



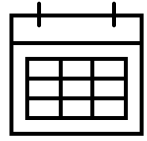
BIOE40002 – Computer Fundamentals and Programming 1

Part II – Programming 1, Lab 4

Binghuan Webster Li | Department of Bioengineering

binghuan.li19@imperial.ac.uk

March 24, 2022



Today's Schedule

Programming *lower-level* languages

- **Recap + Introduction** - Programming in Arduino/C-like languages
 - Variables
 - Control flow
 - Functions
- **Lab work**
- **Summary of Programming 1 + Exams**
- **Wrapping up... and some final thoughts**

An (not-so-successful) Arduino project

Imperial College
London



Programming *lower-level* languages

- **Arduino**: open-source, rapid prototyping microcontroller platform
- Arduino scripts / codes: **sketches**
- Programming in Arduino:
 - a variant of C++, or just say, a C-like language
 - Same syntax to C / C++
 - A compiled language
 - Hardware-related
- Today's topic → Programming *C-like* languages



Variables

- In all C-like languages, all variables **MUST** be **declared** before using

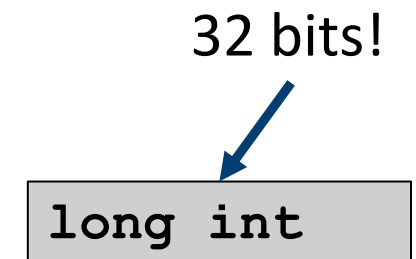
Data type *Variable name* *Semicolon: termination of a statement*

```

int myinteger = 1;
float myfloat = 1.22;
char myChar = 'a';
    
```

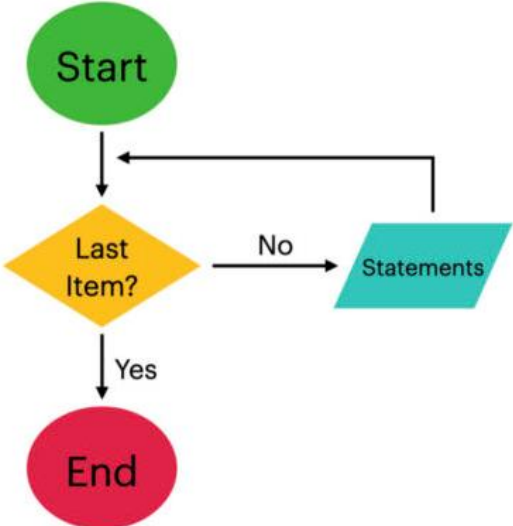
- Primary data types:
 - `int` (integer, 16 bits)
 - `float` (floating point, 32 bits)
 - `char` (character, 8 bits)
 - `double` (double precision floating point)

- Modifiers:
 - `short`
 - `long`
 - `signed`
 - `unsigned`



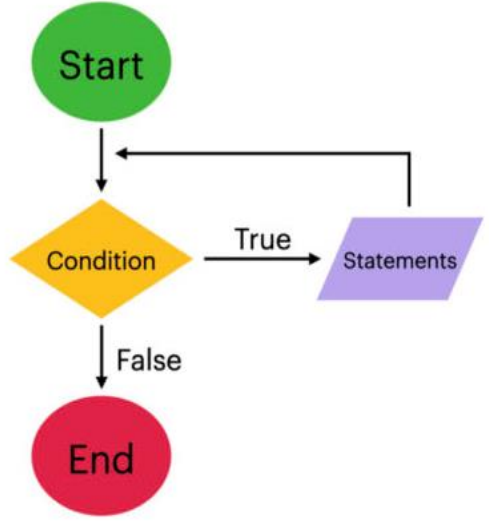
Control flow

For loop



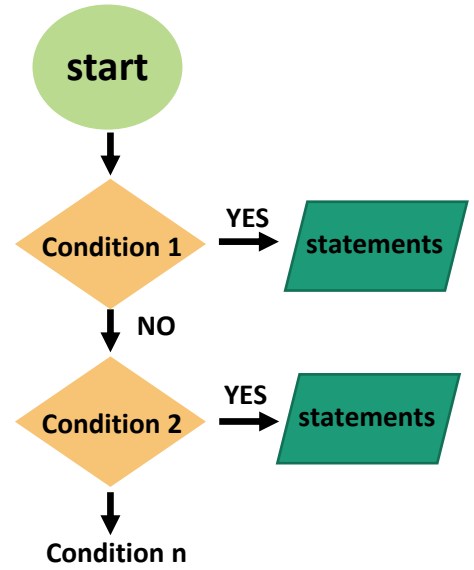
```
for (int i=0; i<5; i++)  
{  
    printf("%d", i);  
}
```

while condition



```
int i = 0;  
while (int i<5)  
{  
    printf("%d", i);  
    i++;  
}
```

if...else... statements



```
int i = 2;  
if (i<3){  
    printf("i < 3");  
}  
else{  
    printf("i >= 3");  
}
```

Functions

Return type *Function name* *Arguments*

```
return_type function_name(arg1, arg2, arg3, ...argN)  
{  
    statement1;  
    statement2;  
    ...  
    statement_N;  
  
    return variable/value;  
}
```

} *Your statements*

Return variables / value from the function

Return type:

- int
- char*
- bool
- void

return nothing



Compilation

Pre-processing

```
main.ino  
  
#include "function.h"  
  
void setup(){  
  // statements  
}  
  
void loop(){  
  // statements  
}
```

Header **function.h**

- Function and class declarations
- Instructions on how to use them

Function **function.ino**

- Function and class definitions
- Code that implements them

main.cpp file

function.cpp file

Compiler

Compiler

main.o file

function.o file

Linker

Arduino standard library

.hex file



Compilation

Uploading

Questions?

That's it for now.

You can now proceed to the Lab 4 exercises.

Look back

- **Variables and arithmetic expressions**
- **Control flow:**
 - `for` loops
 - `if...elif...else` conditions
 - `while` conditions
- **Functions**
 - Function definition: arguments, statements and return
 - Scope and namespace
 - Function recursions
- **Useful modules**
 - `Math`, `NumPy`, `SciPy`, `Matplotlib` etc...
 - `import` statements
 - `pip install` utility



**Python is more than
a pure calculator!**

Exam...

- 4 compulsory questions, 90 minutes
- Live programming test

```
myList = ["Spam", 1.0, ["Foo", "Bar", True], False, "Eggs", 23]
```

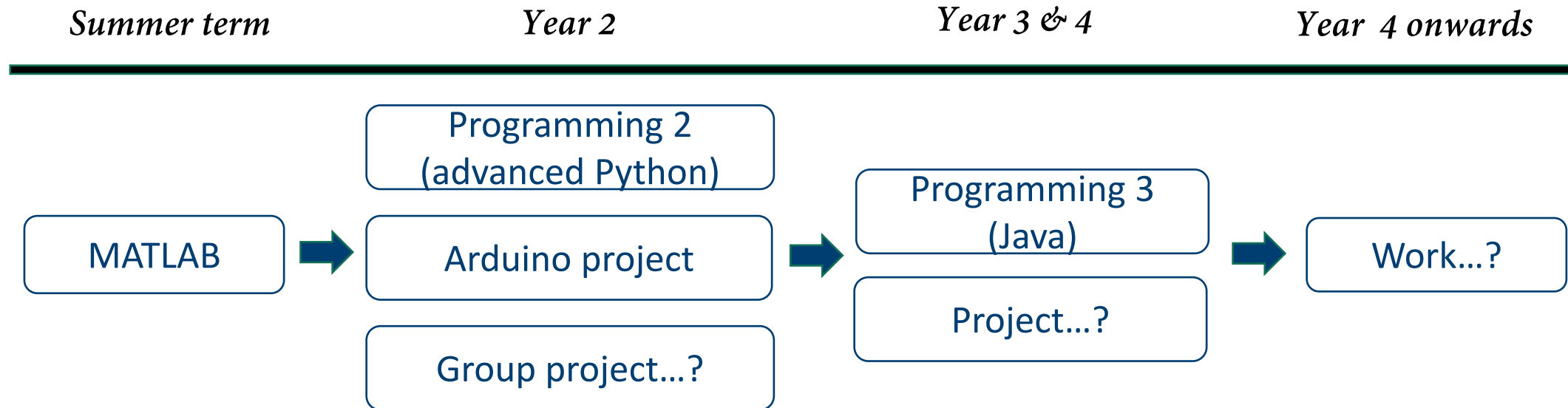
Make a copy of `myList`, but with the elements in reverse order. You do not need to reverse the order of any nested lists.

Write a function called `almostMax` which can accept an arbitrary number of non-negative floating point values and return the second largest value. You may not use the `import` command, `sorted()` or the method `sort()`. *Your function will be called in a manner similar to the following,*

```
print(almostMax(3.14, 2.72, 1.41, 9.8))
```

Beyond the exam, road ahead?

- Indictive timeline:



- *Thoughts? Expectations? Confidence?*

"There are only two kinds of languages: the ones people complain about and the ones nobody uses."

- Bjarne Stroustrup

Some final thoughts...



- Thank you, thank you and thank you...!
- Any questions, feedbacks, complaints... Teams/email me 😊
- Departmental **UTA/GTA of the Year** nomination – coming soon
- Smooth revision and best luck in the exam!



BIOE40002 – Computer Fundamentals and Programming 1

Digital Logics / Programming 1

Binghuan Webster Li | Department of Bioengineering

binghuan.li19@imperial.ac.uk

Spring Term, 2022