

The Robert Napier School



Programming: Translators and Debugging

A	Translators vocab	
Assembly language	A simple low-level language where opcodes are replaced with mnemonics and the instruction set is small (maybe 9 instructions)	
Compiler	A program which turns source code into object code and saves it as an executable file	
Editor	A program which allows the user to write code	
GUI builder	An IDE for developing a graphical user interface	
High-level (language)	A language which is easy to read and requires translating before the computer understands it	
Instruction set	The full list of commands available within a language	
Integrated Development Environment (IDE)	Software for writing code, which will usually incorporate an editor, debugging tools, an interpreter and compiler	
Interpreter	A program which translates source code as it is read, stopping if it reaches an error	
Linker	A tool which can combine different compiled codes	
Low-level (language)	A language which is close to the format read by the computer	
Machine code / Object code	Code written in binary	
One-to-many	A language where one written instruction corresponds to a number of actions by the processor	
One-to-one	A language where one written instruction corresponds to one action by the processor	
Pretty printing	A feature of an editor which makes code easier to read by colouring and indenting	
Runtime environment	Everything you need to run a program	
Translation	Conversion of high-level language to machine code	
Translator	A program which converts high-level language or assembly language to machine code	

B	Command breakdown	
Opcode	The part of the instruction which tells the CPU what operation is to be done	
Operand	The part of the instruction which is to be operated on	
C	A single command at different levels	
	Opcode	Operand
Machine code	0000 0001	0010 1110
Hex	01	2E
Assembly	ADD	2E
Python	+	num
Effect	adds	the value at 0010 1110 (named num)
D	Debugging	
Trace table	An offline method of tracking the values of variables through the running of a procedure	
Overflow error	An error produced when a number becomes longer than the number of bits allocated to it. The extra bits are lost.	
Logic error	An error with code where it compiles correctly but produces incorrect results	
Syntax error	An error with the code where the computer can not recognise it as code	
Runtime error	An error which occurs during operation of the program, not during compilation	

Questions

- 1) What is an interpreter?
- 2) What is the purpose of a trace table?
- 3) What is machine code?
- 4) What is a translator?
- 5) Give one example of a language that is high level code?
- 6) What does a compiler do?

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Programming: Essential Programs 1

A Count from 1 to 20				
	Python	Pseudocode		Main Differences
Condition controlled loop	<pre>1 x = 1 2 while x < 21: 3 print(x) 4 x = x + 1</pre>	<pre>x = 1 while x < 21 print(x) x = x + 1 endwhile</pre>	<pre>x = 1 do print(x) x = x + 1 until x == 21</pre>	<ul style="list-style-type: none">• Pseudocode has ENDWHILE• Pseudocode can use DO UNTIL
Count controlled loop	<pre>1 for i in range(1, 21): 2 print(i)</pre>	<pre>for i=1 to 20 print(i) next i</pre>		<ul style="list-style-type: none">• Pseudocode FOR loop looks like this.• Must have NEXT i
B One Question Quiz				
	Python	Pseudocode		Main Differences
	<pre>1 ans = input("5 x 3?") 2 if ans == "15": 3 print("Yes") 4 elif ans == "16": 5 print("Close") 6 else: 7 print("No")</pre>	<pre>ans = input("5 x 3?") if ans == "15" then print("Yes") elseif ans == "16" then print("Close") else print("No") endif</pre>	<pre>ans = input("5 x 3?") switch ans: case "15": print("Yes") case "16": print("Close") default: print("No") endswitch</pre>	<p>THEN instead of colon</p> <p>ELSEIF instead of elif</p> <p>ENDIF at the end</p> <p>Indentation not necessary</p> <p>SWITCH CASE is not in Python</p>
C Output all the members of an array which are multiples of 3.				
	<pre>1 a = [2,3,5,8,13,21,34,55] 2 for x in a: 3 if x % 3 == 0: 4 print(x)</pre>	<p>Makes use of modulo division – $x \% 3$ means $x \text{ MOD } 3$ which means the remainder when x is divided by 3. If the remainder is 0, there is no remainder. Which means that x is an exact multiple of 3. This program will output 3 and 21</p>		

Questions

- 1) What are the main difference between Python and Pseudocode?
- 2) What are the key difference between Python and Pseudocode when using a for loop?
- 3) What will the following code do?
Unsure, run this in Python and see.

```

1 x = 1
2 while x < 21:
3     print(x)
4     x = x + 1
                    
```