Conclusion

Please take the time to complete the online course evaluation for all your Engineering Courses. For this course, completion of the evaluation is required and carries a weight of 1.

FINAL

Monday, 14 Dec, 7:00-9:30 PM, Baker Lab 200 8 review sessions next week. See handout about the final for details.

You should have emailed Maria Witlox if you have a conflict!

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Punch cards

Jacquard loom



Mechanical loom invented by Joseph Marie Jacquard in 1801. Used the holes punched in pasteboard punch cards to control the weaving of patterns in fabric.

Punch card corresponds to one row of the design.

Based on earlier invention by French mechanic Falcon in 1728.

Charles Babbage designed a "difference engine" in 1822

Compute mathematical tables for log, sin, cos, other trigonometric functions.





The mathematicians doing the calculations were called computers,

Oxford English Dictionary, 1971

Computer: one who computes; a calculator, rekoner. spec. a person employed to make calculations in an observatory, in surveying, etc.

1664: Sir T. Browne. The calendars of these computers.

1704. T. Swift. A very skillful computer.

1744. Walpole. Told by some nice computers of national glory

1855. Brewster Newton. To pay the expenses of a computer for reducing his observations.

The mathematicians doing the calculations were called computers ³

Charles Babbage planned to use cards to store programs in his Analytical engine. (First designs of real computers, middle 1800s until his death in 1871.)

First programmer was Ada Lovelace, daughter of poet Lord Byron.

Privately schooled in math. One tutor was Augustus De Morgan.

The Right Honourable Augusta Ada, Countess of Lovelace.



Herman Hollerith.

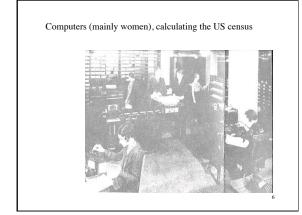
His tabulating machines used in compiling the $1890\ \text{Census}.$

Hollerith's patents were acquired by the Computing-Tabulating-Recording Co. Later became IBM.

The operator places each card in the reader, pulls down a lever, and removes the card after each punched hole is counted.



Hollerith 1890 Census Tabulator



1935-38. Konrad Zuse - Z1 Computer History of computers
1935-39. John Atanasoff and Berry (grad student). Iowa State
1944. Howard Aiken & Grace Hopper Harvard Mark I

1944. Howard Aiken & Grace Hopper Harvard Mark I Computer

1946. John Presper Eckert & John W. Mauchly **ENIAC 1 Computer** 20,000 vacuum tubes later ...

1947-48 The Transistor, at Bell-labs.

1953. IBM. the IBM 701.





How did Gries get into Computer Science? 1959. Took his only computer course. Senior, Queens College.

 $1960.\ Mathematician-programmer$ at the US Naval Weapons Lab in Dahlgren, Virginia.



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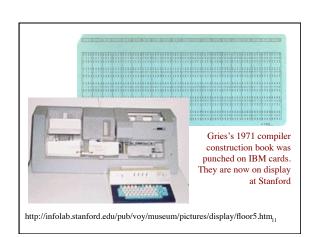
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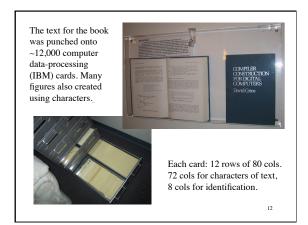
Programmed in Fortran and IBM 7090 assembly language

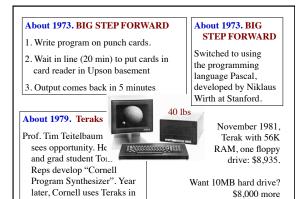
Late 1960s

Write programs on IBM "punch cards. Deck of cards making up a program trucked to Langmuir labs by the airport 2-3 times a day; get them back, with output, 3-4 hours later

Mainframes







its prog course.

1983-84 Switched to Macintosh in labs Put fifth floor addition on Upson. We made the case that our labs were in our office and therefore we need bigger offices. 1980s CS began getting computers on their desks. Nowadays Everybody has a computer in their office.

Programming languages. Dates approximate Year Major languages Teach at Cornell 1956's Fortran 1960 Algol, LISP, COBOL 1965 PL/I PL/C (1969) 1970 C 1972 Pascal 1980's Smalltalk (object-oriented) Pascal (1980's) 1980's (late) C++ C and C++ 1996 Java 1998 Java / Matlab

During 1970s, 1980s, intense research on How to prove programs correct, How to make it all practical, Methodology for developing algorithms The way we understand Throughout, we try to give recursive methods is based on you thought habits to help you that methodology. solve programming problems Our understanding of and for effectively development of loops is based on that methodology. Mark Twain: Nothing needs changing so much as the habits of others.

Throughout, we try to give you thought habits to help you solve programming problems for effectively Don't solve a problem until Simplicity is key: you know what the problem Learn not only to simplify, learn not to complify Specify methods before Separate concerns, and writing them focus on one at a time. Develop and test Read a program at different incrementally levels of abstraction Define variables before Use methods to avoid using them (e.g. class duplication, keep program invariant, loop invariant) simple

Simplicity and beauty: keys to success

CS has its field of computational complexity. Mine is computational simplicity,

David Gries

Inside every large program is a little program just trying to come out. Tony Hoare

Bugs Your testing shows presence but never absence

CS professor's non-dilemma

I do so want students to see beauty and simplicity. A language used just has to be one only with that property. Therefore, and most reasonably, I will not and do not teach C. David Gries

Admonition a little Grook

In correctness concerns one must be immersed. To use only testing is simply accursed.

On Science and Engineering

Science explains why things work in full generality by means of calculation and experiment.

Engineering exploits scientific principles to the study of the specification, design, construction, and production of working artifacts, and improvements to both process and design.

Science asks: WHY? Engineering asks: WHY NOT?

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