



# Computer Programming

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**Session: Dumbo's computations**

# Recap

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- We got introduced to Mr Buddhuram Dumbo,
  - has tools to perform input, output and assignment
- We also defined how to write a program for Mr. Dumbo
- Instructions for Input, Output, Assignment
- A declaration, to announce names used in a program

# Overview of This Lecture

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- We will see how Dumbo executes a program
- Possible problems in handling input/output
  - And a solution
- Moving over to C++

# A Computational problem

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- Given the number of boys and girls in a class, find the total number of students in the class

# Program Design

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- We need to read two input values
  - Let us use names NBOYS and NGIRLS for these values
- We need to calculate one result
  - Let us use the name NSTUDENTS to represent the result
- We figure that the value to be assigned to NSTUDENTS is the sum of the two numbers NBOYS and NGIRLS
  
- The program can now easily be written

# A Program for Mr. Dumbo

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```
Input NBOYS;  
Input NGIRLS;  
NSTUDENTS = NBOYS + NGIRLS;  
Output NSTUDENTS;
```

# The Correct Program for Mr. Dumbo

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Use locations NBOYS, NGIRLS, NSTUDENTS;

Input NBOYS;

Input NGIRLS;

$NSTUDENTS = NBOYS + NGIRLS;$

Output NSTUDENTS;

# Dumbo in action

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- Watch Mr. Dumbo [execute](#) our program

# Summary

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- Using Mr. Dumbo, we have understood basic operations that a computer can carry out
- Possible major components of a computer
  - Memory, I/O, Registers for computations
- We have seen how Dumbo executes a program