

# Topic 2.3 | GCSE Computer Science | Programming fundamentals

SUB PROGRAMS	
<p><b>Procedures</b> are a set of instructions stored under a name so that you can call the procedure to run the whole set of instructions.                      A <b>function</b> is like a procedure but always returns a value.  <b>Parameters</b> are variables used to pass values into a function or procedure.</p>	
A procedure with parameters	A procedure without parameters
<pre>procedure intro (name)     print("Hello " +name)     print("Welcome to the game") endprocedure</pre>	<pre>procedure intro ()     print("Hello")     print("Welcome to the game") endprocedure</pre>

ARRAYS													
<p><b>One-Dimensional Arrays</b>- this is like a list.                      In this example an array has been created called students. The list can hold 3 items (as shown).</p>	<pre>array students [3] students [0] = "Bob" students [1] = "Dave" students [2] = "Bob"</pre>												
<p>This command would print the second item (1) From the array. It would print "Dave".</p>	<pre>print(students[1])</pre>												
<p><b>Two-Dimensional Arrays</b> - these are lists within lists (like a table)</p>													
<pre>Grades=[[ "Bob", "22%", "44%"], [ "Dave", "85%", "100%"]]</pre>	<table border="1"> <tr> <td></td> <td>0</td> <td>1</td> <td>2</td> </tr> <tr> <td>0</td> <td>Bob</td> <td>22%</td> <td>44%</td> </tr> <tr> <td>1</td> <td>Dave</td> <td>85%</td> <td>100%</td> </tr> </table>		0	1	2	0	Bob	22%	44%	1	Dave	85%	100%
	0	1	2										
0	Bob	22%	44%										
1	Dave	85%	100%										
<p>The code above creates the 2D array. The code Below would output:                      "Bob's first test score was 22%"</p>													
<pre>print("Bob's first test score was " + Grades [0, 1])</pre>													

STRING MANIPULATION											
<table border="1"> <tr> <td>0</td> <td>1</td> <td>2</td> <td>3</td> <td></td> </tr> <tr> <td>W</td> <td>o</td> <td>r</td> <td>d</td> <td></td> </tr> </table>	0	1	2	3		W	o	r	d		<p>The characters in a string are numbered starting with position 0.</p>
0	1	2	3								
W	o	r	d								
Function	Purpose										
x.length	Gives the length of the string										
x.upper	Changes the characters in the string to upper case										
x.lower	Changes the characters in the string to lower case										
x[i]	Gives the character in position i. Eg: x[2] = "r"										
x.substring(a,b)	Gives the characters from position a with length b. Eg: x.substring(1,2) = or										
+	Joins (concatenates) two strings together										

# are used to comment on your code and put code into sections. Explaining your code helps you to understand what the code is doing at each section.

File Handling	
Myfile=open ("filename", "r")	Opens the file in read mode
Myfile=open ("filename", "w")	Opens the file in write mode
Myfile=open ("filename", "a")	Opens the file in append mode
Myfile.writeline ("Hello")	Writes a line to the file
Line1=myfile.read Line()	Reads one line of the file
Myfile.close()	Closes the file
Operator	Definition
Exponential	Raises a number to a power e.g. 2**3
Remainder/ MOD. E.g 7 % 3	Gives the remainder part of a division
DIV e.g 9 // 2	Gives the whole number after a division
> <	Greater and less than
== !=	Equal to & not equal to
+ - / *	Add, Subtract, Divide, Multiply

This **count-controlled loop** would print "Hello World" 8 times.:

```
for i=0 to 7
    print ("Hello")
next i
```

These **condition controlled loop** would check if a password's correct:

```
while answer != "letmein123"
    answer=input("Enter password")
endwhile
```

<b>Sequence</b>	Parts of the code that run in order and the pathway of the program reads and runs very line in order.
<b>Selection</b>	Selects a pathways through the code based on whether a condition is true
<b>Iteration</b>	Code is repeated (looped), either while something is true or for a number of times
<b>Algorithm</b>	A set of rules/instructions to be followed by a computer system
<b>Variable</b>	A value that will change whilst the program is executed. (eg. temperature, speed)
<b>Sub-Routine</b>	A collection of code that works outside the main program. These are created to speed up programming. They can be called from a single line of code at any time. E.g def Name_of_Sub-Routine (Parameter) :
<b>Parameter</b>	A variable that gets passed into a sub-routine so data that has been created outside of the sub-routine can be used inside.
<b>Comparative Operator</b>	When comparing data, an operator is used to solve the problem e.g == > < !=
<b>Syntax</b>	The punctuation/way that code has to be written so that the computer can understand it. Each programming language has its own syntax.
<b>Data Type</b>	This indicates how the data will be stored. The most common data types are integer, string, and float/real.
<b>String</b>	A collection of letters, numbers or characters. (eg, Hello, WR10 1XA)
<b>Integer</b>	A whole number. (eg. 1, 189)
<b>Float/Real</b>	A decimal number.(eg. 3.14, 26.9)
<b>Boolean</b>	1 of 2 values. (eg. True, False, Yes, No)
<b>File Handling</b>	Allowing data to be stored / retrieved from a file (txt or csv using read (r), write (w) or append (a) modes.
<b>Array</b>	A data types that allows list - this can be 1D or 2D. Square brackets are used to set these up. E.g 1D array list_name = ["item1", "item2", "item3"]