

## Top-down Program Design

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## Creating MATLAB Scripts

- Choose File>New>M-file from the menu
- Use the editor to write your program
- Document your program using comments that include
  - Short note about what your program does
  - Short note about how it works
  - Author information
  - Date information
  - Version information

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## Creating MATLAB Scripts

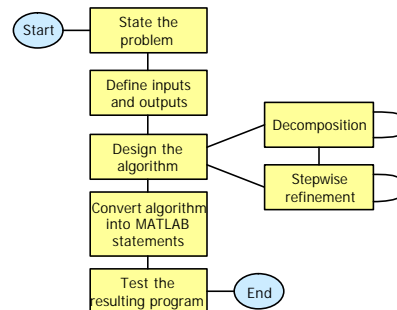
```
% Script file: temp_conversion.m
%
% Purpose:
% To convert an input temperature from degrees Fahrenheit to
% an output temperature in kelvins.
%
% Record of revisions:
% Date      Programmer      Description of change
% ----      -
% 12/01/97  S. J. Chapman    Original code
%
% Define variables:
% temp_f    -- Temperature in degrees Fahrenheit
% temp_k    -- Temperature in kelvins
%
% Prompt the user for the input temperature.
temp_f = input('Enter the temperature in degrees Fahrenheit: ');
%
% Convert to kelvins.
temp_k = (5/9) * (temp_f - 32) + 273.15;
%
% Write out the result.
fprintf('%6.2f degrees Fahrenheit = %6.2f kelvins.\n', ...
        temp_f, temp_k);
```

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## Top-down Program Design



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## Algorithm

- Systematic procedure that produces -in a finite number of steps- the answer to a question or the solution of a problem. The name derives from the Latin translation, *Algoritmi de numero Indorum*, of the 9th-century Muslim mathematician al-Khwarizmi's arithmetic treatise "Al-Khwarizmi Concerning the Hindu Art of Reckoning." (Britannica)
- An algorithm is a sequence of finite number of steps arranged in a specific logical order which, when executed, will produce a correct solution for a specific problem.

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## Pseudocode

- A hybrid mixture of MATLAB and English for defining algorithms
- Independent of any programming language so it can be easily converted to any programming language
- Example pseudocode:  
Prompt user to enter temperature in degrees Fahrenheit  
Read temperature in degrees Fahrenheit (temp\_f)  
temp\_k (in Kelvins) ← (5/9) \* (temp\_f - 32) + 273.15  
Write temperature in degree Kelvins

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## Testing

- Test individual subtasks: unit testing
- Add tested components one by one and test them together: build
- Alpha release
- Beta release
- Test for all legal input data sets: standard data sets, ground truth

## Top-down Program Design

- Problem: write a program that takes the radius and height (in meters) of a cylinder tank and the amount of water (in  $\text{m}^3$ ) from the user and output the amount of extra space (in  $\text{m}^3$ ) in the tank.
- Input:
  - radius and height
  - amount of water
- Output:
  - extra space

## Top-down Program Design

- Design:
  1. Get radius of the tank base from the user
  2. Get the height of the tank from the user
  3. Get the amount of water
  4. Calculate the amount of extra space
  5. Write the result
- Step 4 is not clear enough, refine it:
  - Calculate the capacity of the tank ( $\pi * \text{radius}^2 * h$ )
  - $\text{extra space} \leftarrow \text{capacity} - \text{water}$

## Top-down Program Design

- Code:

```
r = input('Enter the radius of the tank base:');
h = input('Enter the height of the tank:');
water = input('Enter the amount of water:');
capacity = pi * r^2 * h;
space = capacity - water;
fprintf('There is %f m3 extra space in the tank', space);
```

## Top-down Program Design

- Testing:

Enter the radius of the tank base:2  
Enter the height of the tank:5  
Enter the amount of water:10  
There is 52.831853 m3 extra space in the tank
- Continue testing:

Enter the radius of the tank base:2  
Enter the height of the tank:5  
Enter the amount of water:100  
There is -37.168147 m3 extra space in the tank

## Top-down Program Design

- Design: refine step 4 again
  - Calculate the capacity of the tank ( $\pi * \text{radius}^2 * h$ )
  - $\text{extra space} \leftarrow ((\text{capacity} - \text{water}) + \text{abs}(\text{capacity} - \text{water}))/2$