Introduction to Algorithms and Data Structures
CSC 1051 – Algorithms and Data Structures I
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Course website:
www.csc.villanova.edu/~map/1051/

What is this course about?
- Computer Science
- Problem solving
- Algorithmic thinking
- Data representation
- Object oriented programming

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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*
John Lewis & William Loftus
9th Edition
*On reserve at the library*

Older Editions: (generally ok, except for graphics sections and some exercise numbers that 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.)

Context:
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

Computer Networks

- A network is two or more computers that are connected so that data and resources can be shared
  - Local Area Network (LAN) / Wide Area Network (WAN)

- The Internet is a WAN which spans the planet
  - The Internet Protocol (IP) determines how data are routed
    - devices have unique IP addresses, e.g., 204.192.116.2

- The World Wide Web provides a common interface to internet data:
  - text, graphics, video, sound, audio, executable programs
  - Web documents often use HyperText Markup Language (HTML)
  - Uses Uniform Resource Locator (URL), e.g., http://www.whitehouse.gov/issues/education

- A browser accesses network resources
  - Popular browsers: Chrome, Internet Explorer, Safari, Firefox
  - My first browser: Mosaic <3

Historical Note: Connecting the world

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

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

Historical Note: Connecting the world
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
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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

Dr. Papalaskari
Memory

- Memory locations (or cells) identified by a unique numeric address.
- 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

- Chip that executes program commands.
- Central Processing Unit.
- 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.
- System clock controls speed, measured in gigahertz (GHz).

The Central Processing Unit

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

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).

Charles Babbage owned one of these portraits. It inspired him in using punched cards in his analytical engine.

(Source: Wikipedia)

Charles Babbage & Ada Lovelace

Designed the Analytical Engine

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

Historical Note: Automatic control of computation

A machine that can follow a series of steps - a “program”

- 20th Century – it all comes together:
  - 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)
1945: The word “computer” changes its meaning

**Historical Note: Automatic control of computation**

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)

**Reverse History of computing**

*Examine what we already know, travel backwards…*

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**Data Representation**

- Computers store all information **digitally**, using **binary** codes:
  - numbers
  - text
  - images
  - audio
  - video
  - program instructions

**Historical Note: Automatic control of computation**

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

The Imitation Game (2014)
PG-13 | 124 min. | Biography, Drama, Thriller | 25 December 2014 (USA)

Your rating:

Your rating: ★★★★★
Rating: 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/
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.
```

<table>
<thead>
<tr>
<th>ASCII</th>
<th>UNICODE</th>
</tr>
</thead>
<tbody>
<tr>
<td>72</td>
<td>0</td>
</tr>
<tr>
<td>105</td>
<td>1</td>
</tr>
<tr>
<td>44</td>
<td>0</td>
</tr>
<tr>
<td>32</td>
<td>0</td>
</tr>
<tr>
<td>72</td>
<td>0</td>
</tr>
<tr>
<td>101</td>
<td>1</td>
</tr>
<tr>
<td>97</td>
<td>1</td>
</tr>
<tr>
<td>116</td>
<td>1</td>
</tr>
<tr>
<td>104</td>
<td>0</td>
</tr>
<tr>
<td>101</td>
<td>1</td>
</tr>
<tr>
<td>114</td>
<td>1</td>
</tr>
<tr>
<td>46</td>
<td>0</td>
</tr>
</tbody>
</table>

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

• Development of number systems & geometry
• The notion of an algorithm
• Creation of special purpose calculators

Basic human needs: Symbolism

:-)  ♪  π

Apple  ∞  <3

Historical Note:
Symbolic Representation & Mechanization of Arithmetic

Basic human needs: counting & measuring

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)  Muhammad 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

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

Welcome to Computer Science!

A new paradigm that focuses humanity’s search for understanding in the areas of:

– Symbolic representation
– Problem solving
– Algorithms
– Mechanization

• History Epilogue: This quest began in prehistoric times! But with the development of electronic computers in the 20th century, it all came together as a new field, much like the other sciences branched off from Philosophy during the renaissance. Today, computing is inseparable from the networked world that we see all around us, a world that it helped create, while it also continues to be about algorithms, about mechanization, about new ways solving problems and about symbolic representation (of numbers, and everything else).
What is this course about?

- Computer Science
- Problem solving
- Algorithmic thinking
- Data representation
- Object oriented programming

Java and other high-level programming languages

- Programmer writes **Source code**
- Translation produces **Machine code** (binary code suitable to run on the computer)
- Translation is performed by an assembler, compiler, or interpreter (stay tuned)

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

```java
public class MyProgram {
    // comments about the class
    class header
    class body
    // Comments can be placed almost anywhere
}
```

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](#)
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 Translation

Java source code → bytecode → machine code.

Basic Program Development

1. Edit and save program
2. Compile program
3. Execute program
4. Evaluate results

Errors

Check for errors before executing.
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**)

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 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:

- abstract
- assert
- boolean
- break
- byte
- case
- catch
- char
- class
- const
- continue
- default
- do
- double
- else
- enum
- extends
- false
- final
- finally
- float
- for
- goto
- if
- implements
- import
- instanceof
- int
- interface
- long
- native
- new
- null
- package
- private
- protected
- public
- return
- strictfp
- short
- static
- strictfp
- super
- switch
- synchronized
- this
- throw
- throws
- throw
- transient
- true
- try
- type
- while
- void
- volatile
- when
- while
- with
- yield

Character Strings

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

Examples:

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

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

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

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

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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 (Lab 1), focus on this part of the code:

  ```java
  System.out.println("Hody " + name);
  System.out.print("The answer is " + x);
  System.out.print("Counting... up: " + (count + 1));
  System.out.print(" ... and\n ... down: " + (count - 1));
  System.out.println("The perimeter of a circle with radius " + x + " is " + (2* pi * x));
  ```

- Try the following:
  1) Change pi to Math.PI (more accurate value for π)
  2) What if you remove the parentheses around (count + 1)?
  3) What does the \n do? What happens if we try this way of breaking a line:

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

- Additional examples from textbook:

  CountDown.java
  Facts.java

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>backlash</td>
</tr>
</tbody>
</table>

Example from textbook: **Roses.java**

```java
//********************************************************************
// Roses.java  Author: Lewis/Loftus
// Demonstrates the use of escape sequences.
//********************************************************************
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