

AQA Computer Science AS-Level

3.1.1 Programming

Advanced Notes



Specification:

3.1.1.1 Data types:

Understand the concept of a data type.

Understand and use the following appropriately:

- integer
- real/float
- Boolean
- character
- string
- date/time
- pointer/reference
- records (or equivalent)
- arrays (or equivalent)

Define and use user-defined data types based on language-defined (built-in) data types.

3.1.1.2 Programming concepts:

Use, understand and know how the following statement types can be combined in programs:

- variable declaration
- constant declaration
- assignment
- iteration
- selection
- subroutine (procedure / function)

Use definite and indefinite iteration, including indefinite iteration with the condition(s) at the start or the end of the iterative structure. A theoretical understanding of condition(s) at either end of an iterative structure is required, regardless of whether they are supported by the language being used.

Use nested selection and nested iteration structures.

Use meaningful identifier names and know why it is important to use them



3.1.1.3 Arithmetic operations

Be familiar with and be able to use:

- addition
- subtraction
- multiplication
- real/float division
- integer division, including remainders
- exponentiation
- rounding
- truncation

3.1.1.4 Relational operations in a programming language

Be familiar with and be able to use:

- equal to
- not equal to
- less than
- greater than
- less than or equal to
- greater than or equal to

3.1.1.5 Boolean operations in a programming language

Be familiar with and be able to use:

- NOT
- AND
- OR
- XOR

3.1.1.6 Constants and variables in a programming language

Be able to explain the differences between a variable and a constant.

Be able to explain the advantages of using named constants.



3.1.1.7 String-handling operations in a programming language

Be familiar with and be able to use:

- length
- position
- substring
- concatenation
- character → character code
- character code → character
- string conversion operations

3.1.1.8 Random number generation in a programming language

Be familiar with, and be able to use, random number generation.

3.1.1.9 Exception handling

Be familiar with the concept of exception handling.

Know how to use exception handling in a programming language with which students are familiar.

3.1.1.10 Subroutines (procedures/functions)

Be familiar with subroutines and their uses.

Know that a subroutine is a named 'out of line' block of code that may be executed (called) by simply writing its name in a program statement.

Be able to explain the advantages of using subroutines in programs.

3.1.1.11 Parameters of subroutines

Be able to describe the use of parameters to pass data within programs.

Be able to use subroutines with interfaces.

3.1.1.12 Returning a value/values from a subroutine

Be able to use subroutines that return values to the calling routine.



3.1.1.13 Local variables in subroutines

Know that subroutines may declare their own variables, called local variables, and that local variables:

- exist only while the subroutine is executing
- are accessible only within the subroutine

Be able to use local variables and explain why it is good practice to do so.

3.1.1.14 Global variables in a programming language

Be able to contrast local variables with global variables.



Data Types

The way in which data is stored depends on what the data is. A **data type** is defined by the **values it can take** or the **operations which can be performed on it**.

In some situations, it might be possible to store one piece of data using various **different** data types. In this case, the programmer must decide which option is the **best suited** to solving a particular problem or which is the **most memory-efficient**.

For example, if a programmer needs to store a user's age in years, they could use a **string** or an **integer**. In this situation, using an integer would be the best option, because a person's age is only ever going to contain numerical digits.

Data type	Description
Integer	A whole number, positive or negative, including zero.
Real / Float	A positive or negative number which can have a fractional part.
Boolean	A value which is either true or false.
Character	A single number, letter or symbol.
String	A collection of characters.
Data / Time	A way of storing a point in time, many different formats are used.
Pointer / Reference	A way of storing memory addresses.
Records	A collection of fields, each of which could have a different data type. You can think of a record as a row from a table.
Arrays	A finite, indexed set of related elements each of which has the same data type.

Note

Knowledge of the **pointer / reference** data type is not required for AS level.



User-defined data types

User-defined data types are derived from **existing data types** in order to create a **customised data structure**. Creating and using user-defined data types allows a programmer to ensure that a solution is **as memory efficient as possible**.

For example, a shop might use a user-defined data type called Customer to store information about their customers. The user-defined data type might have **attributes** like Forename, Surname and EmailAddress.

The way in which you use user-defined data types **differs between programming languages**. It's important that you know how to use them in your chosen language.

Synoptic Link

In many ways, **user-defined data types** are similar to **classes in object-oriented programming**.

Classes are covered in **Programming Paradigms**

Programming Concepts

Programming languages support a **variety of different statement types**, some of which are explained in the table below.

Statement type	Description
Variable declaration	Creating a variable for the first time, giving it a name and sometimes a data type . This allocates a portion of the computer's memory to the variable.
Constant declaration	The same as variable declaration, but when creating a constant . The value of a constant does not change while the program is running.
Assignment	Giving a constant or variable a value.
Iteration	Repeating an instruction, this could be definite or indefinite (see below).
Selection	Comparing values and choosing an action based on those values.
Subroutine	A named block of code containing a set of instructions designed to perform a frequently used operation.



Definite and indefinite iteration

Iteration is the process of **repeating a block of code**. Examples of iteration include for loops and while loops.

Definite iteration is a type of iteration in which the **number of repetitions** required is **known** before the loop starts.

In contrast to definite iteration, indefinite iteration is used when the number of repetitions required is **not known** before the loop starts.

```
FOR Count ← 0 TO 63
    OUTPUT Count
ENDFOR
```

This is an example of **definite** iteration. The for loop will run **64 times** before finishing.

```
WHILE Temperature = 18
    Temperature = GetTemp()
ENDWHILE
```

The while loop above uses **indefinite** iteration. The number of repetitions is **not known** before the loop begins.

Nested Structures

Selection structures and iteration structures can be **nested**.

This means that one structure is **placed within another** and can easily be identified by different levels of **indentation** in code.

For example, the pseudocode below consists of an if structure, containing further selection and iteration structures.

Whenever a new selection or iteration structure begins, the code moves to a **higher level of indentation**, making the code **easier for humans to understand**.

```
IF Colour = "RED" THEN
    WHILE Colour = "RED"
        Colour ← UpdateColour()
    ENDWHILE
ELSE
    IF Colour = "GREEN" THEN
        WHILE Colour = "GREEN"
            Colour ← UpdateColour()
        ENDWHILE
    ELSE
        Colour ← "RED"
    ENDIF
ENDIF
```

Synoptic Link

Indentation is a feature of **High level languages**.

Different types of programming languages are covered in the chapter **Fundamentals of computer systems**.



Meaningful Identifier Names

When declaring a constant, variable or subroutine, it's important to give it a **sensible** and **meaningful** identifier name. This makes it **easier for others to understand** what the purpose of the named object is within the program.

If a different programmer, who was **unfamiliar** with your program, were to read the code, they should be able to work out the purpose of a constant, variable or subroutine from its name.

Note

Certain programming languages forbid the use of some identifier names which are used as a part of the language itself.

Arithmetic Operations

The following operations can be applied to operands by your programming language. Different languages notate these operations differently, so ensure that you're familiar with your chosen language's approach.

Operation	Description	Example
Addition	When two values are added, the result is the sum of the two values.	$128 + 42 = 170$
Subtraction	When one value is subtracted from another, the result is the difference between the two numbers.	$34 - 13 = 21$
Multiplication	The product of two numbers is returned when multiplied.	$64 * 2 = 128$
Real / Float Division	When one value is divided by another, both a quotient and a remainder are returned.	$12 / 8 = 1.5$
Integer Division	Integer division returns just the whole number part of a division.	$12 \setminus 8 = 1$ Or $12 \text{ DIV } 8 = 1$
Modulo	Returns the remainder of an integer division.	$12 \text{ MOD } 8 = 4$
Exponentiation	Raising one value to the power of another.	$2 ^ 6 = 64$
Rounding	Limiting the degree of accuracy of a number, for example, to a set number of significant figures.	$3.14159 = 3.14$ to 3 significant figures
Truncation	Removing the decimal part of a number. Truncation always returns the whole part of the number and never rounds up.	$3.14159 \text{ truncated} = 3$



Relational Operations

You can make use of relational operators whenever you need to compare two values. They are used in iterative and selection structures as well as for **base cases** in **recursion**.

Operation	Example
Equal to	$12 = 12$
Not equal to	$16 <> 413$ $16 \neq 413$
Less than	$75 < 422$
Greater than	$19 > 18$
Less than or equal to	$6 \geq 22$ $95 \geq 95$
Greater than or equal to	$20 \geq 126$ $44 \geq 44$

Synoptic Link

Base cases and **recursion** is covered in greater detail later in this document.

Boolean Operations

As explained earlier in this document, a Boolean data type is one whose value can **only ever be true or false**. There are a series of **operations** that can be performed on Boolean values.

Operation	Description	Example
NOT	The opposite of a Boolean value	$\text{NOT } 1 = 0$
AND	The product of two Boolean values	$1 \text{ AND } 1 = 1$ $0 \text{ AND } 1 = 0$
OR	The sum of two Boolean values	$1 \text{ OR } 0 = 1$ $1 \text{ OR } 1 = 1$
XOR	True if strictly one of two values is true	$1 \text{ XOR } 1 = 0$ $1 \text{ XOR } 0 = 1$

Synoptic Link

Boolean operations form an important part of **logic gates**.

Logic gates are covered in **fundamentals of computer systems**.



Constants and Variables

When a program needs to store data, it usually does so using one of two types of data item: **constants** or **variables**.

As their name suggests, variables can **change their value** during the execution of a program, whereas a constant's value **cannot change** once assigned.

Constants can be used for storing data that **doesn't need to change** such as a value for π or the number of days in a year. Using constants allows values to be given **identifier names** which makes code **easier for a human to understand**.

Synoptic Link

Named constants should be given **meaningful identifier names** to ensure that their purpose can be understood.

Furthermore, should a constant value be required **multiple times** throughout a program, using a constant makes changing that value **much easier** as it only needs to be updated **in one place**.

Using hard-coded values	Using constants
<pre>HoursWorked ← USERINPUT PAY ← 14 * HoursWorked OUTPUT PAY</pre>	<pre>HourlyRate ← 14 HoursWorked ← USERINPUT PAY ← HourlyRate * HoursWorked OUTPUT PAY</pre>

The pseudocode examples above show two different approaches to the same problem. One approach uses hard-coded values whereas the other uses constants.

The code which makes use of constants is **easier to understand** as it clearly specifies that 14 refers to an hourly rate. In the example which uses hard-coded values, it's **difficult to understand** why HoursWorked is being multiplied by 14.



String-handling operations

As discussed earlier in this document, a string is a **collection of characters**. Thanks to their composition, strings can have **various functions** applied to them.

Function	Description
Length	Returns the number of characters in a specified string.
Position	Returns the position of a specified character within a string.
Substring	Given a starting position and a length, returns a portion of a string .
Concatenation	Joining two or more strings together to form a new, longer string.
Character to character code	Returning the character code which corresponds to a specified character.
Character code to character	Returning the character represented by a given character code.
String to integer	Converting a string to an integer.
String to float	Converting a string to a float.
Integer to string	Converting an integer to a string.
Float to string	Converting a float to a string.
Date / time to string	Converting a date / time data type to a string.
String to date / time	Converting a string to a date / time data type.

Synoptic Link

Characters are linked to **character codes** by **information coding systems**.

Information coding systems are covered in **fundamentals of data representation**.

Note

AMP is a substring of **EXAMPLE** with a starting position of 2 and a length of 3.



Random number generation

Most high level programming languages have the ability to [generate random numbers](#).

A built-in function takes a [seed value](#) and uses a series of [mathematical operations](#) to arrive at a number. However, a computer can never generate a [truly](#) random number and as such, computer-generated random numbers are said to be [pseudorandom](#).

It's important that you make yourself familiar with random number generation in your chosen programming language.

Synoptic Link

C#, Java, Pascal, Delphi, Python and VB.Net are all examples of **High level languages**.

Different types of programming languages are covered in **Fundamentals of computer systems**.

Exception handling

When an error occurs in program code, an “[exception](#)” is said to be thrown. This could be caused by using the wrong data type, attempting to divide by zero or attempting to access a non-existent element in an array to name a few examples.

Volatile

Data which is not stored permanently and will therefore be lost should the program crash.

Once an exception has been thrown, the computer has to [handle the exception](#) to avoid crashing. It does this by [pausing execution](#) of the program and saving the current [volatile](#) state of the program on the [system stack](#) before running a section of code called a [catch block](#).

This code will [prevent the program from crashing](#) and might [inform the user](#) that an error has occurred. Once the exception has been handled, the program uses the [system stack](#) to restore its previous state before resuming execution.

Subroutines

A subroutine is a [named block of code](#) containing a [set of instructions](#) designed to perform a [frequently used](#) operation. Using subroutines [reduces repetition](#) of code and hence makes code [more compact](#) and [easier to read](#).

Both [functions](#) and [procedures](#) are types of subroutine and can be [called by writing their name](#) in a program statement. While both functions and procedures can return a value, functions are [required to](#) whereas [procedures may not](#).

Synoptic Link

Functions are a type of subroutine.

Functions are covered in more detail later in this document.



Parameters of subroutines

Parameters are used to **pass data** between subroutines within programs. Specified **within brackets** after a subroutine call, parameters hold **pieces of information** that the subroutine requires to run.

```
Length ← USERINPUT
Width ← USERINPUT
OUTPUT CalculateArea(Length, Width)

SUBROUTINE CalcualteArea(x, y)
    RETURN x * y
ENDSUBROUTINE
```

The subroutine CalcualteArea in the pseudocode above takes two parameters, Length and Width. It then returns the product of the two values.

The actual value passed by a parameter is called an **argument**. If a rectangle with sides of height 4 and width 6 was input into CalculateArea, the **parameters** Length and Width would have **arguments** 4 and 6 respectively.

Returning values from a subroutine

A subroutine can return a value. One that **always** returns a value is called a **function**, but don't think that procedures can't return a value, they can (but don't always).

Subroutines that return values can **appear in expressions** and be **assigned to a variable or parameter**.

```
Length ← USERINPUT
Width ← USERINPUT
Area ← CalculateArea(Length, Width)
OUTPUT Area

SUBROUTINE CalcualteArea(x, y)
    RETURN x * y
ENDSUBROUTINE
```

For example, in the pseudocode above, the variable Area is **assigned** to the subroutine CalculateArea. The value taken by the variable will be the value returned by the subroutine.



Local variables in subroutines

A local variable is a variable that can **only be accessed from the subroutine within which it is declared**. They only exist in the computer's memory when their parent subroutine is executing. This makes local variables a **more memory efficient** way of storing data than using global variables, which are discussed below.

Global variables

In contrast to local variables, global variables can be **accessed from any part** of a program and exist in memory for **the entire duration** of the program's execution.

Local variables can be given the **same** identifier name as global variables, although this is generally considered **bad practice**. When the local variable's value is changed, the global variable's value **remains the same**.

