

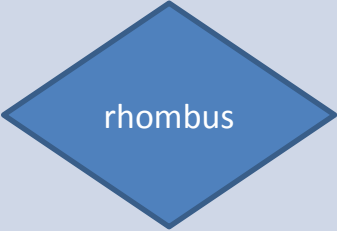
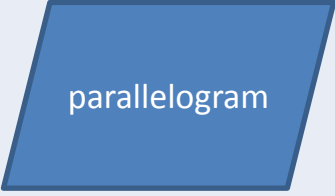


**Programming on**



# Block diagram

A block diagram is a diagram of a system in which the principal parts or functions are represented by blocks connected by lines that show the relationships of the blocks.<sup>[1]</sup> They are heavily used in engineering in hardware design, electronic design, software design, and process flow diagrams.

	Start/End	This shape should be used to represent the first and last steps of the process.
	Process.	The figure represents a standard process step. This is one of the most used shapes in any process.
	Solution.	This figure is used at the point where the choice of the next stage depends on the decision made. There may be several options, but most often there are two: "yes" and "no".
	Data.	This shape indicates that data is entering or leaving the process. It is sometimes referred to as the Input/Output pattern.

# Example

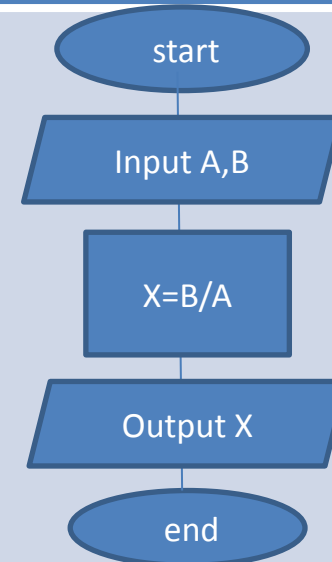
Solve equation:  $A * X = B$ ,

***If A,B any known numbers. Find unknown X.***

*Solution in math:*

$$X = B/A$$

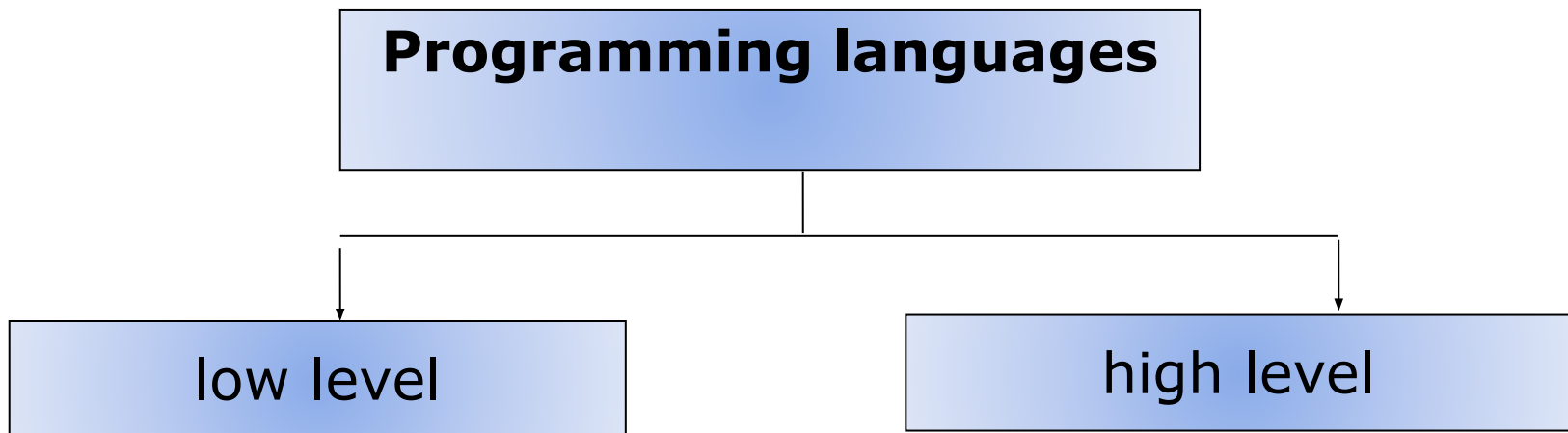
*Solution in block diagram:*



# Program. Programming language

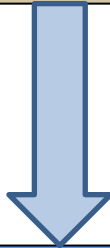
**A program** is a set of instructions for a specific performer.

**A programming language** is a formal language for writing programs (usually for a computer).



# Compilers and interpreters

**A translator** is a special program that converts program code from a particular programming language into machine code.



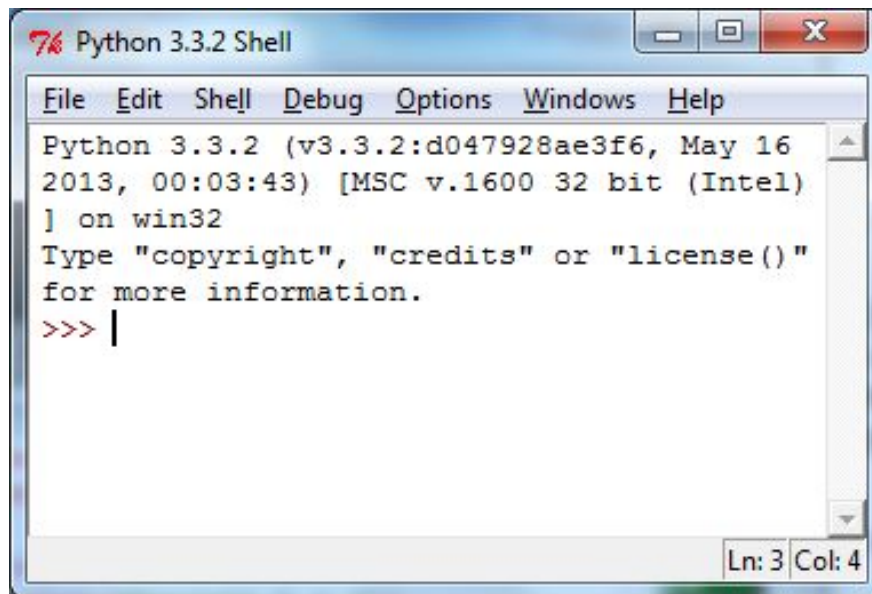
**Compiler** Immediately translates all program code into machine language. Creates an executable file.



**Interpreter** Translates program code line by line. Directly interacts with the operating system.

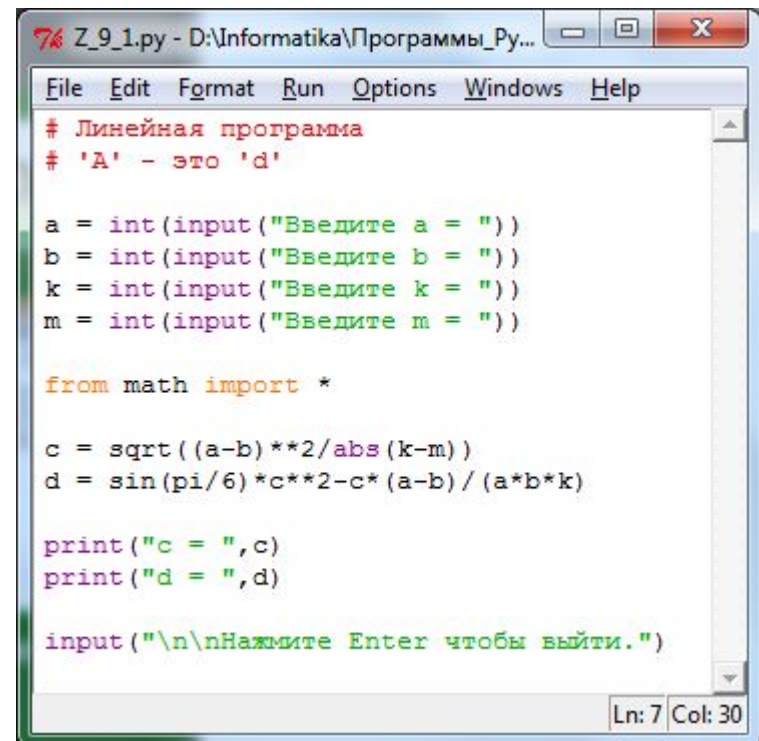
# Features of Python

- Interpreted
- Language Clear
- Syntax complete universal language



The screenshot shows the Python 3.3.2 Shell window. The title bar reads "Python 3.3.2 Shell". The menu bar includes "File", "Edit", "Shell", "Debug", "Options", "Windows", and "Help". The main text area displays the following information: "Python 3.3.2 (v3.3.2:d047928ae3f6, May 16 2013, 00:03:43) [MSC v.1600 32 bit (Intel)] on win32", followed by instructions to type "copyright", "credits", or "license()" for more information. The prompt ">>>" is followed by a vertical bar cursor. The status bar at the bottom right shows "Ln: 3 Col: 4".

```
Python 3.3.2 (v3.3.2:d047928ae3f6, May 16
2013, 00:03:43) [MSC v.1600 32 bit (Intel)
] on win32
Type "copyright", "credits" or "license()"
for more information.
>>> |
```



The screenshot shows a Python script editor window titled "Z\_9\_1.py - D:\Informatika\Программы\_Ру...". The menu bar includes "File", "Edit", "Format", "Run", "Options", "Windows", and "Help". The script content is as follows: "# Линейная программа", "# 'A' - это 'd'", "a = int(input('Введите a = '))", "b = int(input('Введите b = '))", "k = int(input('Введите k = '))", "m = int(input('Введите m = '))", "from math import \*", "c = sqrt((a-b)\*\*2/abs(k-m))", "d = sin(pi/6)\*c\*\*2-c\*(a-b)/(a\*b\*k)", "print('c = ',c)", "print('d = ',d)", "input('\n\nНажмите Enter чтобы выйти.'). The status bar at the bottom right shows "Ln: 7 Col: 30".

```
# Линейная программа
# 'A' - это 'd'

a = int(input("Введите a = "))
b = int(input("Введите b = "))
k = int(input("Введите k = "))
m = int(input("Введите m = "))

from math import *

c = sqrt((a-b)**2/abs(k-m))
d = sin(pi/6)*c**2-c*(a-b)/(a*b*k)

print("c = ",c)
print("d = ",d)

input("\n\nНажмите Enter чтобы выйти.")
```

# Data and their types

- ***integers (integer) - positive and negative integers, as well as 0***
- **(ex: 4, 687, -45, 0).**
- ***floating point numbers - fractional numbers*** **(ex: 1.45, -3.789654, 0.00453).**  
Note: decimal separator is a dot, not a comma.
- ***strings (string) - a set of characters enclosed in quotes***
- **(for example: "ball", "What is your name?", 'dkfjUUv', '6589').** Note: Quotes in Python can be single or double.



# Operations. Operations on different data types



Expression	Execution result
$34.907 + 320.65$	355.556999999999996
<code>'Hi, ' + 'world :)</code>	<code>'Hi, world :)</code>
<code>'Hi, ' * 10</code>	<code>'Hi, Hi, Hi, Hi, Hi, Hi, Hi, Hi, Hi, Hi, Hi, '</code>
<code>'Hi, ' + 15</code>	О ш и б к а

# Changing Data Types

**int()** – converts the argument to an integer

**str()** – converts the argument to a string

**float()** – ... to a floating point number

Expression	Результат выполнения
int ('56')	56
int (4.03)	4
int ("comp 486")	Error
str (56)	'56'
str (4.03)	'4.03'
float (56)	56.0
float ("56")	56.0

# Mathematical operators

<b>Operator</b>	<b>Description</b>	<b>example</b>	<b>results</b>
<b>+</b>	Addition	$7 + 3$	10
<b>-</b>	Subtraction	$7 - 3$	4
<b>*</b>	Multiplication	$7 * 3$	21
<b>/</b>	Division (истинное)	$7 / 3$	2.33333333333333333335
<b>**</b>	Exponentiation	$7**3$	343
<b>//</b>	Integer division	$7 // 3$	2
<b>%</b>	Remainder of the division	$7 \% 3$	1

# Variables in Python

A variable is a reference to an area of memory where certain data is stored.



# An example of working with variables

```
>>> apples = 100
```

```
>>> eat_day = 5
```

```
>>> day = 7
```

```
>>> apples = apples - eat_day * day
```

```
>>> apples
```

```
65
```

```
>>> |
```

# Data input and output

implemented using built-in functions

Input : `input (arguments)`

Output : `print (arguments)`

# Data input

1.

```
>>> input()
1234
'1234'
>>> input()
Hello World!
'Hello World!'
>>>
```

2. Параметр - приглашение

```
>>> input('Введите число:')
Введите число:10
'10'
>>> int(input('Введите число:'))
Введите число:10
10
>>> float(input('Введите число:'))
Введите число:10
10.0
>>>
```

3. Assigning a value to a variable

```
>>> name = input ('Enter your name:')
Enter your name: _____
>>> name
_____
>>>
```

# output

## 1. Data type string

```
>>> print("Программа 'Game Over' 2.0")
```

```
Программа 'Game Over' 2.0
```

```
>>> print("Тоже", "самое", "сообщение")
```

```
Тоже самое сообщение
```

```
>>> print("Только",  
        "чуть-чуть",  
        "побольше")
```

```
Только чуть-чуть побольше
```

## 2. Variable output

```
>>> a = 1
```

```
>>> b = 2
```

```
>>> print(a, '+', b, '=', a + b)
```

```
1 + 2 = 3
```

```
>>>
```

## 3. Variable output

sep is the parameter used as separator

```
>>> a=1
```

```
>>> b=2
```

```
>>> c=a+b
```

```
>>> print(a, b, c, sep = ':')
```

```
1:2:3
```

```
>>>
```



# Library math

```
1. import math      # connection of the math library  
    math.sin(x)      # function call from one argument  
  
    y = math.sin(x)  # using a function in an expression  
  
    print(math.sin(math.pi/2)) # outputting a function to the  
screen
```

```
2. from math import *  
  
    y = sin(x)  
  
    print(sin(pi/2))
```

# Library math

## Roots, powers, logarithms

**sqrt(x)**

Square root. Usage: sqrt(x)

**pow(a, b)**

Exponentiation, returns  $a^b$ . pow(a,b)

**exp(x)**

Exponent, returns  $e^x$   
use: exp(x)

**log(x)**

natural logarithm  
When called as log(x, b), returns the  
logarithm to base b.

**log10(x)**

Decimal logarithm

**e**

# Library math

## Trigonometry

<b>sin(x)</b>	Sine of an angle specified in radians
<b>cos(x)</b>	Cosine of an angle specified in radians
<b>tan(x)</b>	Tangent of an angle specified in radians
<b>asin(x)</b>	Arcsine, returns value in radians
<b>acos(x)</b>	Arccosine, returns the value in radians
<b>atan(x)</b>	Arctangent, returns the value in radians
<b>atan2(y, x)</b>	Arctangent, returns the value in radians

# Library math

(continue:)

Тригонометрия	
<b>hypot(a, b)</b>	The length of the hypotenuse of a right triangle with legs a and b
<b>degrees(x)</b>	Converts an angle given in radians to degrees
<b>radians(x)</b>	Converts an angle specified in degrees to radians
<b>pi</b>	pi constant

# Task 1.

Given  $a, b, k, m$ .

$$C = \sqrt{\frac{(a - b)^2}{|k - m|}};$$

Define :

$$A = \sin(\pi/6) \cdot C^2 - \frac{C(a - b)}{a \cdot b \cdot k}.$$

# Task 1. (Source code)

# Линейная программа

```
a = int(input("Введите a = "))
```

```
b = int(input("Введите b = "))
```

```
k = int(input("Введите k = "))
```

```
m = int(input("Введите m = "))
```

```
from math import *
```

```
C = sqrt((a-b)**2/abs(k-m))
```

```
A = sin(pi/6)*C**2-C*(a-b)/(a*b*k)
```

```
print("C = ", C)
```

```
print("A = ", A)
```

# Задачи

- 1.) Дана сторона квадрата  $a$ . Найти его периметр  $P = 4 \cdot a$ .
- 2.) Даны стороны прямоугольника  $a$  и  $b$ . Найти его площадь  $S = a \cdot b$  и периметр  $P = 2 \cdot (a + b)$ .
- 3.) Дан диаметр окружности  $d$ . Найти ее длину  $L = \pi \cdot d$ . В качестве значения  $\pi$  использовать 3.14.
- 4.) Дана длина ребра куба  $a$ . Найти объем куба  $V = a^3$  и площадь его поверхности  $S = 6 \cdot a^2$ .
- 5.) Даны длины ребер  $a$ ,  $b$ ,  $c$  прямоугольного параллелепипеда. Найти его объем  $V = a \cdot b \cdot c$  и площадь поверхности  $S = 2 \cdot (a \cdot b + b \cdot c + a \cdot c)$ .
- 6.) Найти длину окружности  $L$  и площадь круга  $S$  заданного радиуса  $R$ :  $L = 2 \cdot \pi \cdot R$ ,  $S = \pi \cdot R^2$ . В качестве значения  $\pi$  использовать 3.14.
- 7.) Даны два числа  $a$  и  $b$ . Найти их среднее арифметическое:  $(a + b)/2$ .
- 8.) Даны два неотрицательных числа  $a$  и  $b$ . Найти их среднее геометрическое, то есть квадратный корень из их произведения:  $\sqrt{a \cdot b}$ .
- 9.) Даны два ненулевых числа. Найти сумму, разность, произведение и частное их квадратов
- 10) Дана сторона квадрата  $a$ . Найти его площадь  $S = a^2$ .