

Chapter 13

Programming and Languages

Lecture Guide

- Learning Objectives

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Chapter Outline

- Programs and Programming

- program
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- **SDLC**
 - *Program specification*
 - *Program design*
 - *Program code*
 - *Program test*
 - *Program documentation*
 - *Program maintenance*
 - software engineers programmers

- Step 1: Program Specification

- program definition program analysis,
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- **Step 2: Program Design**

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- **Pseudocode**
- **Flowcharts**

- **Logic structures**

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- **Step 3: Program Code**

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coding

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programs

structured

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- **Code**

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- **programming language**

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- **Step 4: Program Test**

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- **Desk checking (code review)**
- **Manually testing with sample data**
- **Attempt at translation**
- **Testing sample data on the computer**
- **Testing by a select group of potential users -**

- **Step 5: Program Documentation**

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- **Step 6: Program Maintenance**

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- **Operations -**
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patches

software updates

- **Changing needs -**
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 - **Agile development**
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- **CASE and OOP**
 - **CASE -**
 - **Object - Oriented Programming (OOP) –**
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 - **object**
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- **Generations of Programming Languages**
 - **Levels generations**
 - **lower level**
 - **higher level**
 - **First generation – Machine language**
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 - **Second generation – Assembly languages**
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 - **Third Generation – High-level procedural languages**
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 - **Compiler -**
 - **Interpreter**

- **Fourth generation – Task-Oriented Languages**

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- **Query languages**

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- **Application generators** **program coder**

- **Fifth generation – Problem and Constraint Languages**

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natural languages

- **Careers in IT**

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- **A Look to the Future**

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Teaching Tips

- **Programs and Programming**

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- **Program Specification**

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- **Program Design**

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- **Program Code**

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- **Program Test**

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- **Desk checking**
- **Manually testing with sample data**
- **Attempt at translation**
- **Testing sample data on the computer**

Open Ended Questions:

1. Identify and discuss each of the six steps of programming.

- Program specification

- Program design

- Program code
- Program test

- Program documentation

- Program maintenance

2. Describe CASE tools and OOP. How does CASE assist programmers?

- Computer-aided software engineering tools (CASE) -

- Object-oriented programming (OOP) -

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3. What is meant by “generation” in reference to programming languages? What is the difference between low-level and high-level languages?

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4. What is the difference between a compiler and an interpreter?

- Compiler -

- Interpreter

5. What are logic structures? Describe the differences between the three types.

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