/2} = 5\)
An illustrated C++ Program More Detail in the next chapter to solve for the distance

/*----------------------------------------*/
/* Program chapter1_1*/
/* This program computes the distance between two points in a plane, x,y coordinates.*/
/*----------------------------------------*/
#include <iostream> // Required for cout, endl.
#include <cmath> // Required for sqrt() LIBRARY
using namespace std; // all programs must have this
int main() {
// Declare and initialize objects. Comment for you
    double x1(1), y1(5), x2(4), y2(7),
            side1, side2, distance;
// Compute sides of a right triangle. Comment for you
    side1 = x2 - x1;
    side2 = y2 - y1;
    distance = sqrt(side1*side1 + side2*side2);
// Print distance. Comment for you
    cout << "The distance between the two points is "
    << distance << endl;
// Exit program. Comment for you
    return 0;
}

Important aspects of the language are; the preprocessor directives (includes), using namespace (library names), int main() function and use {} to mark a block of code, comments * and // and /*...*/ comments, declaration types(double) and names of variables. Statements for calculations (like distance =) and output.
HAND IN HW #1 HAND IN HW by Due date assigned in class else it has no value average of all HW is 20% of your grade. 21 points this HW

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- EXAMPLE.                  HW#1                  YOUR NAME