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# Programming In General

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# Chapter 1

## Introduction

Programming In General is meant to be used as a resource to learn the concepts of computer programming that can be applied to any language or platform.

This resource is and always will be provided for free.

This resource is currently a work in progress so please bear with me if any particular sections or chapters are in complete or if sections contain less than correct information. If you have any comments, questions, suggestions or corrections please feel free to contact me by e-mail at: *brett@blangdon.com*

Thank you and enjoy.

## 1.1 Who Is This Resource For

This resource is intended for everyone.

This resource is meant to be useful to programmers of all levels, those who have never programmed before, those who are just getting started and even those who have been programming for years. Since this resource will always be growing and changing as the industry changes the information should always be in some way applicable for all developers.

Those who are familiar with programming are most likely going to be able to skip the chapter *Getting Started* and in some cases might not read the resource in sequential order, but rather skip around picking and choosing which sections are applicable to them.



## 1.2 Code Examples

All code examples in this resource use a sudo language that is not meant to be run or compiled directly. I have chosen to use this approach so that the concepts can be extracted and implemented in any language on any platform. By focusing on the concepts at hand rather than specific implementations I can focus on trying to present the material in a clear and easy to understand manner.

I will cover how to use the sudo language and how to translate it to a useable programming language in the chapter *Getting Started* in the section titled *Sudo Language*.



## Chapter 2

# Getting Started

This chapter will cover how to get started with programming, how to choose which language or platform to start with and how to go about using this resource.

## 2.1 Choosing A Programming Language

It is wonderful that you have decided to undertake the hobby of computer programming, but which language should you choose: Python, PHP, Java, C#, C/C++, VB, Ruby, Scala, Groovy, Javascript, or one of the thousands of others languages available to programmers. There are many factors to consider when choosing a programming language especially when getting into programming for the first time, some of which are the languages paradigm, syntax, platform and even the coolness factor of the language.

### 2.1.1 Paradigm

A languages paradigm refers to the languages overall style of development. For example the three mainly adopted paradigms are Functional, Object Oriented and Multi Paradigm. Functional refers to languages that are based around completing tasks using Mathematical functionals; C is an example of a functional language because rather than using classes or objects to complete its tasks it used constructed functions. Object Oriented languages on the other hand are constructed by designing classes and objects to complete your programming tasks; Java is an example of an Object Oriented programming language because regardless of the type of program you develop you must use classes and objects. Multi Paradigm languages are usually a mix of more than one paradigm. For example Python is a Multi Paradigm language because you can choose whether or not to use classes and objects when programming.

There are many more types of paradigms that languages can follow but most languages you will come across today are either strictly functional, strictly object oriented or they offer the best of both worlds by supporting both.

### 2.1.2 Syntax

A languages syntax is very important when choosing a language. This is mainly going to be a personal preference. Personally I like C style syntax languages like C, C++, Java, PHP, Javascript, etc. Other people might prefer other languages because their use of other syntax styles, like the almost pseudo code style of Python. Your personal preference will come with time as you move from one language to another and develop your own personal styles and preferences.

### 2.1.3 Platform

This is a very important factor when choosing which programming language to use. What platforms do you have available to use? Do you only have a Windows computer at your disposal? That might remove some of the options out there as some languages might not support developing on a Windows machine.

When starting out try and choose a language that works on a platform that is readily available to you. Do not try and move to a new or different operating system in order to learn programming. Keep things simple.

### 2.1.4 Coolness

What seems cool to you? What is everyone else raving about right now? What is new and different?

Some may think that this is a silly factor to introduce when trying to pick a programming language to use, but I can honestly say that it has effected my choices in the past. When I was learning programming in college we were being taught Java, but I picked up and learned PHP myself on the side mainly because my friend was using it and I wanted to impress him. This is not a bad thing. Let others help influence your decisions when programming, that is how you will grow and learn things you might not of experienced without the influence.

### 2.1.5 Conclusion

So, we have taken a quick look at how to go about picking a programming language. Some of you might say, "that was not really helpful, you did not tell me which language to use", and your right I didn't, it should not be my choice which language you learn first. I want to try and keep some bias out so that this resource is as language agnostic as possible.

*Advice:*

If after doing some research you are still unsure which language you want to use, especially for going through this resource try out Python. Python is available for every platform, or at least all of the ones I can think of, it is interpreted (you don't have to compile everytime you want to run your code) and lastly it's syntax is going to be one of the closest to the sudo language that this resource uses.

## 2.2 How To Read This Resource

This resource is going to be laid out a little weird, more so for those who have already had some programming background.

For those who are new to programming I strongly suggest reading through Chapters 3 and 4 thoroughly before continuing with the rest of the resource. Those two chapters contain all of the core concepts needed in order to understand some of the higher level concepts presented with Data Structures and Algorithms. Once you have completed chapters 3 and 4 please feel free to jump around a little between sections presented in chapters 5 and 6 as some data structures or algorithms might interest you more than others.

### 2.2.1 Keywords

Throughout this resource some words will be highlighted, colored differently or emphasized in order to stand out. These words will generally be referring to code examples presented in the chapters:

Type	Example
Variable	<i>variableName</i>
Functions	<i>functionName</i>
Class Properties	<i>propertyName</i>
Values	"Sample String Value"
Program Output	Console String Output

*Example:*

We assign the value of "Sample String" to the variable *sample* then pass in *sample* as a parameter to the function *printValue* which will print: The String Is: Sample String.

## 2.3 Sudo Language

For the code examples presented in this resource I am going to be using a sudo language. The concept behind a sudo language is to be able to present programming concepts in a language agnostic form so that the concepts can be translated to your language of choice.

So it is great that you have chosen language X to use throughout this resource, but how is the sudo language going to help you out? Well, let's look at two examples and I will show their implementation in a few different languages. Hopefully this will help you be able to understand how the language should be translated (especially if your language of choice is one that I use).

### 2.3.1 Example 1

Listing 2.1: Example 1 - Sudo Code

```
1 name = "Brett"
2 if name == "Brett"
3     print "Name Is Brett"
4 else
5     print "Name Is Not Brett"
```

For this example let's break it down line by line to make sure we know exactly what is going on.

1. Store the value **"Brett"** into the variable *name*
2. Check if the variable *name* is equal to the value **"Brett"**
  3. Print **"Name Is Brett"** to the console
4. Otherwise
  5. Print **"Name Is Not Brett"** to the console

As far as programming goes this is a fairly simple process but let's try and translate this example to a few different languages to see how it is done.

Listing 2.2: Example 1 - PHP

```
1 <?php
2 $name = 'Brett';
3 if( $name === 'Brett' ){
4     echo 'Name Is Brett';
5 } else{
6     echo 'Name Is Not Brett';
7 }
```

Listing 2.3: Example 1 - C

```
1 int main{
2     char* name = "Brett";
3     if( name == "Brett" ){
4         printf("Name Is Brett");
5     } else{
6         printf("Name Is Not Brett");
7     }
8     return 0;
9 }
```

Listing 2.4: Example 1 - Python

```
1 name = "Brett"
2 if name is "Brett":
3     print "Name Is Brett"
4 else:
5     print "Name Is Not Brett"
```

Listing 2.5: Example 1 - Node.JS

```
1 var name = "Brett";
2 if( name == "Brett" ){
3     console.log("Name Is Brett");
4 } else{
5     console.log("Name Is Not Brett");
6 }
```

Listing 2.6: Example 1 - Java

```
1 class Example1{
2     public static void main( String[] args ){
3         String name = "Brett";
4         if( name.equals("Brett") ){
5             System.out.println("Name Is Brett");
6         } else{
7             System.out.println("Name Is Not Brett");
8         }
9     }
10 }
```

Notice that all of the actual examples end up looking the same? That is the point of using the sudo language, so that we can discuss the core concepts of the lesson at hand and then those concepts can be directly applied to any language of choice.

Also, notice the Python implementation, it is almost line for line, word for word identical to the sudo language example.

### 2.3.2 Example 2

Since we have seen a fairly simple example above, let's take a look at a more complicated example. Do not be afraid if it does not make too much sense right now, but try and notice the similarities between the sudo language and the actual code examples.

Listing 2.7: Example 2 - Sudo Code

```
1 class Person
2     private name
3
4     function getName()
5         return this.name
6
7     function setName( newName )
8         this.name = newName
9
10
11 p = new Person()
12 p.setName("Brett")
```



```

13
14
15 if p.getName() == "Brett"
16     print "Name Is Brett"
17 else
18     print "Name Is Not Brett"

```

Just like the last one, lets break down this example line by line to fine out whats going on.

1. Create a new class called *Person*
2. Create a private property *name*
4. Create a method called *getName* that requires no parameters
  5. When the function is called return the class property *name*
7. Create a method called *setName* that takes a single parameter *newName*
  8. When called set the class property *name* equal to the parameter *newName*
11. Create a new *Person* object and store it in the variable *p*
12. Call *p*'s *setName* method passing in the value *"Brett"*
14. Call *p*'s *getName* method and check if the returned value is equal to *"Brett"*
  15. Print *"Name Is Brett"* to the console
16. Otherwsie
  17. Print *"Name Is Not Brett"* to the console

Do not worry if this example does not make sense to you, you will be able to understand it well before the end of this resource.

Just like with Example 1, here are some translations of the example.

Listing 2.8: Example 2 - PHP

```

1 <?php
2 class Person{
3     private $name;
4
5     public function getName(){
6         return $this->name;
7     }
8
9     public function setName( $newName ){
10         $this->name = $newName;
11     }
12 }
13
14 $p = new Person();
15 $p->setName('Brett');
16
17 if( $p->getName() === 'Brett' ){
18     echo 'Name Is Brett';
19 } else{
20     echo 'Name Is Not Brett';
21 }

```

Listing 2.9: Eample 2 - Java

```
1 class Person{
2     private String name;
3
4     public String getName(){
5         return this.name;
6     }
7
8     public void setName( String newName ){
9         this.name = newName;
10    }
11
12    public static void main(String[] args){
13        Person p = new Person();
14        p.setName("Brett");
15
16        if( p.getName() == "Brett" ){
17            System.out.println("Name Is Brett");
18        } else{
19            System.out.println("Name Is Not Brett");
20        }
21    }
22 }
23 }
```

Listing 2.10: Example 2 - Node.JS

```
1 var Person = function(){}
2 Person.prototype.getName = function(){
3     return this.name;
4 }
5 Person.prototype.setName = function( newName ){
6     this.name = newName;
7 }
8
9 var p = new Person();
10 p.setName("Brett");
11
12 if( p.getName() == "Brett" ){
13     console.log("Name Is Brett");
14 } else{
15     console.log("Name Is Not Brett");
16 }
```

Listing 2.11: Example 2 - Python

```
1 class Person:
2     def getname( self ):
3         return self.name
4     def setName( self, newName ):
5         self.name = newName
6
7 p = Person()
8 p.setName("Brett");
9
10 if p.getName() is "Brett":
11     print "Name Is Brett"
```

```
12 | else:  
13 |     print "Name Is Not Brett"
```

This example does a better job of showing how each language can tackle the concepts in a different manner but the core concepts laid out by the sudo language can still be extrapolated and translated to each individual programming language. As long as the language supports the concepts. As you may notice that I left out the implementation of C in this example. It is because C does not support the use of classes and objects, yes there are ways of completing this example in C using structs but that is something that you should learn on your own.

So now you have seen a few examples, hopefully enough to give you an idea of how the examples in this resource will be presented.



## Chapter 3

# Functional Programming

In this chapter we are going to cover the basic concepts of functional programming. This could mean a few things to different people, but in regard to this resource we are going to refer to functional programming as programming without the use of classes and objects. Yes, some people are cringing a little in their seats as that is not the best definition of functional programming but to try and keep things simple and organized that is what we are going to refer to it as.

I am going to use this chapter to introduce topics other than just functions. Topics including control statements, loops and some input output (io).

### *Functional Programming:*

Functional programming is a programming paradigm that treats computation as the evaluation of mathematical functions and avoids state and mutable data.

Wikipedia (2012)

## 3.1 Variables

Variables act as aliases to the values that we want them to represent and they allow us to access and manipulate the values that we assign to them. For example we could use the variable *name* to represent the value "Brett Langdon". We do this with programming so that we can then access the value "Brett Langdon" with a shorter representation, *name*.

### 3.1.1 Declaration

To start with variables we need to declare their existence. By declaring a variable we are saying to the program, here is our alias and here is the value that we want it to represent.

Listing 3.1: Variable Declaration

```
1 a = 10
2 print a
```

In the above example we are saying that we want to store the integer value 10 into the variable *a*. We can then use the variable *a* to access the value 10. This program will output 10 rather than *a*.

When we declare variables we are telling the programming language to allocate some space in your computers memory in order to store the value that you need it to. The amount of space needed to store each variable depends based on your specific language being used and which data type is being used to store the value.

### 3.1.2 Data Types

Programming languages support different types of data types or different types of values that they can represent in variables. Some programming languages use multiple different types of values but most of them support the basic types: string, integer (multiple kinds) and boolean (true or false).

Listing 3.2: Data Types

```
1 string = "Brett "
2 integer = 10
3 boolean = false
```

Please keep in mind that each programming language supports different data types and you should research those types to better understand variables in that language. As well some programming languages that are strickly typed which requires us to define the data type of the variable on declaration (unlike our sudo language).

### 3.1.3 Operators

Operators are symbols we can use to manipulate variables. There are a few different types of operators, Arithmetic, Comparison and Logical operators. A quick list of operators include:

1. Addition +
2. Subtraction -
3. Multiplication \*
4. Division /
5. Equals =

6. Equal To ==
7. Not Equal To !=
8. Less Than <
9. Greater Than >
10. Logical AND &&

And there are more!

Arithmetic operators include the mathematical symbols for addition (+), subtractions (-), division(/), multiplication(\*) and equals(=). These operators are used to directly manipulate and change variables. For example we can add two variables together and then store that sum into a third variable.

Listing 3.3: Addition Operator

```

1 a = 10
2 b = 5
3 c = a + b
4
5 print c

```

We store the value of **10** into the variable *a* and the value **5** into the variable *b*. Lastly, we store the sum of the variables *a* and *b* into the variable *c*. The output of this program will be **15**.

Comparison operators are used to compare variables against other variables or values. The output of a comparison operator will be a boolean value (**true** or **false**), which means they can be used in a conditional statement or even stored into a variable. Some of the popular comparison operators are the equals to (==), not equals to (!=), less than (<), less than equal to (<=), greater than (>) and greater than equal to (>=).

Listing 3.4: Comparison Operators

```

1 name = 'Brett'
2 a = 10
3 b = 5
4 c = a + b
5
6 print name == 'Brett'
7
8 print a > 10
9
10 print b >= 5
11
12 isNotSix = c != 6
13 print isNotSix

```

In this example we are showing a few of the comparison operators. The output of this code will be:

**False**  
**True**  
**True**.

Logical operators are used to evaluate multiple variables, comparisons or conditionals. The two most popularly used Logical operators are the Logical AND (&&) and the Logical OR (||). An example of using Logical operators would be to construct a conditional statement based on multiple inputs.

Listing 3.5: Logical AND Example

```

1 name = 'Brett'

```

```
2 age = 22
3
4 print name == 'Brett' && age == 22
```

The output of this code will be **True**. With the Logical AND operator we are saying that our conditional statement is only true if both *name* is equal to “**Brett**” AND *age* is equal to **22**. If either side of the operator (&&) is false then the entire conditional is false.

The other Logical operator is the OR operator and tells our conditional that one side or the other must be true in order for the entire conditional to be true. This means that either the left or right side can be false as long as the other side is true.

Listing 3.6: Logical OR Example

```
1 name = 'Brett'
2 age = 23
3
4 print name == 'Brett' || age == 22
```

This program will output **True** because even though *age* is not **22**, *name* is “**Brett**”. If we switched around the conditionals, put *age* == **22** on the left hand side of —, then the program will have the same output; this is because with the Logical OR only one side needs to be true.

One thing to remember when dealing with either of the Logical operators is that programming languages will evaluate the conditionals from left to right. For example, in the above “Logical AND” example, if *name* were not equal to “**Brett**” then the right hand side *age* == **22** would never even get to evaluate. For the second example using the Logical OR, if *name* == “**Brett**” were true (which in this case it was) then the right hand side would never get to evaluate. This is because with Logical OR’s only one side needs to be true, if the left hand side is true then there is no need to even try the right hand side.

### 3.1.4 Conclusion

In this section we have covered the basics of variables, how they are declared, used and evaluated. Variables will be the building blocks from which we will continue through this book. It is very important that you are able to use variables in your preferred language as their use is exhausted in every following section and chapter.

The next section will cover the use of Control Statements.



## 3.2 Control Statements

Control statements are almost exactly as they sound, statements that control our programs. Well, they control the flow of our code. With control statements we can change the course of our programs based on various conditions.

### 3.2.1 If Statements

If statement allow us to execute a given block of code based on a given condition. There are three main parts to an if statement **if**, the **conditional** and a **code block**.

Listing 3.7: If Statement

```
1 name = 'brett'
2
3 if( name == 'brett' )
4     print 'Name is brett'
```

In this simple example the code block **print “Name is brett”** will only execute if the conditional **name == “brett”** is true. So the output of this code will be **Name is brett**.

Listing 3.8: False If Statement

```
1 name = 'brett'
2
3 if( name == 'john' )
4     print 'Name is john'
```

In this example there will be no output, this is because the conditional **name == “john”** equates to false so the code block **print “Name is john”** will never get executed.

### 3.2.2 If-Else Statements

If statements are great and help us execute portions of our code based on the values of other variables, including based on input from users. But what if the condition of the if statement equates to false? With if statements we can append an else statement and a block of code to the end of an if statement that will get called if the if statement is false.

Listing 3.9: If-Else Statement

```
1 name = 'brett'
2
3 if name == 'john':
4     print 'Name is john'
5 else:
6     print 'Name is not john'
```

The output of this program will be **Name is not john**. When the program hits the if statement it evaluates the conditional **name == “john”** which evaluates to **false**. Normally the program will continue on its way but since we provided an else statement that gets executed instead. An If-Else statement allows us to program “if this then do this, otherwise do this.”

### 3.2.3 Else If Statements

Ok... wait, we just did If-Else statements not we are doing Else if statements? Yes, but they are different I swear! An If-Else statement allows us to execute code regardless of whether a conditional is true or false but with an else if statement we can provide multiple conditionals to an if statements.

Listing 3.10: Else If Statement

```
1 name = 'brett'
2
3 if name == 'john':
4     print 'Name is john'
5 else if name == 'brett':
6     print 'Name is brett'
```

See? I told you it was different. So the output of this program is **Name is brett** and this is because when the program gets to the if statement and evaluates it as false, it then continues down the list of conditionals. This works similar to how the else statement before worked, but this time we are giving the if statement multiple conditionals to check. We can expand this example by adding more else if statements.

Listing 3.11: Else If Statement 2

```
1 name = 'brett'
2
3 if name == 'john':
4     print 'Name is john'
5 else if name == 'brett':
6     print 'Name is brett'
7 else if name == 'barbara':
8     print 'Name is barbara'
```

Just like the first example this program will output **Name is brett**. This is because when the program gets to *name == "john"* it evaluates to false causing the program to skip to the next conditional *name == "brett"*, which then evaluates to true causing the code block given to execute. The last conditional *name == "barbara"* will then be skipped and the program will continue past the if statement.

Now... what is we add an else statement to the end of this? With an if statement we could append an else statement to the end telling it what to do if the conditional failed. With an else if statement we can also append an else statement to the end telling it what to do if all of the conditionals fail.

Listing 3.12: Else If Else Statement

```
1 name = 'brett'
2
3 if name == 'john':
4     print 'Name is john'
5 else if name == 'barbara':
6     print 'Name is barbara'
7 else:
8     print 'Well, I'm not sure what your name is'
```

This program will output **Well, I'm not sure what your name is** because both conditionals, *name == "john"* and *name == "barbara"*, evaluate to false causing the if statement to continue on its merry way.

### 3.2.4 Switch Statements

A Switch statement is similar to a grouping of If, Else If and Else statements but where the conditional is always a direct comparison to a value. Switch statements are useful when you have a set number of values to compare a

variable against. For example, the following If statements are a perfect candidate for a switch statement.

Listing 3.13: Switch Statement Candidate

```

1 name = 'brett'
2
3 if name == 'john':
4     print 'name is john'
5 else if name == 'barbara':
6     print 'name is barbara'
7 else if name == 'eugene':
8     print 'name is eugene'
9 else if name == 'brett':
10    print 'name is brett'
11 else:
12    print 'not sure what your name is'

```

With a Switch statement it can be rewritten as.

Listing 3.14: Switch Statement Example

```

1 name = 'brett'
2
3 switch name:
4     case 'john':
5         print 'name is john'
6         break
7     case 'barbara':
8         print 'name is barbara'
9         break
10    case 'eugene':
11        print 'name is eugene'
12        break
13    case 'brett':
14        print 'name is brett'
15        break
16    default:
17        print 'not sure what your name is'
18        break

```

Both of these programs work in a similar manner, take a variable and do a direct comparison to a set of values until a match is made or else use a default action. As well they will both output the same **name is brett**. Think of a Switch statement as a set of If, Else If, Else statements where the conditionals are always a single `==`.

A switch statement introduces a few new keywords, the switch followed by the variable name we wish to compare against. Then we can have as many case statements following, each with the value that we wish to compare our variable against. The only other weird part is that we are also introducing the break statement, which is required to terminate each case statement code block. What the break statement says to do is “break” away from the entire switch statement. As an exercise, try removing all of the break statements from the above example and run it again, what changed?

We have mainly been comparing string variables against string values but you can also use Switch statements to compare numbers as well.

Listing 3.15: Switch Statement Numbers Example

```

1 age = 22
2
3 switch age:

```

```
4     case 20:
5         print 'not old enough to drink'
6         break
7     case 21:
8         print 'congratulations, do not over do it'
9         break
10    case 22:
11        print 'you've been doing this awhile'
12        break
```

As you can see, we can also compare our number variable against number values. In this example we also have left out the default case, this case is optional, similar to the else statement.

### 3.2.5 For Loops

We have seen some statements that will help the direction of our code, but what about repeating code? Lets say that we need to manually determine what the square of a number is using multiplication (rather than the exponential operator  $\hat{}$ ). This can be expressed fairly easily.

Listing 3.16: Square Without Loop

```
1 num = 5
2
3 newNum = num * num
4
5 print newNum
```

Fairly easy enough and we know the output of this code will be **25**. Now lets say we need to do this same thing but to the power of 5.

Listing 3.17: Power of 5 Without Loop

```
1 num = 5
2
3 newNum = num * num * num * num * num
4
5 print newNum
```

Ok, now this is starting to get obnoxious. Now what if we need it to the power of 100... I'm not programming that. This is where loops come in, in particular the For loop. The For loop is the perfect candidate when you need an action performed a set number of times.

Listing 3.18: For Loop

```
1 num = 5
2
3 newNum = num
4
5 for i = 0; i < 99; ++i:
6     newNum = newNum * num
7
8 print newNum
```

So the output of this code should be, **7.888609052210123e+69**. For loops can be odd to look at the first time so lets break it down part by part. A For loop is broken into 4 parts, the Initializer, the Condition, the Update and the Code Block. The Initializer, Condition and Update are all separated by semicolons.

The Initializer,  $i = 0$ , initializes some value that is going to be used throughout the loop, usually a counter; in this case  $i$ . Why is  $i$  set to 0? In computer programming we use a zero based counting system mainly out of tradition, but because of implementation choices made by language developers to base counting off of memory addressing offsets. So... we just do, get in the habit now of counting from 0, everyone else does it.

The Condition gets checked for every iteration of the loop and if the condition evaluates to true then the loop continues and once again executes the Code Block. In this example  $i < 99$  is our Condition. Why 99, I thought we were going to 100? True, we are going to 100, but remember that we initially set *newNum* to *num* which is the same as *num* to the first power. Ok, so why do we use  $i < 99$ ? won't that take us to 98? Remember, we are using zero based counting, so 0 counts as "1".

The Update is a statement that gets executed after the Code Block and is used to update any variables we need before continuing. In this case we are using the "pre-increment" operator to increase the value of  $i$ , our counter, by 1. We could have also used  $i += 1$ , but  $++i$  is just so elegant.

Lastly, the Code Block gets executed on every iteration of the loop. The general flow of a For loop is, Initialize any variables, check the Condition if it is true then execute the Code Block, execute the Update statement, re-check the Condition, if it is true then execute the Code Block again or else leave the For loop and continue with the program.

For loops are great, they save not only time, but they save a lot of typing and a lot of code duplication. Let's say in our example above we wanted to raise 5 to the power of 50 rather than 100? It is simple enough to change 99 to 49 and call our job done, but if we had written out  $num * num$  50 times, then it would be a pain to try and update this code.

One thing to look out for with For loops, or any loops, are infinite loops, meaning a loop whose Condition will always evaluate to true. Take the example above, if we were to change the Condition to  $i \geq 0$  then we would have an infinite loop because  $i$  starts at 0 and is always increasing. The same would be true if we changed the Condition to *true* or  $1==1$  or any other conditional statement that will always be true.

### 3.2.6 While Loops

### 3.2.7 Do-While Loops

### 3.2.8 Break Statements

### 3.2.9 Continue Statements

### 3.2.10 Conclusion

## **3.3 Functions**

### **3.3.1 Declaration**

### **3.3.2 Returns**

### **3.3.3 Parameters**

### **3.3.4 Recursion**

## Chapter 4

# Object Oriented Programming

## 4.1 Classes and Objects

Classes *AND* Objects? What is the difference?

Well I am glad you asked. A class is the definition or blueprint of an object. A class tells a program what to expect when coming across an object of the given class. What methods and properties to expect and even how to create and destroy objects.

*An object refers to a single instance of a class*

Objects are referred to as being instances of a class. When you define a class you are not creating a usable object that you can then call methods on or access properties of. You must then create an instance of that class (object) to be able to use it throughout your program.

### 4.1.1 Classes

Ok, so as I mentioned before we need to first define a class before we can start creating objects and using them in our program. How do we do this?

Listing 4.1: Class Definition

```
1 class Person
```

Ok...? That seems too easy?

Yes creating classes is usually fairly easy, just make sure to check how to create a class in your language of choice.

### 4.1.2 Objects

Ok, so we have our class definition from above, but how do we create an instance of this class so we can use it in our program?

Listing 4.2: Object Declaration

```
1 class Person
2
3 p = new Person()
```

That is it. We can create an instance of our *Person* class by using the *new* keyword and calling *Person()*. We can assign this instance to a variable, *p*, and then use *p* as an alias for our object throughout our program.

Can we only have one object? No, you can have as many instances as you would like.

Listing 4.3: Multiple Object Instances

```
1 class Person
2
3 p1 = new Person()
4 p2 = new Person()
5 p3 = new Person()
```

This then allows us to act on each of these instances as though they are separate. What does that mean? It means that if we were to modify a property of *p1* then it would not have any effect on the same properties in *p2* and *p3*.



### 4.1.3 Properties

We are able to store variables inside of a class, these are called properties. To define a property we must define its name, access modifier and default value (if any).

An access modifier can either be *public*, *private* or *protected* (some languages do not support access modifiers). The *public* modifier means that anyone who has access to the object can read and modify that property. The *private* modifier means that no one outside of the object can read and modify the property, meaning that only the object itself has access to the given property. The *protected* modifier means that the given object and its children (we will get to this later in the chapter) will have access to read and modify the property. Lets look at an example.

Listing 4.4: Class Properties

```
1 class Person
2     public name
3     private age = 22
4
5 p = new Person()
6 p.name = 'Brett Langdon'
7
8 p.age = 23 //this will cause an error
```

In this example we are creating a class with two properties, one is public (*name*) and the other is private (*age*). We then create a new instance of our class assigning it to the variable *p*. Then we set the public property *name* to “**Brett Langdon**”. In line 8 there is the comment “this will cause an error” this is because the property *age* is private and cannot be accessed from outside of the class.

### 4.1.4 Methods

So what is a Method? A method, simply put, is a function that belongs to a class. We use methods for the same reasons that we use functions for, to provide code reuse within our applications. Ok, so we know how to use functions, but how do we use them from within a class?

Listing 4.5: Class Methods

```
1 class Person
2     public name
3     private age
4
5     function printName()
6         print this.name
7
8 p = new Person()
9 p.name = 'brett'
10 p.printName()
```

The output of this code would be **brett**.

### 4.1.5 Special Methods

## 4.2 Inheritance

## 4.3 Polymorphism

## 4.4 Design Patterns

## Chapter 5

# Data Structures



## Chapter 6

# Design Patterns

## **6.1 Singleton**



## Chapter 7

# Algorithms



## Chapter 8

# Data Structures

## 8.1 Linked Lists

## 8.2 Doubly Linked Lists

## 8.3 Stacks

## 8.4 Queues

## 8.5 Hash Maps



## 8.6 Binary Trees

## 8.7 B-Trees

## 8.8 B+ Trees



## Chapter 9

# Algorithms