Introduction to Algorithms and Data Structures

CSC 1051 – Algorithms and Data Structures I

Dr. Mary-Angela Papalaskari
Department of Computing Sciences
Villanova University

Course website:
www.csc.villanova.edu/~map/1051/

Some slides in this presentation are adapted from the slides accompanying Java Software Solutions by Lewis & Loftus
What is this course about?

- Computer Science
- Problem solving
- Algorithmic thinking
- Data representation
- Object oriented programming using Java
Course website

www.csc.villanova.edu/~map/1051/s16/

Links to:

- **Schedule** – topics, slides, projects, labs, code, etc.
- **Syllabus** – course information
- **Piazza** – class discussions, announcements
- **Blackboard** – submit projects, check grades
- **Peer Tutors** – extra help available for this course
- **Exam archive** – past exams and quizzes & solutions
Our textbook

Java Software Solutions
Foundations of Program Design
8th Edition
John Lewis
William Loftus

(7th edition is ok, but some exercise numbers may be different)
An old quote

A priest asked: “What is Fate, Master?”
And he answered:
“It is that which gives a beast of burden its reason for existence. It is that which men in former times had to bear upon their backs. It is that which has caused nations to build byways from City to City upon which carts and coaches pass, and alongside which inns have come to be built to stave off Hunger, Thirst and Weariness.”
“And that is Fate?” said the priest.
“Fate... I thought you said Freight,” responded the Master.
“That's all right,” said the priest. “I wanted to know what Freight was too.”
- Kehlog Albran

Source unknown. This quote appeared as one of the “fortunes” displayed by the fortune cookie program on old unix systems. (“fortune” was a program that ran automatically every time you logged out of a unix session and displayed a random, pithy saying.)
Reverse History of computing

Examine what we already know, travel backwards…

1. What we see now all around us – a connected world of computing

2. Focus on a single “traditional” computer

3. Dig deeper – data and processing
Networks

A network is two or more computers that are connected so that data and resources can be shared.

A Local-Area Network (LAN) covers a small distance and a small number of computers.

A Wide-Area Network (WAN) connects two or more LANs, often over long distances.
The Internet and the World Wide Web

- The Internet is a Peer-to-Peer network
- The Internet Protocol (IP) determines how data are routed across network boundaries.
- Devices have unique IP addresses, e.g., 204.192.116.2
- Data are accessed using a Uniform Resource Locator (URL): e.g., http://www.cnn.com
- The World Wide Web provides a common interface to data:
  - Text, graphics, video, sound, audio, executable programs
- Web documents often use HyperText Markup Language (HTML)
- A browser is a program which accesses network resources and presents them
  - Popular browsers: Chrome, Internet Explorer, Safari, Firefox
  - My first browser: Mosaic 😊

CSC 1051 M.A. Papalaskari, Villanova University
The Internet

**History:** Started as a United States government project, sponsored by the Advanced Research Projects Agency (ARPA) in late 1960’s

*See also: [http://www.internethalloffame.org/internet-history/timeline](http://www.internethalloffame.org/internet-history/timeline)*

- 1970’s and 1980’s: **ARPANET**
  - wide area network
  - protocols for communication
- 1990’s: **World Wide Web**
  - html and web browsers

The Arpanet in 1971

‘Interface Message Processor’ (IMP) evolved into today’s routers.

Reverse History of computing

Examine what we already know, travel backwards...

1. What we see now all around us – a connected world of computing

   2. Focus on a single “traditional” computer

3. Dig deeper – data and processing
A Computer Specification

• Consider the following specification for a personal computer:
  – 3.07 GHz Intel Core i7 processor
  – 4 GB RAM
  – 750 GB Hard Disk
  – 16x Blu-ray / HD DVD-ROM & 16x DVD+R DVD Burner
  – 17” Flat Screen Video Display with 1280 x 1024 resolution
  – Network Card
Computer Architecture

- Central processing unit
- Main memory
- Bus
- Disk controller
- Video controller
- Controller
- Controller
- Other peripheral devices
Memory

memory locations (or cells) identified by a unique numeric address

jargon alert!

Memory = Main Memory =
Random Access Memory = RAM
(“Random” because you don’t have to
scan the memory sequentially – go to
data directly using the address)
CPU and Main Memory

- **Central Processing Unit**: Chip that executes program commands.
- **Main Memory**: Primary storage area for programs and data that are in active use. Synonymous with RAM.
CPU and Main Memory

Chip that executes program commands

Central Processing Unit

Main Memory

Primary storage area for programs and data that are in active use

Synonymous with RAM

Historical note: Von Neuman architecture

John Von Neuman, USA 1945

The Central Processing Unit

- A CPU is on a chip called a microprocessor
- It continuously follows the *fetch-decode-execute cycle*:

  - **fetch**: Retrieve an instruction from main memory
  - **decode**: Determine what the instruction is
  - **execute**: Carry out the instruction

CSC 1051 M.A. Papalaskari, Villanova University
The Central Processing Unit

- A CPU is on a chip called a microprocessor.
- It continuously follows the *fetch-decode-execute* cycle:
  - **fetch**: Retrieve an instruction from main memory.
  - **decode**: Determine what the instruction is.
  - **execute**: Carry out the instruction.

*system clock* controls speed, measured in *gigahertz* (GHz).
The Central Processing Unit

- **Arithmetic / Logic Unit**: Performs calculations and makes decisions.
- **Control Unit**: Coordinates processing (system clock, decoding, etc).
- **Registers**: Small, very fast memory.

CSC 1051 M.A. Papalaskari, Villanova University
A machine that can follow a series of steps - a “program”

- Early efforts:
  - Jacquard loom (France 1801)
  - Babbage's Difference engine and Analytical engine (England 1822)
  - Holerith's census machine (USA 1890)
- Colossus Mark I – first electronic computer to be programmable (Alan Turing, England 1944)
- Stored program and the fetch/decode/execute cycle (John von Neumann, USA 1945)
- ENIAC - first fully electronic digital computer (Eckert and Mauchley, University of Pennsylvania, 1946)

Image: http://www.biography.com/people/alan-turing-9512017

CSC 1051 M.A. Papalaskari, Villanova University
Historical Note: Automatic control of computation

Jacquard Loom

This portrait of Jacquard was woven in silk on a Jacquard loom using 24,000 punched cards (1839).


punched cards determine the pattern
Historical Note: Automatic control of computation

Charles Babbage & Ada Lovelace

Designed the Analytical Engine

First “Programmer” for (not yet built) Analytical Engine

CSC 1051 M.A. Papalaskari, Villanova University
Historical Note: Automatic control of computation

1945: The word “computer” changes its meaning

Captain Grace Hopper and other computers

The Electronic Numeric Integrator and Calculator (ENIAC)
Programmers Betty Jean Jennings (left) and Fran Bilas (right) operate ENIAC's main control panel at the Moore School of Electrical Engineering. (U.S. Army photo from the archives of the ARL Technical Library)
Historical Note: Automatic control of computation

2014: Benedict Cumberbatch shows the world how cool Alan Turing was

The Imitation Game (2014)

PG-13 | 114 min | Biography, Drama, Thriller | 25 December 2014 (USA)

Your rating: ★★★★★★★★★★ -/10
Ratings: 8.1/10 from 332,068 users Metascore: 73/100
Reviews: 555 user | 423 critic | 49 from Metacritic.com

During World War II, mathematician Alan Turing tries to crack the enigma code with help from fellow mathematicians.

Director: Morten Tyldum
Writers: Graham Moore, Andrew Hodges (book)
Stars: Benedict Cumberbatch, Keira Knightley, Matthew Goode | See full cast and crew »

http://www.imdb.com/title/tt2084970/
Reverse History of computing

Examine what we already know, travel backwards…

1. What we see now all around us – a connected world of computing

2. Focus on a single “traditional” computer

3. Dig deeper – data and processing
Data Representation

• Computers store all information *digitally*, using *binary* codes:

  – numbers
  – text
  – images
  – audio
  – video
  – program instructions

```
01110100
```
A *byte* is a group of eight bits

- a number?
- a letter?
- the red component of a pixel?
- a program instruction?

Computing devices store use binary codes to represent data of *all kinds*
Example: Representing Text

• Characters, including spaces, digits, and punctuation are represented by numeric codes

**Hi, Heather.**

The **ASCII** (American Standard Code for Information Interchange) character set uses eight bits per character, allowing for 256 unique characters.

The **Unicode** character set extends ASCII to sixteen bits per character, allowing for 65,536 unique characters.
Example: Representing Pixels

Color(01110100, 01010110, 10001110)

red=116
green=86
blue=142
Example: Representing Program Instructions

Intel opcode for the instruction JZ (jump if zero):

01110100
Historical Note:
Symbolic Representation & Mechanization of Arithmetic

1. Development of number systems & geometry
2. The notion of an algorithm
3. Creation of special purpose calculators
Historical Note:
Symbolic Representation & Mechanization of Arithmetic

Basic human needs: counting & measuring
Basic human needs: **Symbolism**

Historical Note: Symbolic Representation & Mechanization of Arithmetic

:-)  
π  
♩♩  
アップル  
∞  
<3
Historical Note:
Symbolic Representation & Mechanization of Arithmetic

- Development of number systems & geometry
  - Abacus (China ~2400 BC)
  - Number systems (Babylonian, Greek, Roman, Arabic 1000 BC - 800 AD)
  - Geometry (Egypt/Greece 300 BC)

Historical Note:
Symbolic Representation & Mechanization of Arithmetic

- The notion of an algorithm

Euclid (300 BC)  Mueller ibn Musa al-Khwarizmi (800 AD)

Historical Note:
Symbolic Representation & Mechanization of Arithmetic

• Creation of special purpose calculators

Stonehenge (1900-1600 BC)

Pascal's adder (1642)  Leibniz's calculator (1670s)

1975 Texas Instruments calculator

images:
https://upload.wikimedia.org/wikipedia/commons/8/80/Arts_et_Metiers_Pascaline_dsc03869.jpg
http://history-computer.com/MechanicalCalculators/Pioneers/Lebniz.html

CSC 1051 M.A. Papalaskari, Villanova University
Historical notes:
Trends that gave rise to the modern computer

- **Symbolic representation and the mechanization of arithmetic** – the concepts of numbers, symbols, algorithms, and computation

- **Automatic control of computation** – a “program” to control operations (fetch/decode/execute cycle and the stored program concept)

- **Connecting the world** – networks and telecommunications

= modern computer
Computer Science

A new paradigm in humanity’s search for understanding of:

• Representation & encoding
• Computation
• Problem solving
• Mechanization

**History Epilogue:** Just like Physics and other sciences branched off from philosophy during the Renaissance, so CS emerged in the 20th century from the work of philosophers and mathematicians – with the help of dedicated, visionary practitioners, experimental scientists and engineers.
Part 2 – introduction to Java
High-level programming languages

- Programmer writes **Source code**
- Translation produces the binary equivalent – **Object code**
- Translation is performed by an assembler, compiler, or interpreter (stay tuned)
Java Translation

Java source code → Java bytecode

Java bytecode → Bytecode interpreter

Java bytecode → Bytecode compiler

Bytecode compiler → Machine code

Java compiler
Development Environments

- There are many programs that support the development of Java software, including:
  - Sun Java Development Kit (JDK)
  - Sun NetBeans
  - IBM Eclipse
  - IntelliJ IDEA
  - Oracle JDeveloper
  - BlueJ
  - jGRASP

- Though the details of these environments differ, the basic compilation and execution process is essentially the same.
Java Program Structure

- In the Java programming language:
  - A program is made up of one or more *classes*
  - A class contains one or more *methods*
  - A method contains program *statements*

- These terms will be explored in detail throughout the course

- A Java application always contains a method called *main*

- See *Lincoln.java*
Java Program Example

```java
//********************************************************************
// Lincoln.java       Author: Lewis/Loftus
//
// Demonstrates the basic structure of a Java application.
//********************************************************************

public class Lincoln
{

    // Prints a presidential quote.
    public static void main (String[] args)
    {
        System.out.println ("A quote by Abraham Lincoln:");

        System.out.println ("Whatever you are, be a good one.");
    }
}
```
Java Program Structure

// comments about the class
public class MyProgram
{
    class header
    {
        class body
    }
    Comments can be placed almost anywhere
}
Java Program Structure

// comments about the class
public class MyProgram {

    // comments about the method
    public static void main (String[] args) {
        method header

            method body

    }

}
Comments

• Comments in a program are called *inline documentation*

• They should be included to explain the purpose of the program and describe processing steps

• They do not affect how a program works

• Alternative ways of making Java comments:
  
  // This comment runs to the end of the line

  /* This comment runs to the terminating symbol, even across line breaks */
White Space (Spaces, blank lines, and tabs)

- Extra white space is ignored

- Programs should be formatted to enhance readability, using consistent indentation

- See Lincoln2.java, Lincoln3.java
Errors
Errors

• A program can have three types of errors

• The compiler will find syntax errors and other basic problems (compile-time errors)
  – If compile-time errors exist, an executable version of the program is not created

• A problem can occur during program execution, such as trying to divide by zero, which causes a program to terminate abnormally (run-time errors)

• A program may run, but produce incorrect results, perhaps using an incorrect formula (logical errors)
The original "bug" found in the relays of Harvard’s Mark II computer by Admiral Grace Murray Hopper’s team.
Lab 1:

• Learn about jGrasp - the programming environment (IDE) that we will be using
• Compile and run java program

• Understand the relationship between a Java class name and file names

• Practice using basic Java output statements and adding comments

• Learn the basics of sequential execution, variables, and the assignment statement

```
System.out.println("Howdy " + name);
System.out.println("The answer is " + x);
System.out.print("Counting... up: " + (count + 1));
System.out.println(" ... and\n ... down: " + (count - 1));
```

• Experience some errors!
Identifiers

• Identifiers are used for naming variables, classes, and other components of a program.

• An identifier can be made up of:
  – letters (upper or lower case – case sensitive!)
  – digits (but cannot begin with a digit)
  – underscore character ( _ )
  – the dollar sign ($)
  – NOTHING ELSE!

• Example: Total, total, and TOTAL are different identifiers

• Conventions: use case to indicate whether it is a class or a variable etc.
Reserved Words

These identifiers have a special meaning in Java and cannot be used in any other way:

<p>| | | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>abstract</td>
<td>else</td>
<td>interface</td>
<td>switch</td>
<td></td>
</tr>
<tr>
<td>assert</td>
<td>enum</td>
<td>long</td>
<td>synchronized</td>
<td></td>
</tr>
<tr>
<td>boolean</td>
<td>extends</td>
<td>native</td>
<td>this</td>
<td></td>
</tr>
<tr>
<td>break</td>
<td>false</td>
<td>new</td>
<td>throw</td>
<td></td>
</tr>
<tr>
<td>byte</td>
<td>final</td>
<td>null</td>
<td>throws</td>
<td></td>
</tr>
<tr>
<td>case</td>
<td>finally</td>
<td>package</td>
<td>transient</td>
<td></td>
</tr>
<tr>
<td>catch</td>
<td>float</td>
<td>private</td>
<td>true</td>
<td></td>
</tr>
<tr>
<td>char</td>
<td>for</td>
<td>protected</td>
<td>try</td>
<td></td>
</tr>
<tr>
<td>class</td>
<td>goto</td>
<td>public</td>
<td>void</td>
<td></td>
</tr>
<tr>
<td>const</td>
<td>if</td>
<td>return</td>
<td>volatile</td>
<td></td>
</tr>
<tr>
<td>continue</td>
<td>implements</td>
<td>short</td>
<td>while</td>
<td></td>
</tr>
<tr>
<td>default</td>
<td>import</td>
<td>static</td>
<td></td>
<td></td>
</tr>
<tr>
<td>do</td>
<td>instanceof</td>
<td>strictfp</td>
<td></td>
<td></td>
</tr>
<tr>
<td>double</td>
<td>int</td>
<td>super</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

CSC 1051 M.A. Papalaskari, Villanova University
Character Strings

• A *string literal* is represented by putting double quotes around the text

• Examples:

  "This is a string literal."
  "123 Main Street"
  "X"
Character Strings

• A *string literal* is represented by putting double quotes around the text

• Examples:

  "This is a string literal."
  "123 Main Street"
  "X"

spaces matter in here!
The println Method

- In the `Lincoln` program we invoked the `println` method to print a character string
- The `System.out` object represents a destination (the monitor screen) to which we can send output

```
System.out.println("Whatever you are, be a good one.");
```
The print Method

- In the Lincoln program we invoked the println method to print a character string.

- The System.out object represents a destination (the monitor screen) to which we can send output.

- `println` is similar to `print` except that it does not advance to the next line.

```
System.out.print ("Whatever you are, be a good one.");
```
String Concatenation

- The *string concatenation operator* (+) is used to append one string to the end of another

"And one more " + "thing"
Hands on:

• Use MyQuote.java as a starting point (program from Lab 1), focus on this part of the code:

```java
System.out.println ("Howdy " + name);
System.out.println ("The answer is " + x);
System.out.print ("Counting... up: " + (count + 1));
System.out.println ("  ... and\n  ... down: " + (count - 1));
```

• Try the following:

  1) What if you remove the parentheses around (count + 1)?
  2) What happens if we try this way of breaking a line:

```java
System.out.print ("Counting...
    up: " + (count + 1));
```

  3) How can we get all this output to print all in one line?

• Other examples (textbook): [Countdown.java](https://example.com) [Facts.java](https://example.com)

CSC 1051 M.A. Papalaskari, Villanova University
Escape Sequences

• What if we wanted to print the quote character? e.g.,
  ```java
  System.out.println ("I said "Hello" to you."); // wrong!
  ```
• An escape sequence is a series of characters that represents a special character.

• Example:
  ```java
  System.out.println ("I said \"Hello\" to you.");
  ```
• Some Java escape sequences:

<table>
<thead>
<tr>
<th>Escape Sequence</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>\t</td>
<td>tab</td>
</tr>
<tr>
<td>\n</td>
<td>newline</td>
</tr>
<tr>
<td>&quot;</td>
<td>double quote</td>
</tr>
<tr>
<td>'</td>
<td>single quote</td>
</tr>
<tr>
<td>\\</td>
<td>backslash</td>
</tr>
</tbody>
</table>
Example from textbook: **Roses.java**

```java
public class Roses {
    public static void main (String[] args) {
        System.out.println("Roses are red,\nViolets are blue,\nSugar is sweet,\nBut I have "commitment issues",\nSo I'd rather just be friends\nAt this point in our relationship.");
    }
}
```

**Output**

Roses are red,
  Violets are blue,
Sugar is sweet,
  But I have "commitment issues",
So I'd rather just be friends
At this point in our relationship.
Quick Check

Write a single `println` statement that produces the following output:

"Thank you all for coming to my home tonight," he said mysteriously.
Summary

- History of computing
- Computer hardware and software overview
- An introduction to Java:
  - Identifiers
  - Comments
  - Errors
  - Strings and printing