

CIS120/17 Course Page

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## Programming: Logic, Design and Implementation CIS120/17

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	<p><b>copies of all work you submit until you receive your final grade at the end of the semester.</b>  <b>Work must be submitted by the Thursday after it is assigned.</b>  <b>Note that the audio and Smartboard presentations for each class are available from previous semesters.</b></p>
<p>Week #6 Week of February 27th</p>	<p><i>I have had a bad head cold for the last week so I am running behind.</i>  This week classes will be available in class. I will be around for help on Mon at 10 and aft 2 on Tues and Thurs. Erik will be available in K101 on Mon at 2-3:30, Tues 4-7 and Thurs 2-5.  We will look at logic this week.  For help on if statements, look at this presentation:  <u><a href="#">Presentation on logical if structures</a></u>  <u><a href="#">Separate speaker notes to accompany presentation on logical if structures</a></u>  Please look at this PowerPoint on loops and repetition:  <u><a href="#">Presentation on structure (focus on loops)</a></u>  <u><a href="#">Separate speaker notes to accompany presentation structure (focus on loops)</a></u>  <u><a href="#">Last semester's Smartboard</a></u> For some reason the Smartboard slides when I was going through the Presentation on logical if structures did not take - this is from last fall and goes over the material. Please note the loop presentation will be 3/1. <b>Should be 3/2</b>  <b>Assignments:</b>  Exercise: if you were in class on 2/28 you only have to do the parts of the assignment that we did not do in class. Online or students not in class need to do the whole assignment.  <u><a href="#">Logic exercise</a></u> <u><a href="#">Logic PowerPoint assignment</a></u> <b>Should be March 9th</b>  <u><a href="#">Flowchart and Pseudocode assignment</a></u> This is a quiz - however it is not due until next Thursday (October 13th) when homework is due - you need to work on it individually because it is a quiz (that also means no resubmit). This quiz also counts more than the quick quizzes - guess I should have called it a test. It counts like a high-end homework.</p>
<p>Week #5 Week of February 20th</p>	<p>This week we will work with the information I post on line. I will not be on campus for classes or labs. Erik will be available in K101 to run open catchup labs. If you are behind or need help, please be sure to come as much as you can. On Tuesday he will be available from 11:00 to 3:30 (Monday classes on Tuesday) and on Thursday he will be available from 9:30 to 5:00). This is catch up week - take advantage of it!  Check back - I will be posting some work!  <b>Assignments:</b>  <b>QUIZ:</b>  <u><a href="#">Third Quiz</a></u> This quiz is due by Tuesday, Feb 28th - remember I do not take late quizzes</p>
	<p>Erik will be available Monday from 2-3:30 weather permitting. I am available Monday at 10 (again weather permitting)</p>

It looks like you haven't started Firefox in a while. Do you want to clean it up for a fresh, like-new experience? And by the way, welcome back!

Refresh Firefox...

10:55 AM  
3/2/2017

structureintro [Protected View] - PowerPoint

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1 Logic Structure - focus on looping  
Please use speaker notes for additional information!

2 Programming logic involves three structures:  
sequence structure  
selection structure (conditions)  
loop structure (iteration)

3

4

5

6

Programming logic involves three structures:

sequence structure

```

graph TD
    A[ ] --> B[ ]
  
```

selection structure (conditions)

```

graph TD
    A{ } -- N --> B[ ]
    A -- Y --> C[ ]
    B --> D(( ))
    C --> D
    D --> A
  
```

loop structure (iteration)

```

graph TD
    A[ ] --> B{ }
    B --> C[ ]
    C --> B
    B --> D[ ]
  
```

The three structures are all that is logically needed to write a procedural or structured program. All programming commands can be incorporated into these three basic structures

Slide 2 of 7

Comments

80%

11:01 AM  
3/2/2017

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**PROTECTED VIEW** Be careful—files from the Internet can contain viruses. Unless you need to edit, it's safer to stay in Protected View. Enable Editing

**DO WHILE LOOP:**  
 The while loop shown here tests a condition to see if the processing should be done.  
 If the answer to the condition is YES, the processing box shown is executed.  
 If the answer to the condition is NO, the processing box shown is not executed.

*may not ever do processing block*

This shows the DO while loop which is frequently used in programming to cause processing to be repeated until a specific condition is met the processing will not be executed and control will drop out of the loop.

Slide 3 of 7

structureintro [Protected View] - PowerPoint

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1 Logic Structure - focus on looping  
Please use speaker notes for additional information!

2 Decomposing logic into three elements:  
sequence structure  
selection structure (conditional)  
loop structure (iterative)

3

4 **DO UNTIL LOOP:**  
The while loop shown here executes the processing once and then tests a condition to see if the processing should be done. This means that the loop will always be executed once since it is executed before checking is done. Once the processing has been done once, further processing is determined by the answer to the condition.  
If the condition gets a YES, then the processing is executed again.  
If the condition gets a NO, then the processing is not executed again.

5 [No Title]

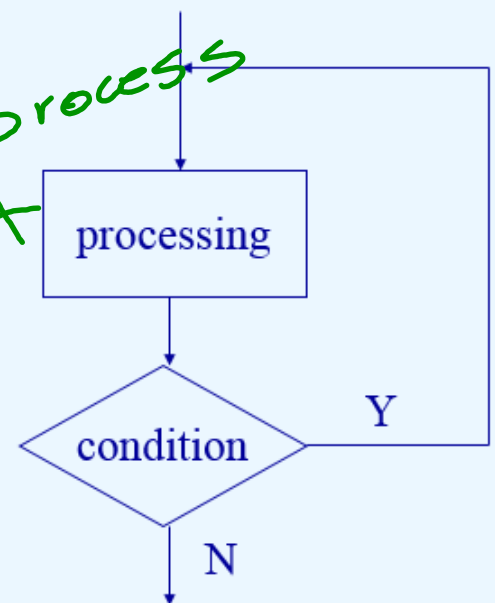
6

In this structure, the processing is done once and then the condition is checked to see if it should be done again. In this structure, the processing is done at least once since the check is after the completion of the processing.

Slide 4 of 7

Comments

*always process at least once*



**DO UNTIL**

**DO UNTIL LOOP:**  
The while loop shown here executes the processing once and then tests a condition to see if the processing should be done. This means that the loop will always be executed once since it is executed before checking is done. Once the processing has been done once, further processing is determined by the answer to the condition.  
If the condition gets a YES, then the processing is executed again.  
If the condition gets a NO, then the processing is not executed again.

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**DO WHILE LOOP**

This example shows a do while loop where I am reading records from a file (getting input from a file). I want the processing to continue as long as there are records on the file. To do this, I am going to use an initializing read. I read the initial record and then I process a loop until the end of file (EOF) has been reached. To make this work, I always read or input another record at the end of the loop.

```

graph TD
    Start([Start]) --> Init[/Initializing Read/]
    Init --> NotEOF{Not EOF}
    NotEOF -- Y --> Process[Process]
    Process --> Read[/Read/]
    Read --> NotEOF
    NotEOF -- N --> Stop([Stop])
  
```

**Pseudocode:**

```

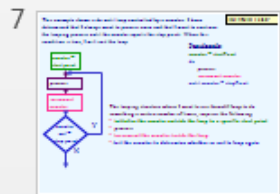
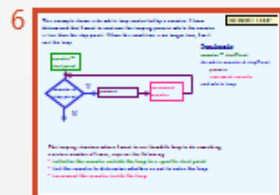
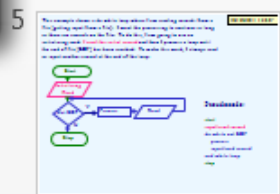
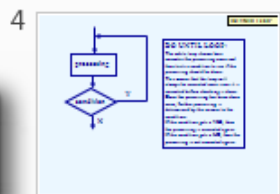
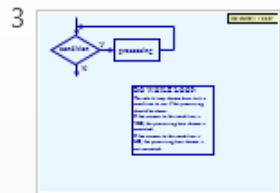
start
input/read record
do while not EOF
  process
  input/read record
end while loop
stop
  
```

Note that I use the term initializing read, priming read is another term that can be used.  
When you are inputting a record you can use the word read, the word input, the word get, or any word that implies retrieving a record from the file. In these

Slide 5 of 7

Comments 80%

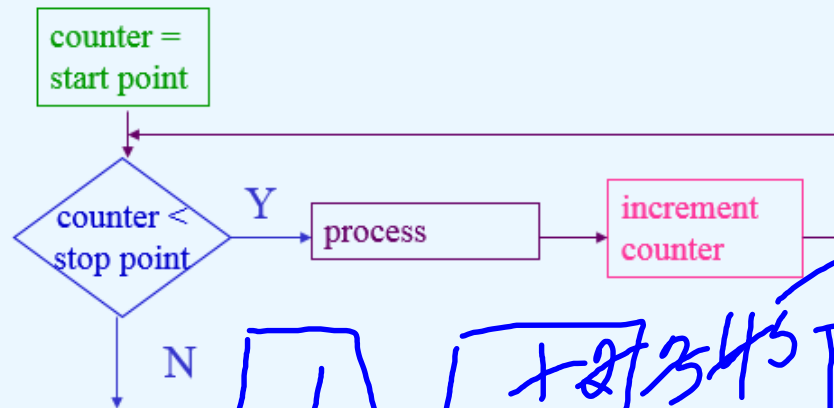
11:07 AM 3/2/2017



This example shows a do while loop controlled by a counter. I have determined that I want to continue the looping process while the counter is less than the stop point. When this condition is no longer true, I will exit the loop

**DO WHILE**

**Pseudocode:**  
 counter = startPoint  
 do while counter < s  
     process  
     increment counte  
 end while loop



The looping structure where I want to use the **while loop** to do something a certain number of times, requires the following:

- initialize the counter outside the loop to a specific start point
- test the counter to determine whether or not to enter the loop
- increment the counter inside the loop

In this slide, I am showing the specifics of the do while structure. I am using a counter to determine how many times I want to start point outside the loop. I then test the counter against the stop point to determine if I should process. If I process, I incre

# Loop

## control

① set control  
(prior to entering)

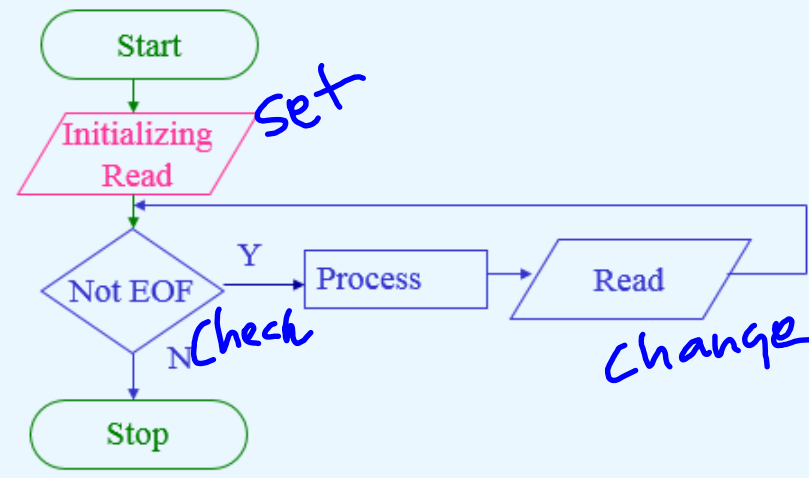
② check control

③ change control  
(in loop)

- 3
- 4
- 5
- 6
- 7

This example shows a do while loop where I am reading records from a file (getting input from a file). I want the processing to continue as long as there are records on the file. To do this, I am going to use an initializing read. **I read the initial record** and then I process a loop until the end of file (EOF) has been reached. To make this work, I always read or input another record at the end of the loop.

DO WHI



Pseudocode:

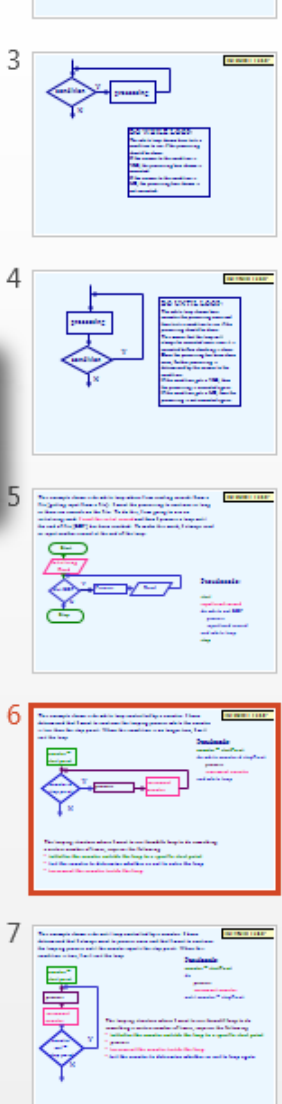
```

start
input/read record
do while not EOF
    process
    input/read record
end while loop
stop
    
```

Note that I use the term initializing read, priming read is another term that can be used. When you are inputting a record you can use the word read, the word input, the word get, or any word that implies retrieving.

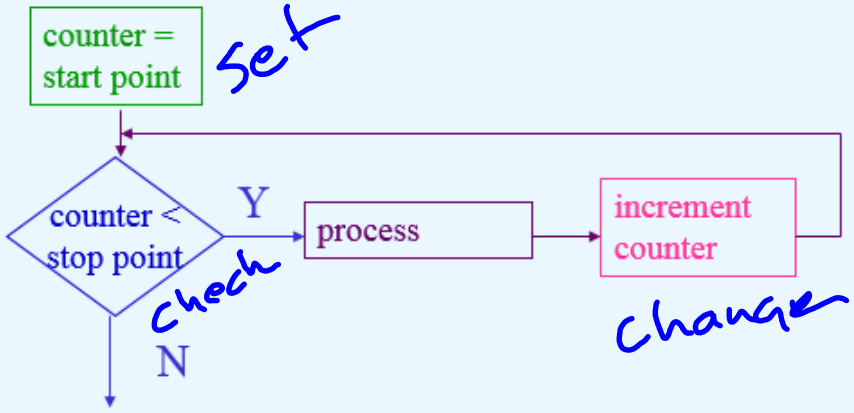


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This example shows a do while loop controlled by a counter. I have determined that I want to continue the looping process while the counter is less than the stop point. When this condition is no longer true, I will exit the loop

**DO WHILE**

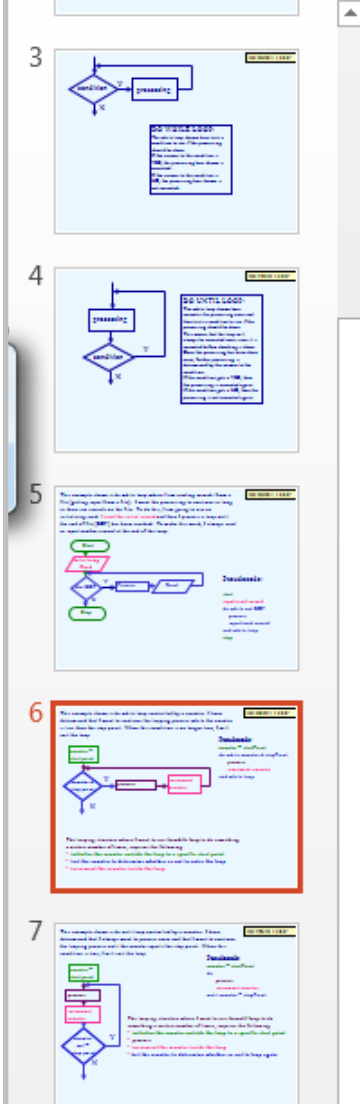


**Pseudocode:**  
 counter = startPoint  
 do while counter < stop point  
     process  
     increment counter  
end while loop

The looping structure where I want to use the **while loop** to do something a certain number of times, requires the following:

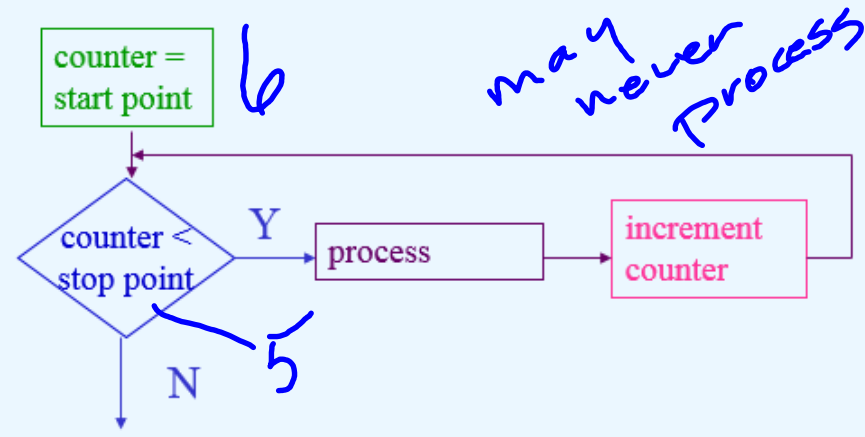
- **initialize the counter outside the loop to a specific start point**
- **test the counter to determine whether or not to enter the loop**
- **increment the counter inside the loop**

In this slide, I am showing the specifics of the do while structure. I am using a counter to determine how many times I want to start point outside the loop. I then test the counter against the stop point to determine if I should process. If I process, I incre



This example shows a do while loop controlled by a counter. I have determined that I want to continue the looping process while the counter is less than the stop point. When this condition is no longer true, I will exit the loop

**DO WHILE**



*may never process*

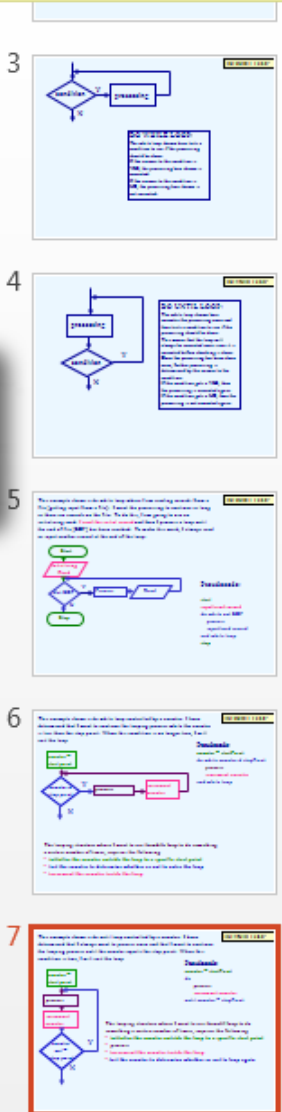
**Pseudocode:**  
 counter = startPoint  
 do while counter < s  
     process  
     increment counte  
 end while loop

The looping structure where I want to use the **while loop** to do something a certain number of times, requires the following:

- **initialize the counter outside the loop to a specific start point**
- **test the counter to determine whether or not to enter the loop**
- **increment the counter inside the loop**

In this slide, I am showing the specifics of the do while structure. I am using a counter to determine how many times I want to start point outside the loop. I then test the counter against the stop point to determine if I should process. If I process, I incre

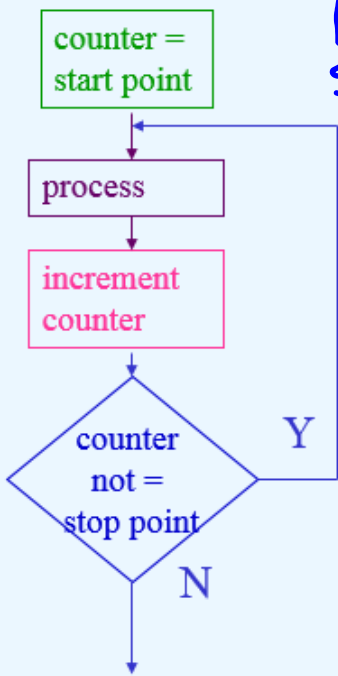
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This example shows a do until loop controlled by a counter. I have determined that I always want to process once and that I want to continue the looping process until the counter equals the stop point. When this condition is true, I will exit the loop

DO UNTIL

Pseudocode:  
 counter = startPoint  
 do  
 process  
 increment counter  
 until counter = stopPoint



Handwritten notes: **1** Startpoint, **2** Counter, **5** Stop point. Above the '2' and '5' are handwritten numbers 2, 3, 4, 5.

Always process at least once

The looping structure where I want to use the **until loop** to something a certain number of times, requires the following:

- initialize the counter outside the loop to a specific start point
- process
- increment the counter inside the loop
- test the counter to determine whether or not to loop again

In the do until loop, I will always process at least once. I think it is clearer when writing the pseudocode, to show the until condition at the bottom rather than at the top.

assignplay1 [Protected View] - PowerPoint

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1 Loop Assignment  
There are no speaker notes to accompany this assignment.

2

3

4

5

6

Slide 3 of 10

Comments

Problem #1: I want to produce a report using the logic s  
The report should contain ItemNo, ItemName, Price, C  
Profit. Profit is the difference between Price and Cost.

```

graph TD
    Start([Start]) --> Init[/Initializing  
Read a  
record/]
    Init --> NotEOF{Not EOF}
    NotEOF -- Y --> Calc[Calculate  
profit]
    Calc --> Setup[Set up  
line for  
report]
    Setup --> Write[/Write line  
on report/]
    Write --> Read[/Read a  
record/]
    Read --> NotEOF
    NotEOF -- N --> Stop([Stop])
  
```

20.89  
~~17.99~~  
Profit

All Oak 75 95.89 20.89  
R12RM → 17.99

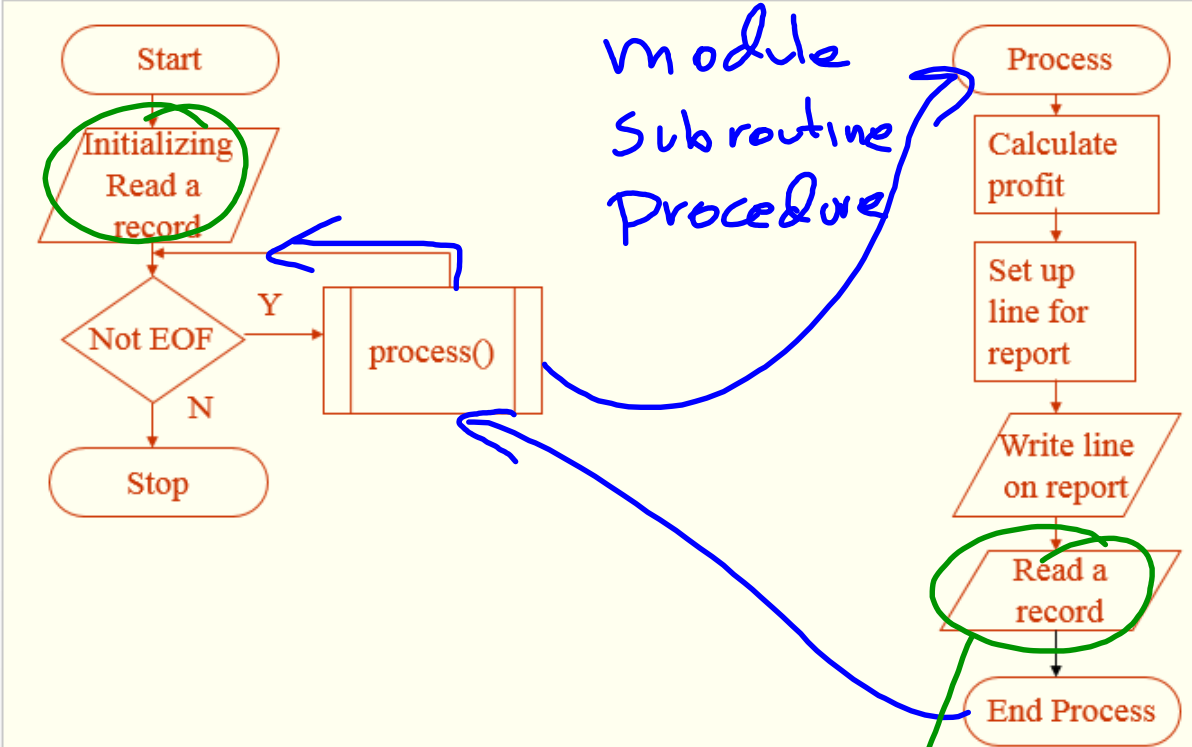
ItemNo	ItemName	OnHand	OnOrder	ReorderPt	Cost	Price	VendorNo
1111	Oak	5	10	50	75	95.89	123
1212	Red Maple	26	22	25	100	117.99	124
1234	Sugar Maple	45	15	50	45	65.89	123
1245	Hemlock	10	17	50	35	49.99	125
1256	Blue Spruce	10	29	25	75	110.99	127
1267	White Pine	25	50	50	35	45.75	125
1275	Black Pine	7	12	25	70	105.98	127
1290	Birch	11	0	25	80	110.75	124
2000	Dogwood	12	20	45	75	95.99	124
2012	Cherry	35	10	25	60	75.75	124
2036	Elm	50	25	25	75	90	123

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- 1 Loop Assignment  
There are no speaker notes to accompany this assignment.
- 2 

Year	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec
2010	100	100	100	100	100	100	100	100	100	100	100	100
2011	100	100	100	100	100	100	100	100	100	100	100	100
2012	100	100	100	100	100	100	100	100	100	100	100	100
2013	100	100	100	100	100	100	100	100	100	100	100	100
2014	100	100	100	100	100	100	100	100	100	100	100	100
2015	100	100	100	100	100	100	100	100	100	100	100	100
2016	100	100	100	100	100	100	100	100	100	100	100	100
2017	100	100	100	100	100	100	100	100	100	100	100	100
2018	100	100	100	100	100	100	100	100	100	100	100	100
2019	100	100	100	100	100	100	100	100	100	100	100	100
2020	100	100	100	100	100	100	100	100	100	100	100	100

  
Does anyone think we're doing this assignment?
- 3   
Does anyone think we're doing this assignment?
- 4   
Does anyone think we're doing this assignment?
- 5   
Does anyone think we're doing this assignment?
- 6   
Does anyone think we're doing this assignment?



Problem #2: Is there any difference in the output using the logic in problem #1 and using the logic shown here? Explain.

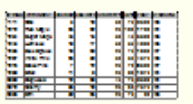
reads rec 2 to end



assignplay1 [Protected View] - PowerPoint


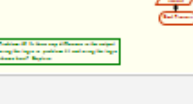
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1 Loop Assignment  
There are no speaker notes to accompany this assignment.

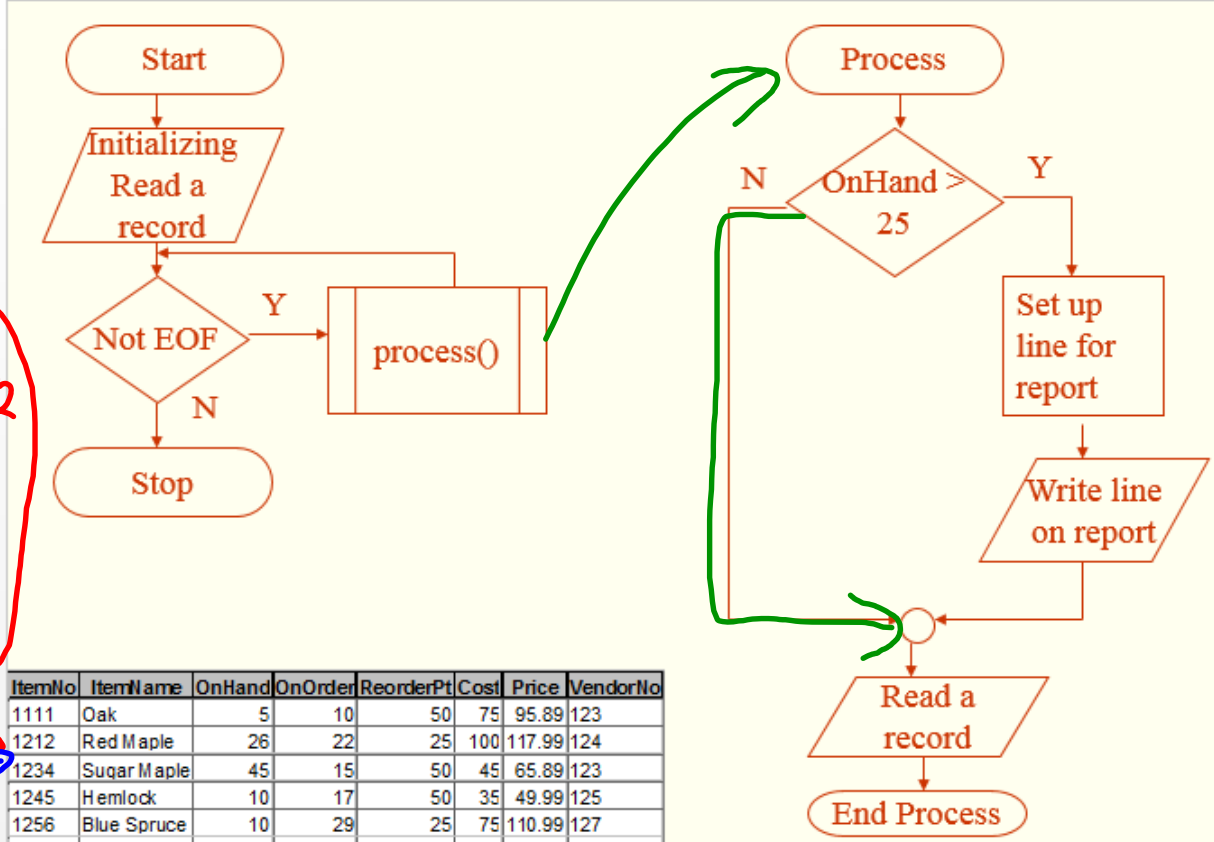
2   
Data for you should use to design this program.

3   


4   


5   


6 



```

graph TD
    Start([Start]) --> Init[/Initializing  
Read a record/]
    Init --> NotEOF{Not EOF}
    NotEOF -- Y --> Process[process()]
    NotEOF -- N --> Stop([Stop])
    Process --> OnHand{OnHand > 25}
    OnHand -- Y --> Setup[Set up line for report]
    Setup --> Write[/Write line on report/]
    OnHand -- N --> Read[/Read a record/]
    Write --> Read
    Read --> End([End Process])
    
```

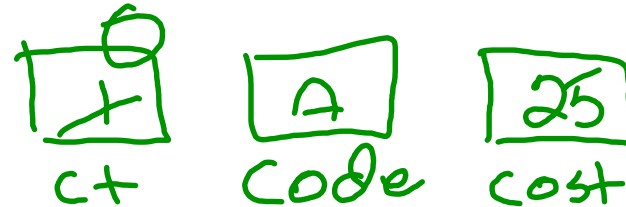
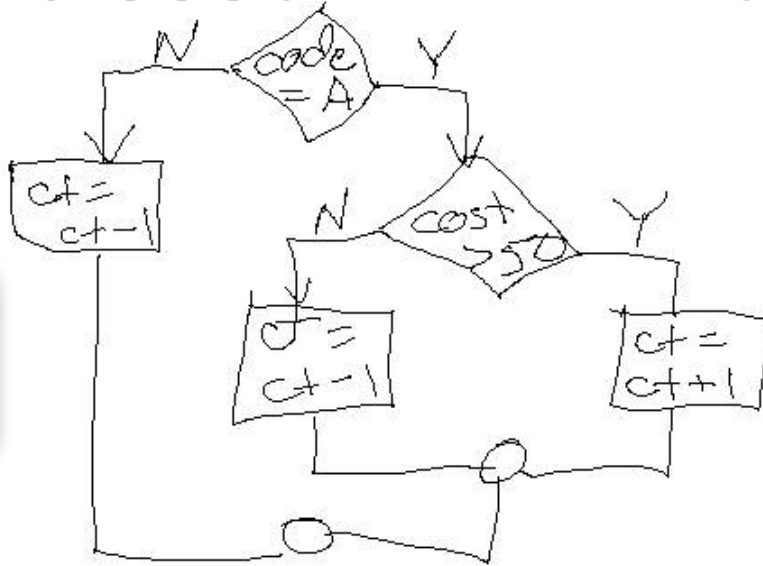
**1812 R 26 22**

ItemNo	ItemName	OnHand	OnOrder	ReorderPt	Cost	Price	VendorNo
1111	Oak	5	10	50	75	95.89	123
1212	Red Maple	26	22	25	100	117.99	124
1234	Sugar Maple	45	15	50	45	65.89	123
1245	Hemlock	10	17	50	35	49.99	125
1256	Blue Spruce	10	29	25	75	110.99	127
1267	White Pine	25	50	50	35	45.75	125
1275	Black Pine	7	12	25	70	105.98	127
1290	Birch	11	0	25	80	110.75	124
2000	Doawood	12	20	45	75	95.99	124
2012	Cherry	35	10	25	60	75.75	124
2036	Elm	50	25	25	75	90	123

**Problem #3: Produce this report. The report should show ItemNo, ItemName, OnHand, and OnOrder.**

### Logic Flowchart and Pseudocode Quiz

This quiz is going to give you a flowchart for a condition and ask you to answer questions about it.



Problem #1: Assume the following:

- 1 will be put into the memory variable ct
- A will be put into the memory variable code
- 25 will be put into the memory variable cost

After following the logic in the flowchart, what will be in the memory variable ct?

Problem #2: Assume the following:

- the memory variable ct will contain your answer from problem #1
- A will be put into the memory variable code
- 100 will be put into the memory variable cost

After following the logic in the flowchart, what will be in the memory variable ct?

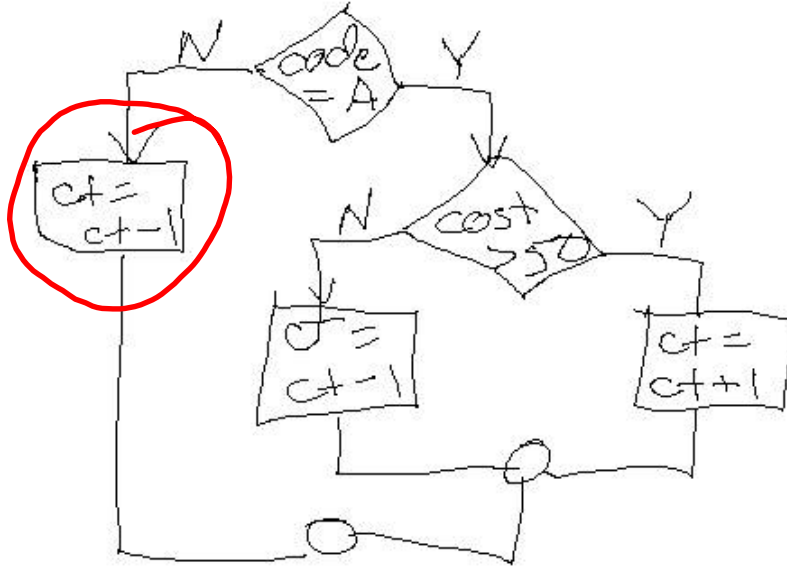
Problem #3: Assume the following:

It looks like you haven't started Firefox in a while. Do you want to clean it up for a fresh, like-new experience? And by the way, welcome back!

75 will be put into the memory variable cost.

After following the logic in the flowchart, what will be in the memory variable ct?

In the next section, I want you to tell me what pseudocode accurately portrays the logic show in the flowchart.



else  
ct = ct - 1

Problem #6: Does this pseudocode accurately portray the flowchart logic? Yes or No

```

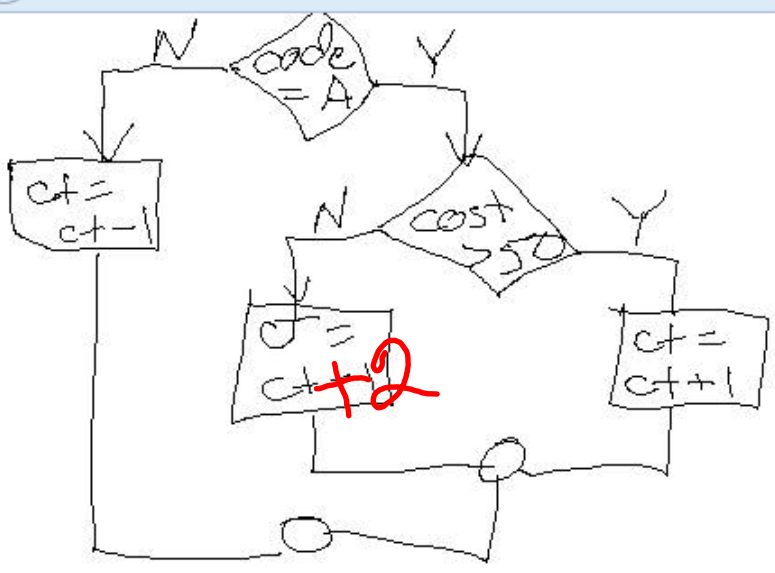
if code = "A"
    if cost > 50
        ct = ct + 1
    else
        ct = ct - 1
    end if
end if
    
```

Problem #7: Does this pseudocode accurately portray the flowchart logic? Yes or No

```

if code = "A" and cost > 50
    
```





If I change the box with the +2 so that the two Nos are not the same then you cannot do a compound test.

Problem #6: Does this pseudocode accurately portray the flowchart logic? Yes or No

```
if code = "A"  
    if cost > 50  
        ct = ct + 1  
    else  
        ct = ct - 1  
    end if  
end if
```

Problem #7: Does this pseudocode accurately portray the flowchart logic? Yes or No

```
if code = "A" and cost > 50  
    ct = ct + 1  
else  
    ct = ct - 1  
end if
```

Logic Flowchart and Pseudocode... x +

www.pgrocer.net/Cis17/assign/flowpseudoquiz1.html

```

graph TD
    Start(( )) --> D1{code = A}
    D1 -- N --> P1[ct = ct - 1]
    D1 -- Y --> D2{cost > 50}
    D2 -- N --> P2[ct = ct - 1]
    D2 -- Y --> P3[ct = ct + 1]
    P1 --> J1(( ))
    P2 --> J1
    P3 --> J1
    J1 --> End(( ))
  
```

**Problem #6: Does this pseudocode accurately portray the flowchart logic? Yes or No**

```

if code = "A"
    if cost > 50
        ct = ct + 1
    else
        ct = ct - 1
    end if
end if
  
```

**Problem #7: Does this pseudocode accurately portray the flowchart logic? Yes or No**

```

if code = "A" and cost > 50
    ct = ct + 1
else
    ct = ct - 1
end if
  
```

Click here to restore link.

It looks like you haven't started Firefox in a while. Do you want to clean it up for a fresh, like-new experience? And by the way, welcome back!

Refresh Firefox... x

11:43 AM  
3/2/2017

Logic Flowchart and Pseudoco... x +

www.pgrocer.net/Cis17/assign/flowpseudquiz1.html

Problem #7: Does this pseudocode accurately portray the flowchart logic? Yes or No

```
if code = "A" and cost > 50
    ct = ct + 1
else
    ct = ct - 1
end if
```

Problem #8: Does this pseudocode accurately portray the flowchart logic? Yes or No

```
if code = "A"
    if cost > 50
        ct = ct + 1
    else
        ct = ct - 1
    end if
else
    ct = ct - 1
end if
```

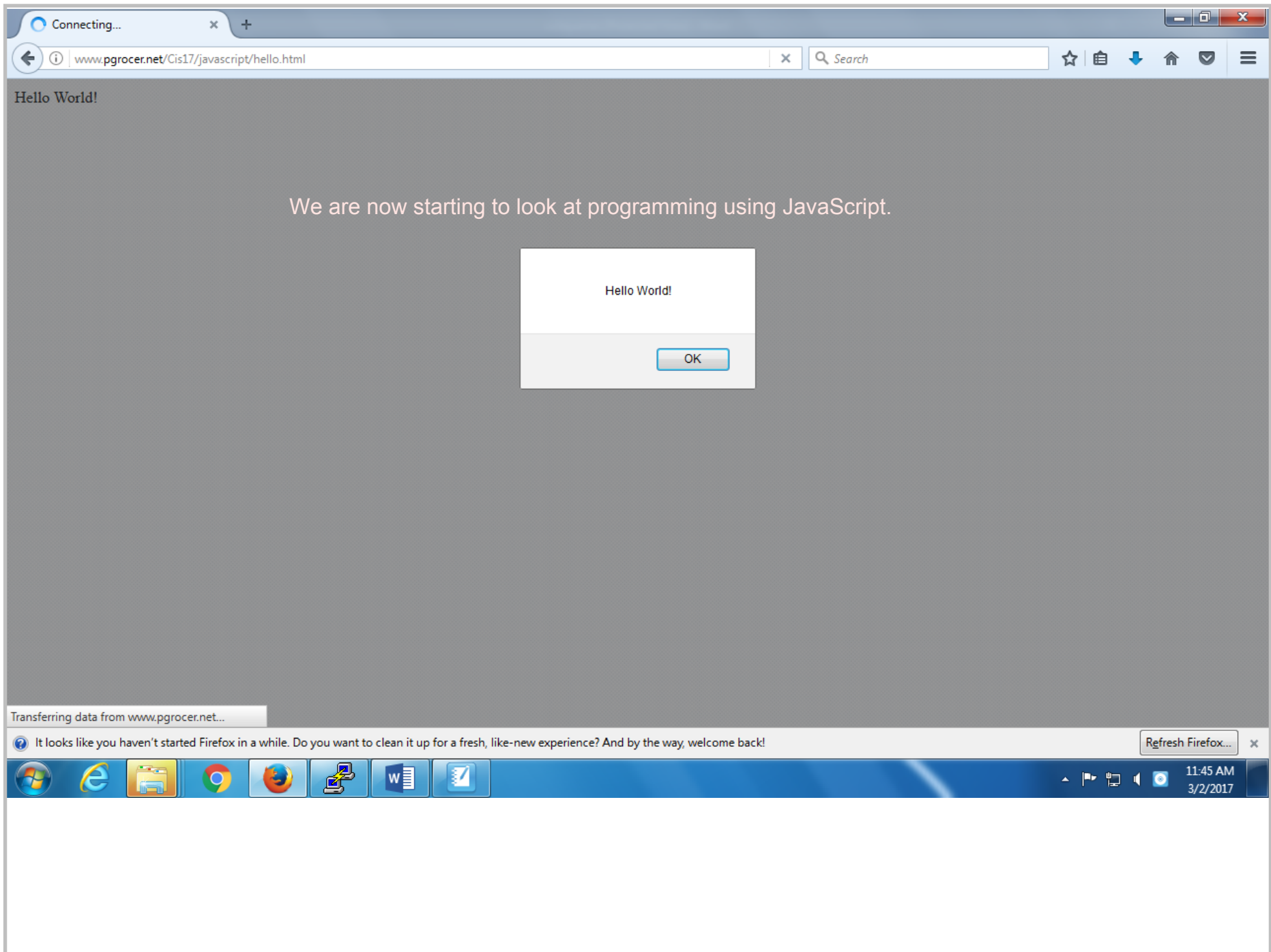
Now I want to look at another flowchart and process it with the data you are given.

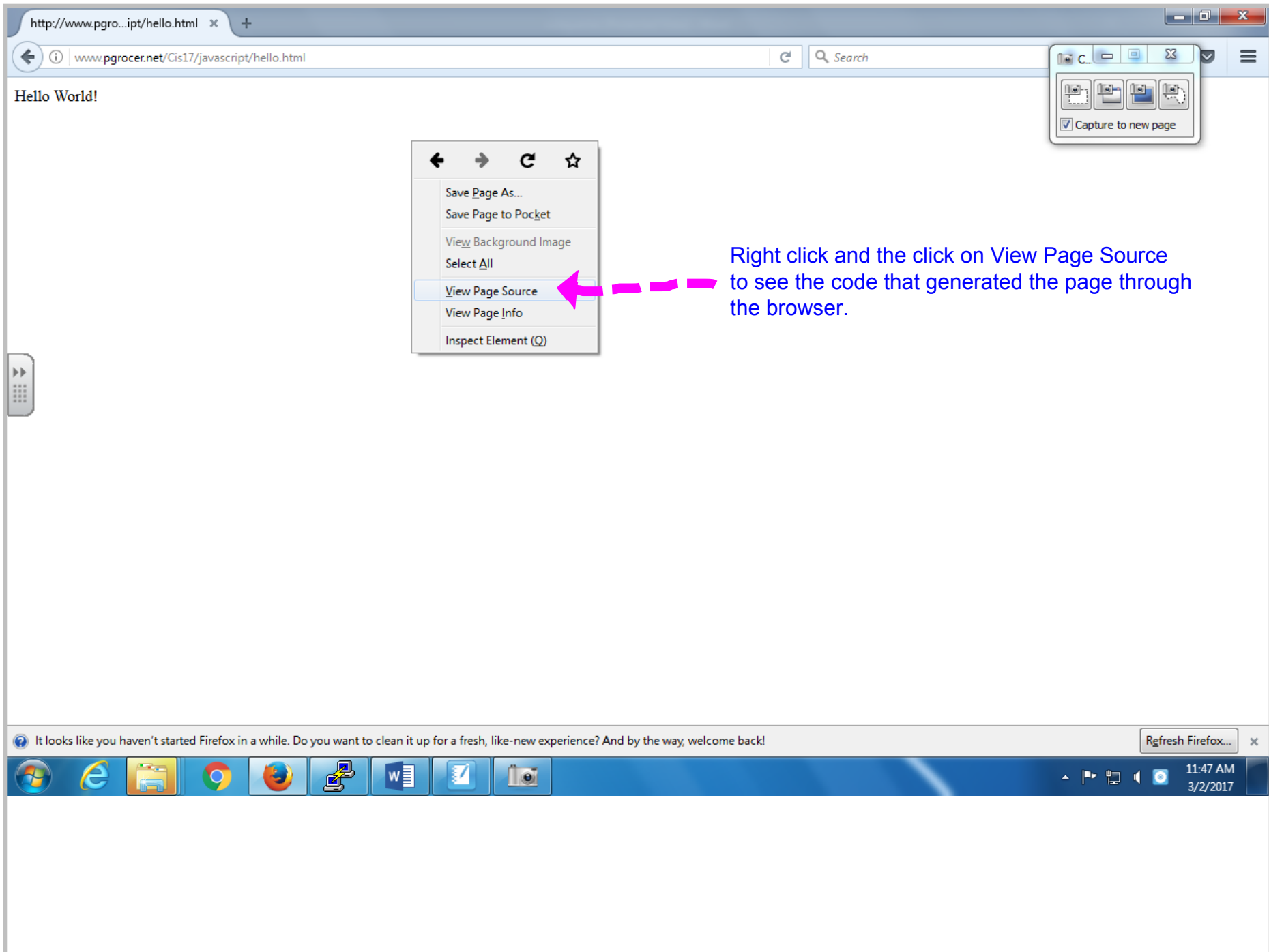
```
graph TD
    Start(( )) --> D1{state = MA}
    D1 -- N --> End1(( ))
    D1 -- Y --> D2{yr > 1980}
    D2 -- N --> End2(( ))
    D2 -- Y --> P[MSG = OK]
    P --> End3(( ))
```

It looks like you haven't started Firefox in a while. Do you want to clean it up for a fresh, like-new experience? And by the way, welcome back!

Refresh Firefox... x

11:44 AM  
3/2/2017





The image shows a web browser window with a single tab titled 'http://www.pgroc...ipt/hello.html'. The address bar shows 'www.pgrocer.net/Cis17/javascript/hello.html'. The page content displays 'Hello World!'. An inset window shows the source code of the page, which is a simple HTML document with a JavaScript script. The code is as follows:

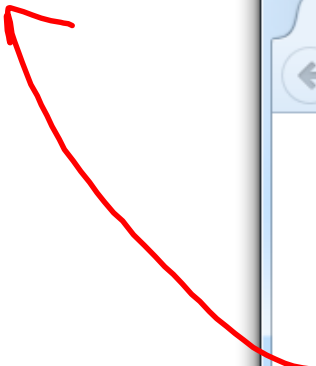
```
1 <html>
2 <script type="text/javascript">
3 document.write("Hello World!");
4 alert("Hello World!");
5 </script>
6 </html>
7
```

Handwritten in green ink next to the code are the following lines:

```
document.write( );
alert( );
```

At the bottom of the browser window, a message reads: "It looks like you haven't started Firefox in a while. Do you want to clean it up for a fresh, like-new experience? And by the way, welcome back!"

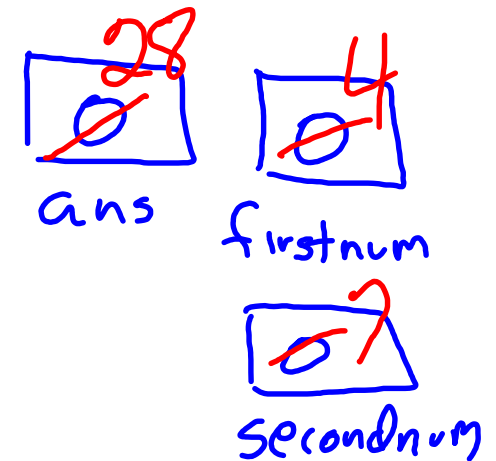
28



```
1 <html>
2 <script type="text/javascript">
3 var ans = 0;
4 var firstnum = 0;
5 var secondnum = 0;
6 firstnum = prompt("Enter the first number",0);
7 secondnum = prompt("Enter the second number",0)
8 ans = firstnum * secondnum;
9 document.write(ans);
10 </script>
11 </html>
```

housekeeping

Processing



ans

firstnum

secondnum

It looks like you haven't started Firefox in a while. Do you want to clean it up for a fresh, like-new experience? And by the way, welcome back!

10

```
1 <html>
2 <script type="text/javascript">
3 var ans = 0;
4 var firstnum = 0;
5 var secondnum = 0;
6 firstnum = prompt("Enter the first number",0);
7 secondnum = prompt("Enter the second number",0);
8 ans = firstnum * secondnum;
9 document.write(ans);
10 </script>
11 </html>
```

It looks like you haven't started Firefox in a while. Do you want to clean it up for a fresh, like-new experience? And by the way, welcome back! Refresh Firefox...

11:58 AM  
3/2/2017

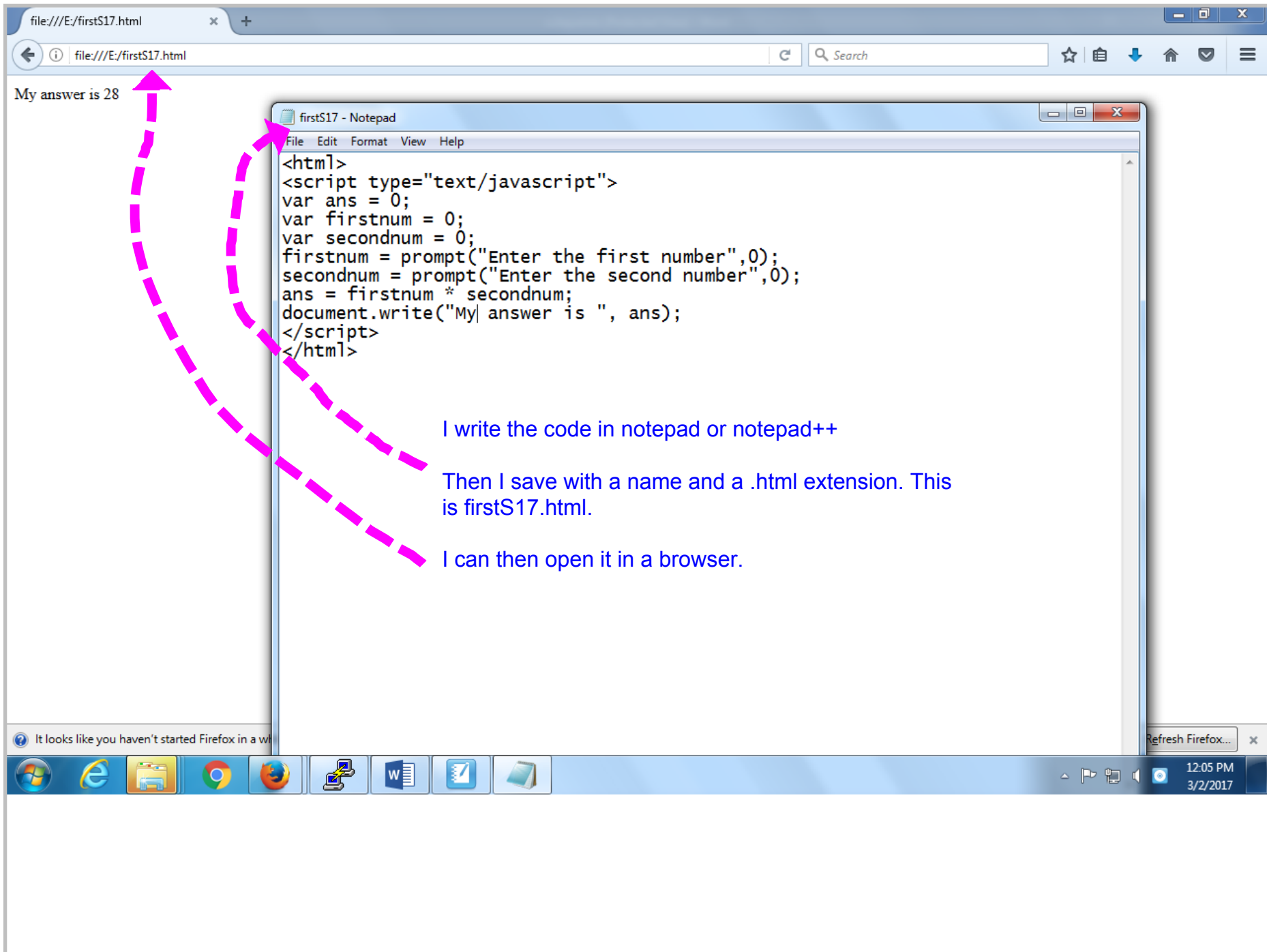


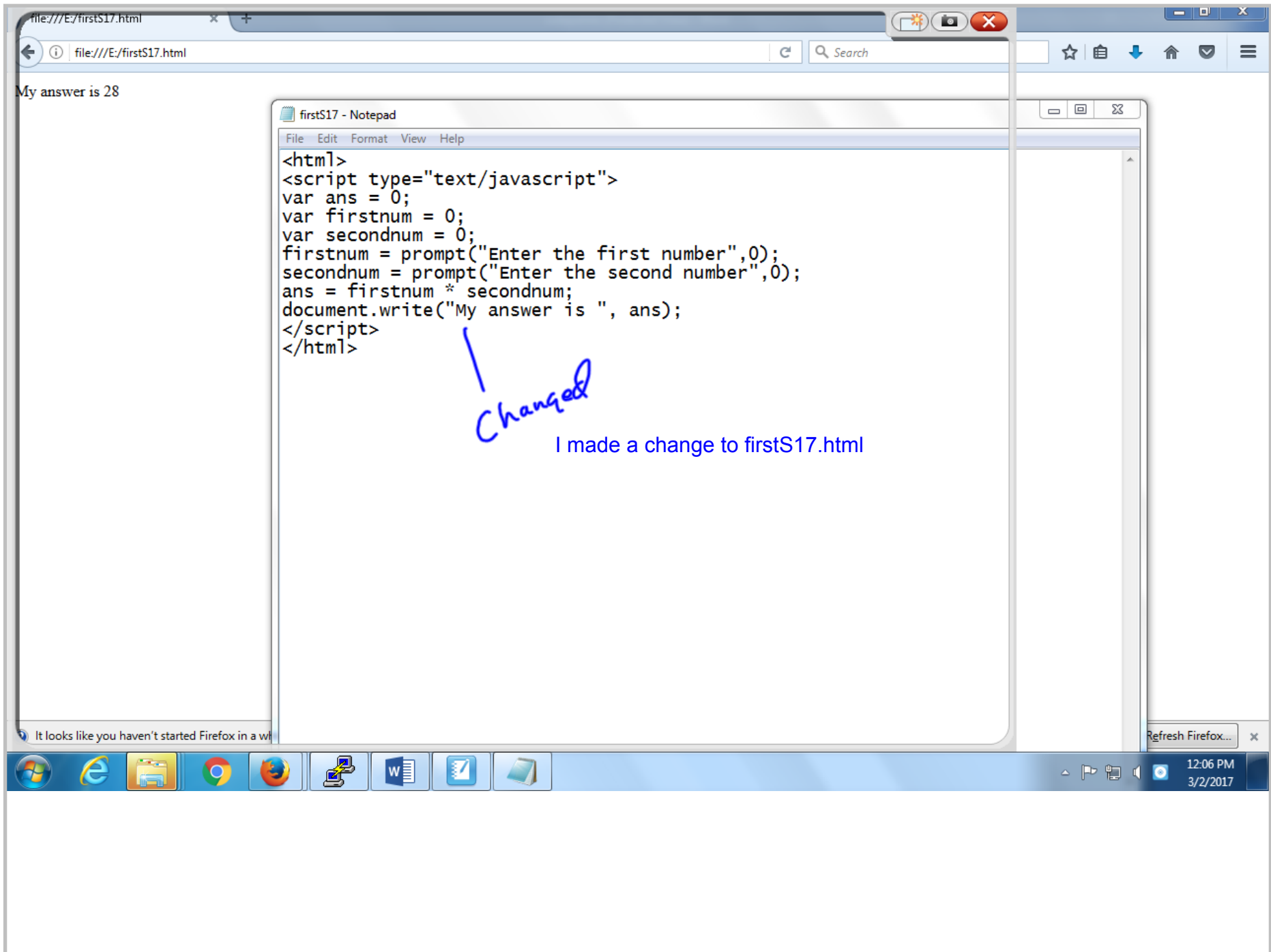
The answer is 28

```
1 <html>  
2 <script type="text/javascript">  
3 var ans = 0;  
4 var firstnum = 0;  
5 var secondnum = 0;  
6 firstnum = prompt("Enter the first number",0);  
7 secondnum = prompt("Enter the second number",0);  
8 ans = firstnum * secondnum;  
9 document.write("The answer is ", ans);  
10 </script>  
11 </html>
```

literal | Variable  
separator

That says separator (I think the spelling is ok now, but...)





file:///E:/firstS17.html

file:///E:/firstS17.html

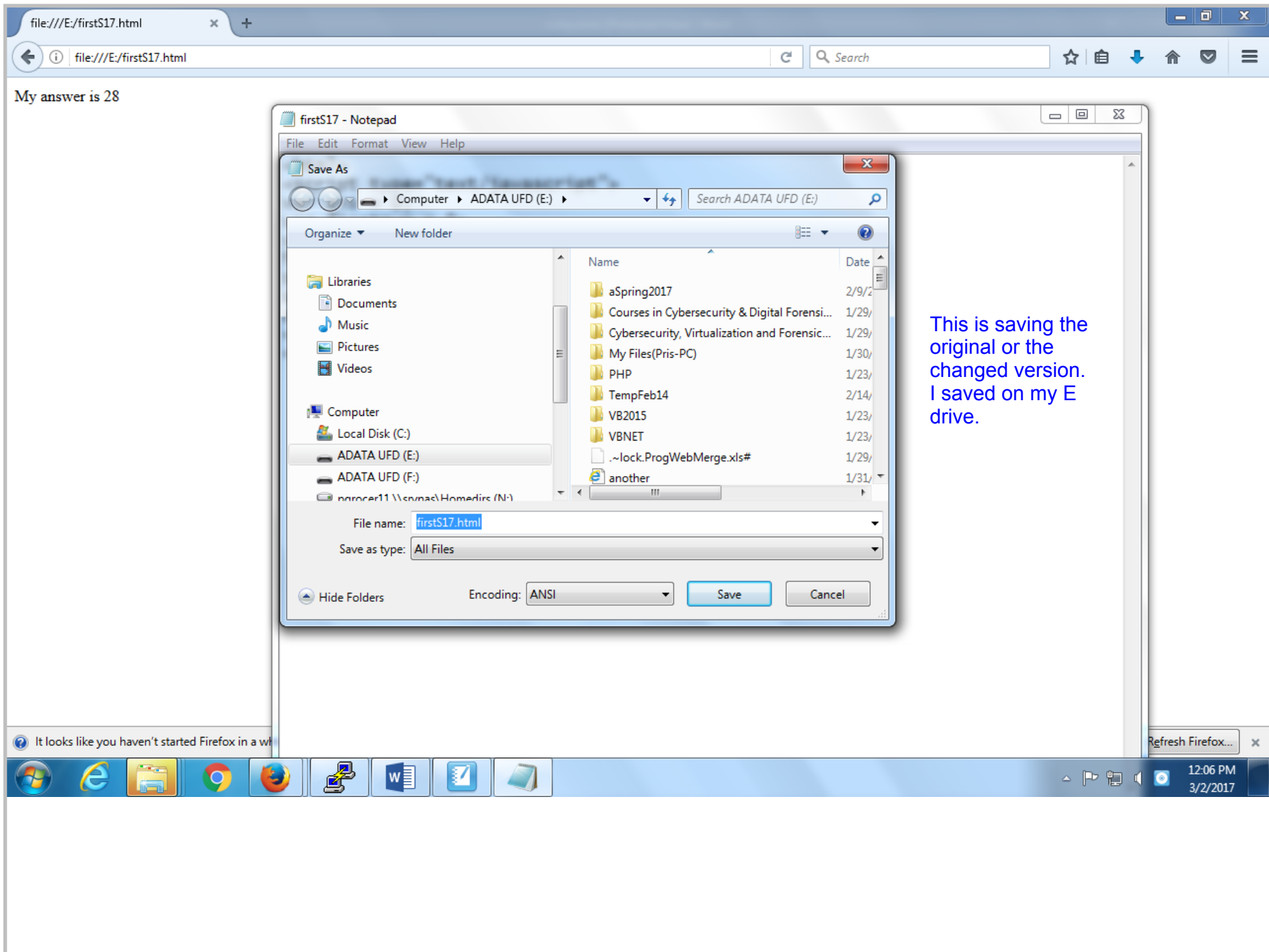
My answer is 28

firstS17 - Notepad

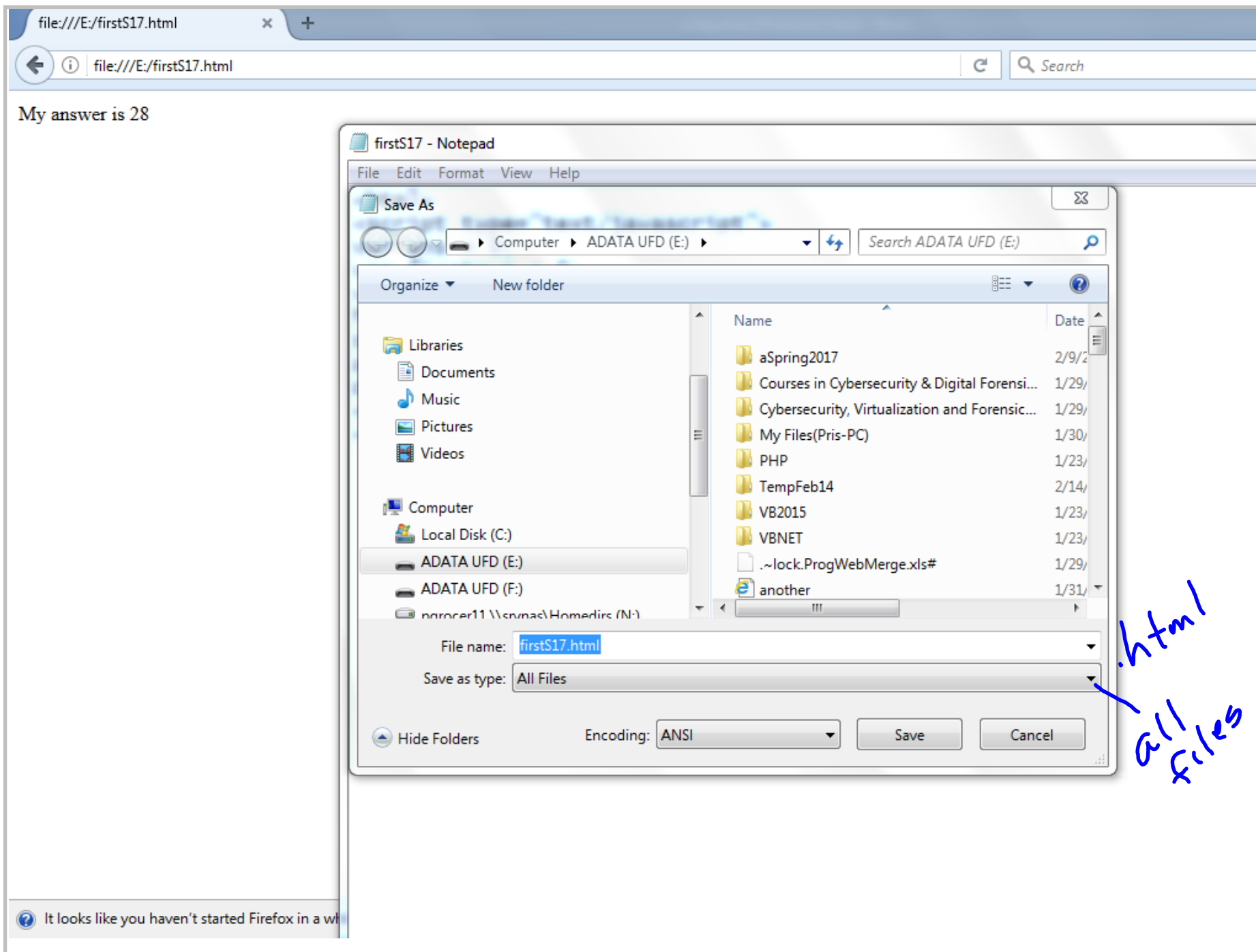
```
File Edit Format View Help
<html>
<script type="text/javascript">
var ans = 0;
var firstnum = 0;
var secondnum = 0;
firstnum = prompt("Enter the first number",0);
secondnum = prompt("Enter the second number",0);
ans = firstnum * secondnum;
document.write("My answer is ", ans);
</script>
</html>
```

*Changed*

It looks like you haven't started Firefox in a w



This is saving the original or the changed version. I saved on my E drive.



file:///E:/firstS17.html

file:///E:/firstS17.html

My answer is 28

```
firstS17 - Notepad
File Edit Format View Help
<html>
<script type="text/javascript">
var ans = 0;
var firstnum = 0;
var secondnum = 0;
firstnum = prompt("Enter the first number",0);
secondnum = prompt("Enter the second number",0);
ans = firstnum * secondnum;
document.write("My answer is ", ans);
</script>
</html>
```

4  
7

Sequence  
Structure

It looks like you haven't started Firefox in a w