

# Practical Programming in Python

*Inspired by 'Practical Programming' by Paul Gries, Jennifer Campbell, Jason Montojo*

## Lecture 1 What is Programming?

*Why computers & programming?, What is programming?, Who are the programmers?*

Kurt Rinnert, Kate Shaw

Physics Without Frontiers



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*“Specialization is for insects.”*

*– Robert A. Heinlein*

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We will discuss why programming is useful, what programming is and what it is *not*.

There will also be some remarks on the people who do the programming – soon you'll be one of them.

# Overview

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- Computers & programs (software) are everywhere
- Programming enables you to “teach” a computer (even an old one!) new tricks
- Programming makes computers versatile
- Programming does *not* require you to “think” like a computer
- Programmers are just people writing programs

**A lot of this will seem obvious. Explicitly stating the obvious is a programmer's virtue.**

# Computers & Software are Everywhere

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- Everyone would call these “watches”
- Inside, they *are* computers
- These two very likely share a lot of software
- Yet, there also must be differences in their programming



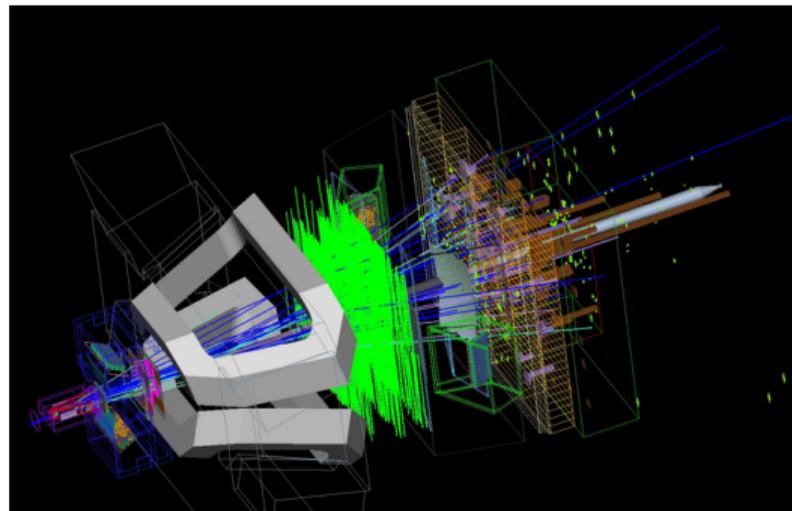
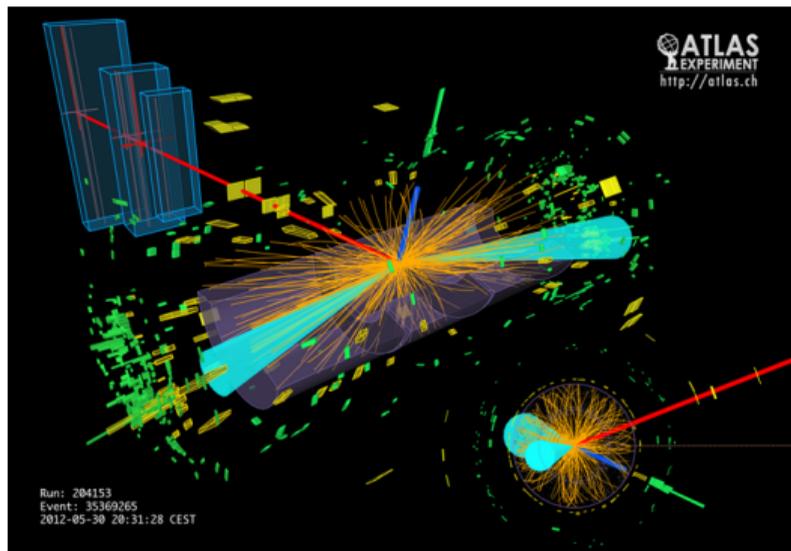
Computers don't necessarily look like computers anymore.

## And We Mean Everywhere



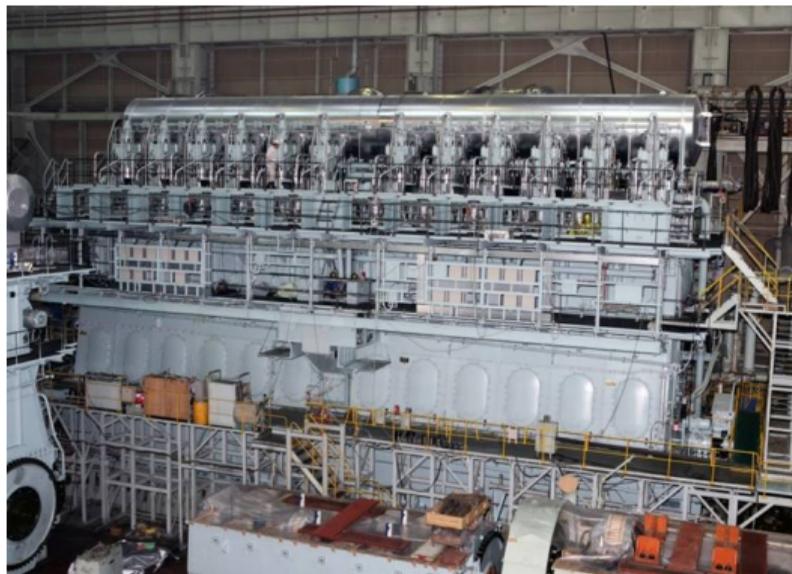
**No space exploration without computers & software.**

# Huge Data Sets – High Energy Physics (HEP)



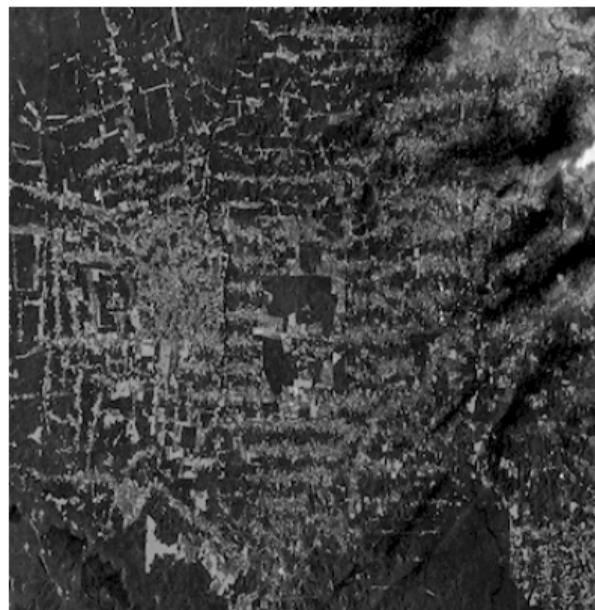
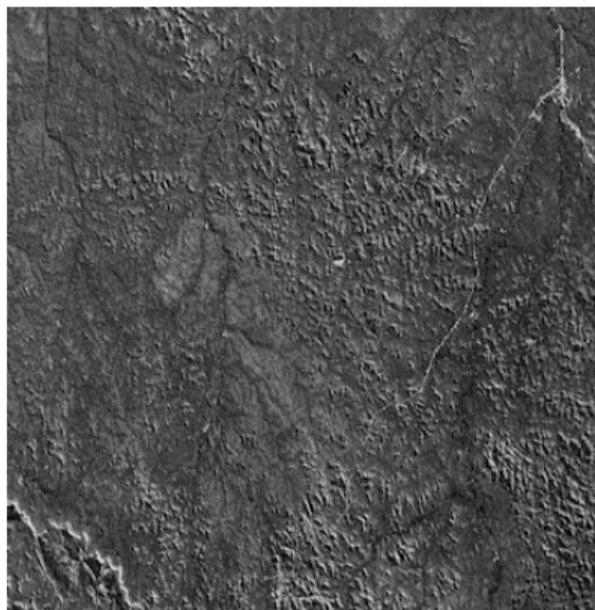
Acquiring, storing & analysing large volumes of data requires computers & programming.

# Design, Control & Monitoring



**Modern engineering is unthinkable without computers & programming.**

## Quantifying Things



These are pictures of rain forest coverage. They clearly differ – but by how much *exactly*?

# What is Programming?

- Define the problem precisely (this can't be overstated)
- Systematically analyse the problem, breaking it down into manageable parts
- Devise a solution
- Make sure the parts work (try to break them)
- Put it together
- Test your solution to the best of your abilities (try to break it)
- In case of failures (oh, there *will* be failures) repeat any of the above
- Decide when things are “good enough” pragmatically (listen to your clients)

**Above all, programming is disciplined problem solving.**

## What Programming is Not

- Using a computer
- Writing code (although you'll have to do that)
- Changing examples and hoping for the best
- Knowing all details of a particular programming language
- Strictly following a paradigm
- Doing a perfect job (this is impossible)
- “Thinking” like a computer
- A way to become a lonely nerd

**A lot can be done with pen a paper. Computers make many more things possible.**

## Programming Computers vs. Everyday Life

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- Computers don't share human experiences
- This makes them really dumb in ways that come as a surprise to many people
- A programmer has to be aware of that
- How would you give a person directions from the dinner table to the bathroom?
  - The bathroom is upstairs, first door on the left
  - Oh, the light switch is on the right
- There a *many* assumptions making this work for your guest
- For instance, you can safely assume they won't try to walk over the table...

**Programmers can't make assumptions that haven't been verified.**

# Who are the Programmers?

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Kay McNulty



Fran Bilas



Ruth Teitelbaum



Betty Holberton



Jean Bartik



Marlyn Meltzer

**The ENIAC programming team, the first regularly working programmers.**

# Who are the Programmers?



Ada Lovelace – the first programmer.



Grace Hopper – high level languages.



Margaret Hamilton – Apollo flight software.

**Neil Armstrong would have had a tough time on the Moon without Margaret Hamilton.**

# Who are the Programmers?

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- Not all programmers are computer scientists
- Not all computer scientists are programmers
- Some people don't like to be called programmers
- Programmers are simply people able to write programs
- As a programmer, you can
  - have fun
  - find new ways to reveal & quantify interesting things
  - save lives (eg. monitoring vaccination programs)
  - profoundly change your field of work
  - make your business more efficient
  - ...



**Richard Dawkins** – biologist & self-professed programming addict (clean now, or so he claims).

**Do not pay attention to stereotypes. Be proud of your skills.**

# Exercises Lecture 1