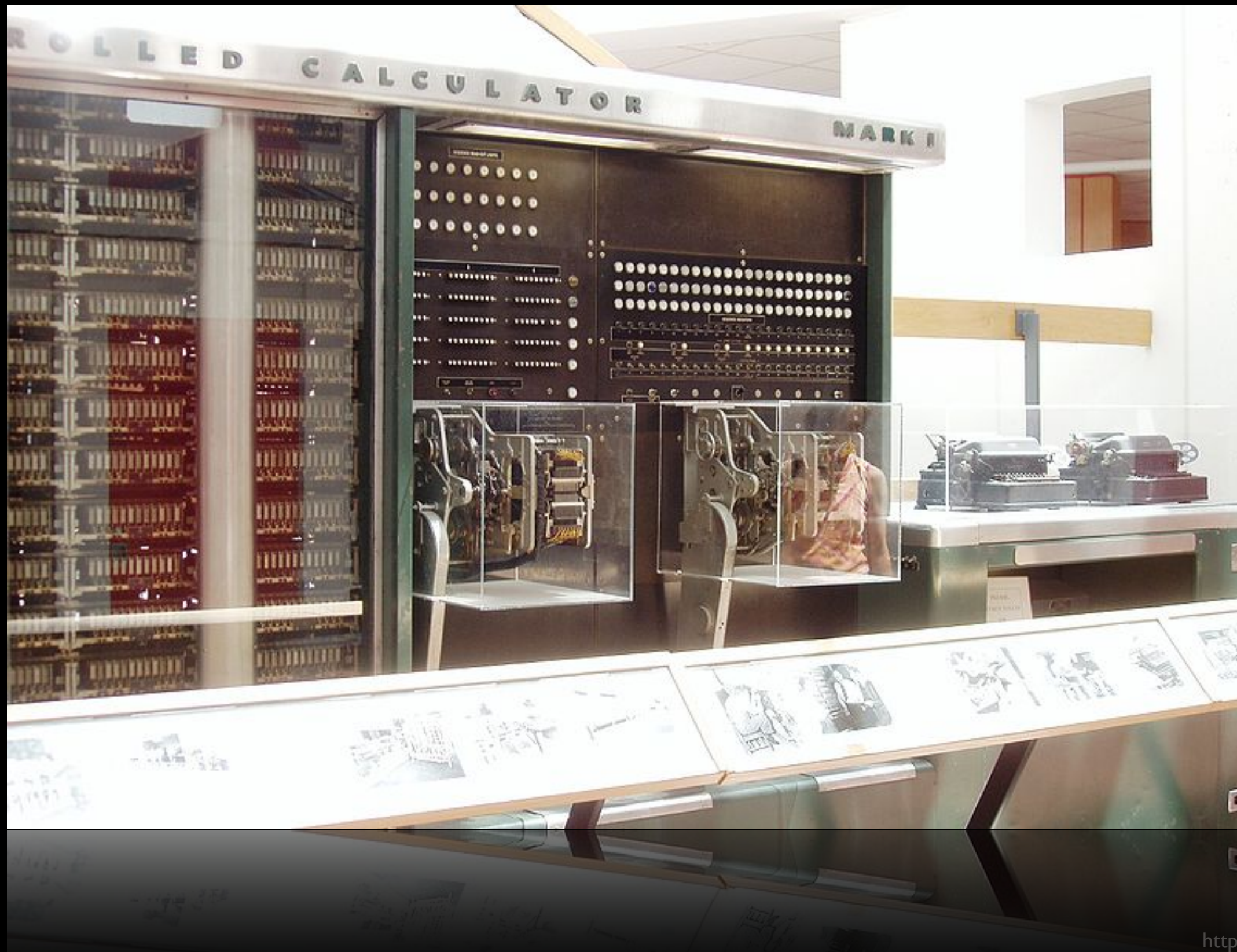


week 1





9/9

0800 Andam started  
1000 " stopped - andam ✓

13" WC (032) MP - MC ~~1.982147000~~  
2.130476415 (2) 4.615925059 (-2)

(033) PRO 2 2.130476415  
convd 2.130676415

Relays 6-2 in 033 failed special speed test  
in relay " 10.000 test.

1100 Started Cosine Tape (Sine check)  
1525 Started Mult+Adder Test.

1545

Relay #70 Panel F  
(moth) in relay.

First actual case of bug being found.  
1630 Antennae started.  
1700 closed down.

# CS50 Lunch

[cs50.net/rsvp](https://cs50.net/rsvp)

# cs50.net/lectures

- videos
- slides
- examples
- walkthroughs
- scribe notes

# sectioning

starts Wed

supersections

heads@cs50.net





problem set 0

# office hours

[cs50.net/ohs](https://cs50.net/ohs)

# CS50 Discuss

[cs50.net/discuss](https://cs50.net/discuss)

[New Post](#)

Mark As... ▾


View All ▾


Newest First ▾

## Search Posts

Search

 Inbox

 Watched

 Unread




Appliance




 Lectures




## Problem Set 0






**Problem Set 0**
**Some issues/bugs in scratch**
 I have noticed that there seems to be some bugs with scrat... [1]




**Problem Set 0** Global custom blocks in Scratch? I am wondering if there is a way in Scratch to make cust... [5]




**Problem Set 0**
 Scratch incredibly slow? Hi! Is it normal for Scratch to take several minutes to load even th... [6]




**Problem Set 0**
 BYOB Hello - Will we be able to submit BYOB programs for Pset0? Thanks
 [4]



**Problem Set 0** Policy on Outside Assets Hello! I'm working on problem set 0 and am curious about the pro... [4]



*say*

hello, world!

# statements



mouse down?

# Boolean expressions



mouse down?





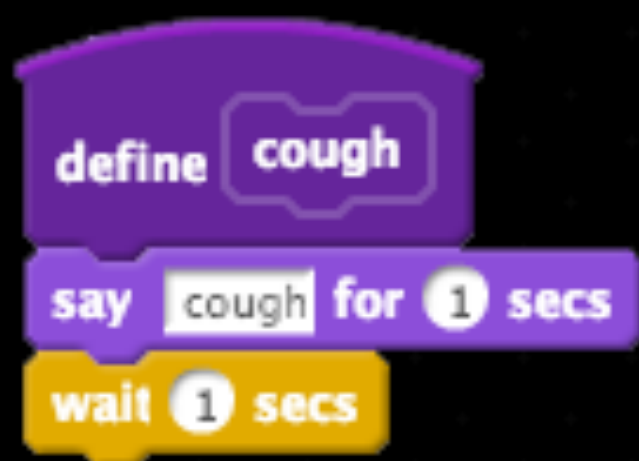
# conditions



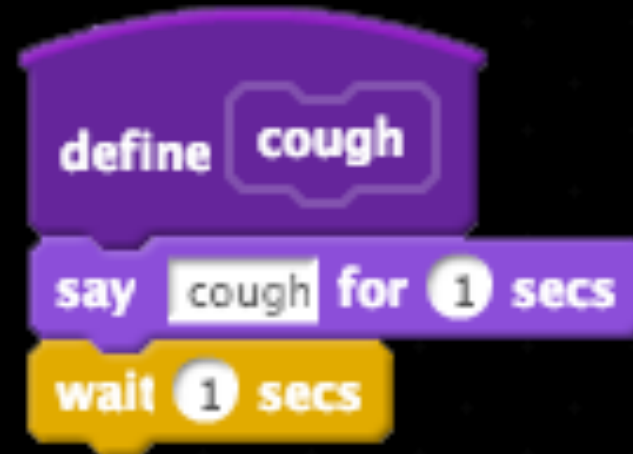


# loops





# functions





code

source code

```
#include <stdio.h>
```

```
int main(void)
```

```
{
```

```
    printf("hello, world\n");
```

```
}
```

compiler

source code



compiler



source code



compiler



object code

10000011	00000001	00010001	00000000	00111101	11111100	01110100	00111101
00000000	01000000	00000000	00000000	00000000	00000000	00000000	00000000
10010000	00000000	00000000	00000000	01010000	00000000	00000111	00110000
00001011	00000001	00001011	00000011	00001010	00000000	00000000	00000000
00000000	00100000	00000000	00000000	00000000	00000000	00000000	00000000
00000000	00100000	00000000	00000000	00000000	00000000	00000000	00000000
00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000
01110000	00010000	00000000	00100000	00000001	00000000	00000000	00000000
00000000	00000000	00000000	00100000	00000001	00000000	00000000	00000000
00000000	00000000	00000000	01000000	00000001	00000000	00000000	00000000
00000000	00100000	00000000	01000000	00000001	00000000	00000000	00000000
11111111	11111111	11111111	11111111	11111111	11111111	11111111	11111111
10010000	10000000	00000000	01000000	00000001	00000000	00000000	00000000
00101110	01100100	01111001	01101110	01100001	01101101	01101001	01100011
10110000	00000100	00000000	00100000	00000001	00000000	00000000	00000000
10110000	00000100	00000000	00100000	00000001	00000000	00000000	00000000
10100000	00000001	00000000	00000000	00000000	00000000	00000000	00000000
10110000	00000100	00000000	00000000	00000000	00000000	00000000	00000000
00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000
00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000
00000000	00000000	00000000	00000000	00000000	00100000	00000000	00000000

. . .





```
int main(void)
{
    printf("hello, world\n");
}
```

# statements

A Scratch 'say' block, which is a purple block with a notch on the left side. It contains the text 'say' in a white font, followed by a text input field containing the text 'hello, world' in a black font.

say hello, world

# statements



```
printf("hello, world\n");
```

# loops



# loops



```
while (true)
{
    printf("hello, world\n");
}
```



# loops



# loops



```
for (int i = 0; i < 10; i++)  
{  
    printf("hello, world!\n");  
}
```

# variables



# variables



```
int counter = 0;
while (true)
{
    printf("%d\n", counter);
    counter++;
}
```

# Boolean expressions

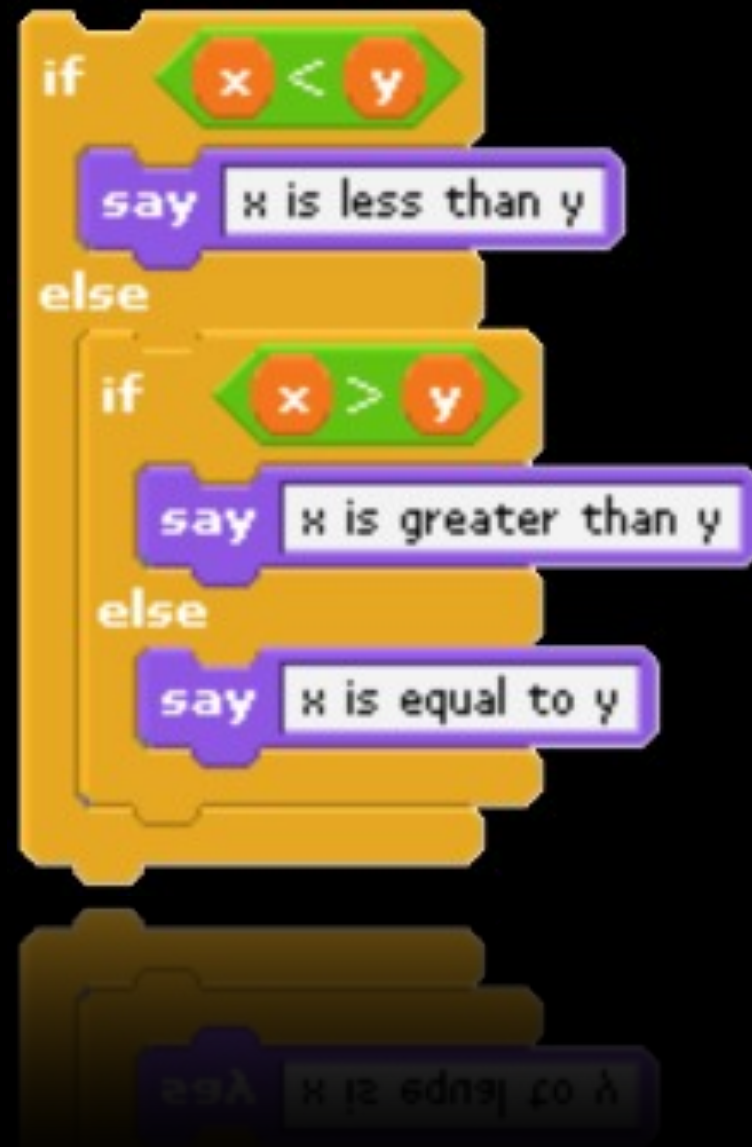


# Boolean expressions



$(x < y)$   
 $((x < y) \ \&\& \ (y < z))$

# conditions



```
if (x < y)
{
    printf("x is less than y\n");
}
else if (x > y)
{
    printf("x is greater than y\n");
}
else
{
    printf("x is equal to y\n");
}
```

```
#include <stdio.h>
```

```
int main(void)
```

```
{
```

```
    printf("hello, world!");
```

```
}
```





Home



Trash

CS50

# how to write a program

gedit

hello.c (~) - gedit

File Edit View Search Documents Help

Source Code

Functions

main

hello.c x

```
1 #include <stdio.h>
2
3 int main(void)
4 {
5     printf("hello, world\n");
6 }
```

jharvard@appliance (~):

Terminal

C v

Tab Width: 4 v

Ln 6, Col 3

INS

50 Menu



hello.c (~) - gedit

19-0



20 Menu



hello.c (~) - gedit

19-0



# how to compile a program

make hello

# how to run a program

```
./hello
```

# Linux commands

ls

mkdir

cd

rm

rmdir

...

# how to compile a program

```
clang -o hello hello.c
```

# how to run a program

```
./hello
```



# functions

main

# Standard Library

stdio.h

printf

...

# CS50 Library

cs50.h

GetChar

GetDouble

GetFloat

GetInt

GetLongLong

GetString

# types

char double float int long long ...

to be continued...