Seeds of Programming

"I have the right to demand obedience because my orders are reasonable ones"

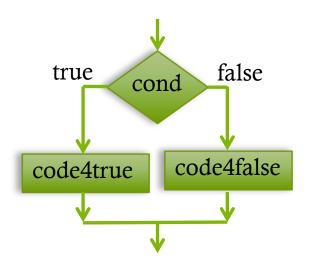
The Little Prince

Write a program

- A program is a sequence of instructions
- ♦ The flow of the istructions can be changed in response of conditions.
- Programs manipuates variables (the main in Web is the DOM)
- The main control structures are:
 - if-then-else
 - while
 - for
- ♦ Istructions can be packed in **functions** and **procedures**.

if-then-else

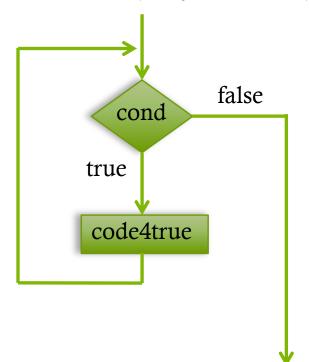
• if a condition is true then exec a specific pieace of code, otherwise exec another piece of code



```
if (cond==true) {
    do_this_because_true();
}else{
    do_this_because_false();
}
```

While

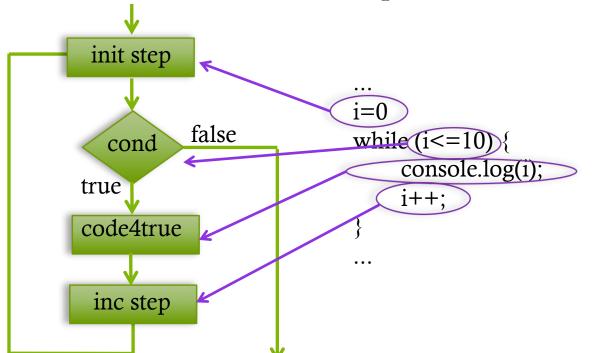
• Exec (may be never) a specific code if a condition is true



```
...
while (cond==true) {
    do_this_because_true();
}
...
```

For

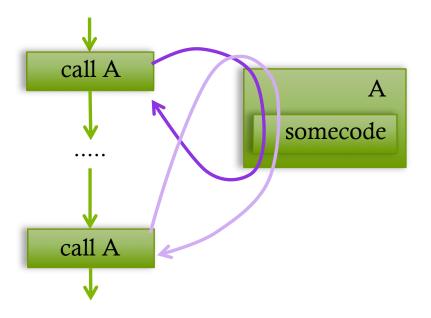
▲ Initialize something, if a condition is true exec a specific code and do a "incremental" step



useful for repeat n times a specific code

Procedures

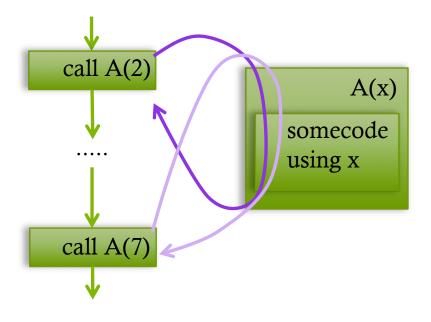
• A procedure is a pack of istructions that can be called from another point of the program



```
procedure A() {
    print("execute A");
}
...
call A();
...
call A();
```

Procedures with arguments

• Procedure can have call parameters, i.e. local variables that can be istantiate with a given value during the call



```
procedure A(x) {
    print("x is equal to ",x);
}
...
call A(2);
...
call A(7); This code outs:
...
"x is equal to 2
x is equal to 7"
```

Scope

♦ The scope of a variable is the portion of the code that can be access to it.

Usually (depending on programming laguages) global variable are accessible to anywhere

```
var x=1;
...
procedure outX(){
    print("x is equal to ",x);
}
...
outX();
...
This code outs:
...
"x is equal to 1"
```

Scope with procedures

Usually (depending on programming laguages) local variable are only accessible to the procedure who create it and to the procedures called from it (and only during the call).

```
var x=1;

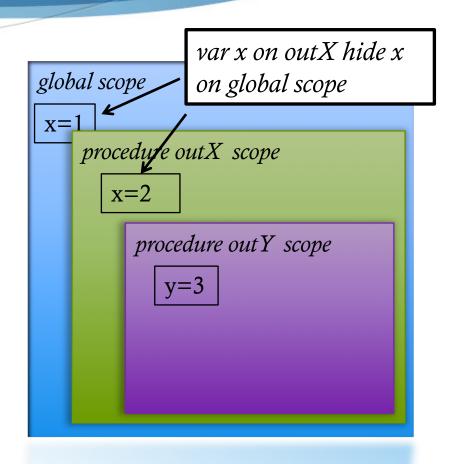
procedure outX(){
    var x=2;
    print("x is equal to ",x);
}

outX();

This code outs:
    "x is equal to 2"
```

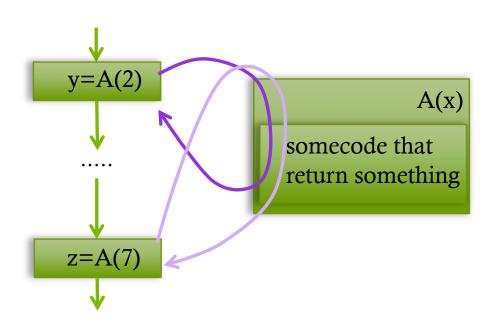
Scope with sub-procedures

```
var x=1;
procedure outX(){
    var x=2;
    print("x is equal to ",x);
     outY(x+1)
procedure outY(y){
    print("y is equal to ",y);
                  This code outs:
                       "x is equal to 2
outX();
                      y is equal to 3"
```



Functions

♦ A function is a procedure that return some values



```
function A(x) {
     return x+1;
y=A(2);
print ("y is equal to ",y);
z = A(7);
print ("z is equal to ",z);
                 This code outs:
                       "y is equal to 3
                      z is equal to 8"
```