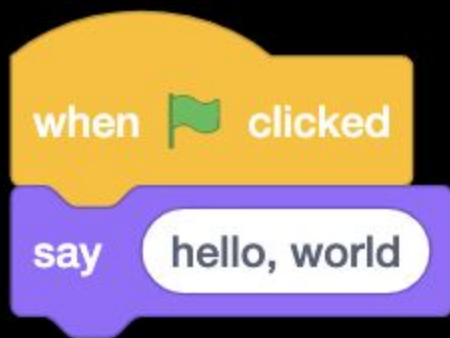


CS50 for MBAs

Python



Programming Languages

- Scratch
- R
- VBA
- Swift
- Java
- Ruby on Rails
- MATLAB
- Assembly
- C++
- Objective
- SQL
- ...

source code

01111111	01000101	01001100	01000110	00000010	00000001	00000001	00000000
00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000
00000001	00000000	00111110	00000000	00000001	00000000	00000000	00000000
00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000
00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000
00101000	00000010	00000000	00000000	00000000	00000000	00000000	00000000
00000000	00000000	00000000	00000000	01000000	00000000	00000000	00000000
00000000	00000000	01000000	00000000	00001010	00000000	00000001	00000000
01010101	01001000	10001001	11100101	01001000	10000011	11101100	00010000
01001000	10111111	00000000	00000000	00000000	00000000	00000000	00000000
00000000	00000000	10110000	00000000	11101000	00000000	00000000	00000000
00000000	00110001	11001001	10001001	01000101	11111100	10001001	11001000
01001000	10000011	11000100	00010000	01011101	11000011	01101000	01100101
01101100	01101100	01101111	00101100	00100000	01110111	01101111	01110010
01101100	01100100	00001010	00000000	00000000	01100011	01101100	01100001
01101110	01100111	00100000	01110110	01100101	01110010	01110011	01101001

...

```

...
main:                                # @main
    .cfi_startproc
# %bb.0:
    pushq   %rbp
    .cfi_def_cfa_offset 16
    .cfi_offset %rbp, -16
    movq    %rsp, %rbp
    .cfi_def_cfa_register %rbp
    subq    $16, %rsp
    movabsq $.L.str, %rdi
    movb    $0, %al
    callq   printf
    xorl    %ecx, %ecx
    movl    %eax, -4(%rbp)           # 4-byte Spill
    movl    %ecx, %eax
    addq    $16, %rsp
    popq    %rbp
    retq

.Lfunc_end0:
    .size   main, .Lfunc_end0-main
    .cfi_endproc

                                # -- End function
    .type   .L.str,@object        # @.str
    .section      .rodata.str1.1,"aMS",@progbits,1

.L.str:
    .asciz  "hello, world\n"
    .size   .L.str, 14

```

...

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

```
int main(void)
```

```
{
```

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

```
}
```

```
#include <iostream>
```

```
int main()
```

```
{  
    std::cout << "hello, world" << std::endl;
```

```
}
```



```
class Hello
{
    public static void main(String [] args)
    {
        System.out.println("hello, world");
    }
}
```

```
print("hello, world")
```

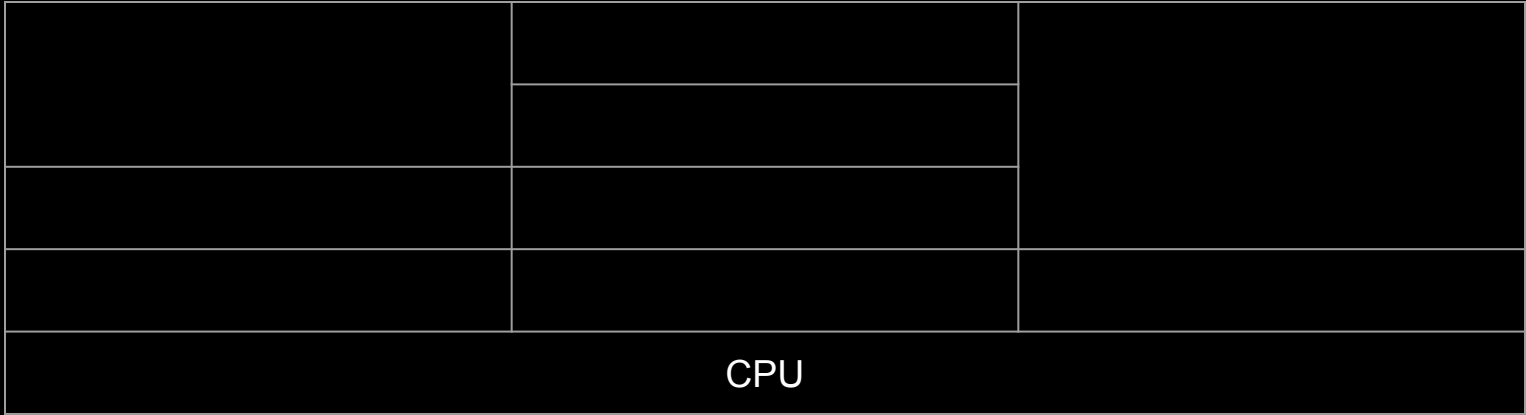
wikipedia.org/wiki/List_of_programming_languages

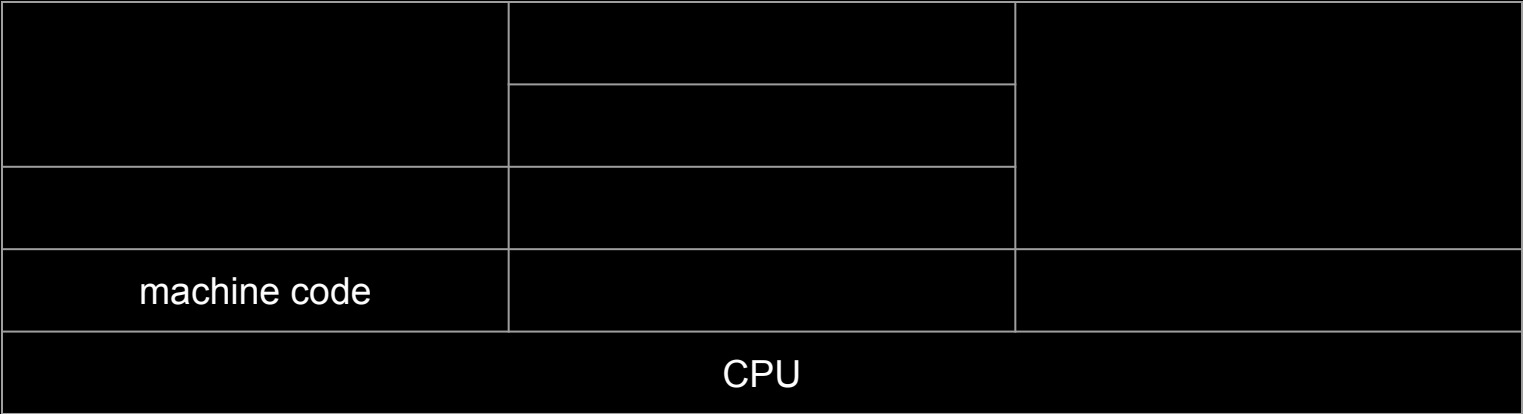
helloworldcollection.de

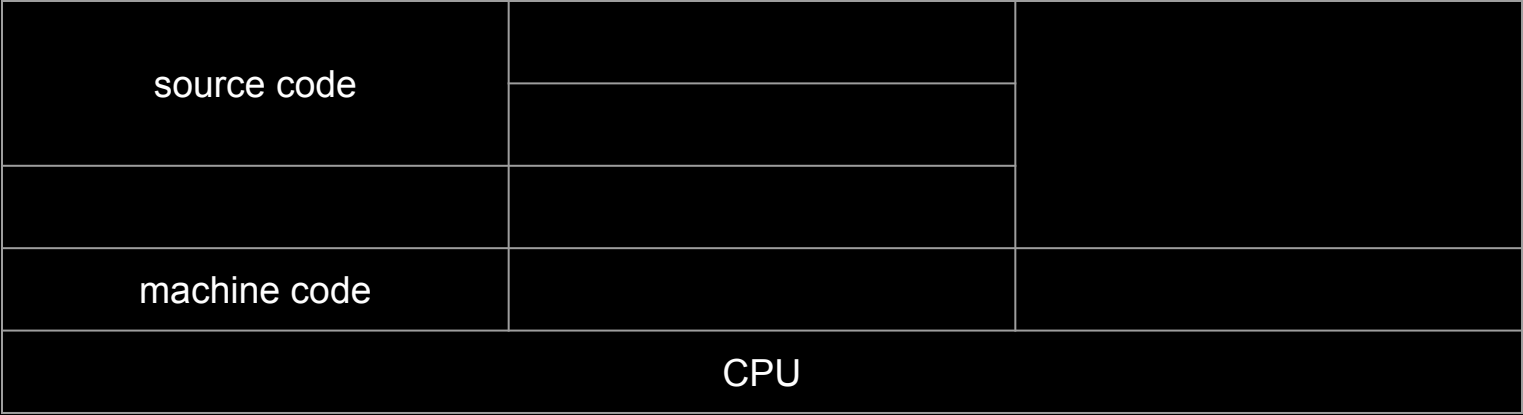
01111111	01000101	01001100	01000110	00000010	00000001	00000001	00000000
00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000
00000001	00000000	00111110	00000000	00000001	00000000	00000000	00000000
00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000
00000000	00000000	00000000	00000000	00000000	00000000	00000000	00000000
00101000	00000010	00000000	00000000	00000000	00000000	00000000	00000000
00000000	00000000	00000000	00000000	01000000	00000000	00000000	00000000
00000000	00000000	01000000	00000000	00001010	00000000	00000001	00000000
01010101	01001000	10001001	11100101	01001000	10000011	11101100	00010000
01001000	10111111	00000000	00000000	00000000	00000000	00000000	00000000
00000000	00000000	10110000	00000000	11101000	00000000	00000000	00000000
00000000	00110001	11001001	10001001	01000101	11111100	10001001	11001000
01001000	10000011	11000100	00010000	01011101	11000011	01101000	01100101
01101100	01101100	01101111	00101100	00100000	01110111	01101111	01110010
01101100	01100100	00001010	00000000	00000000	01100011	01101100	01100001
01101110	01100111	00100000	01110110	01100101	01110010	01110011	01101001

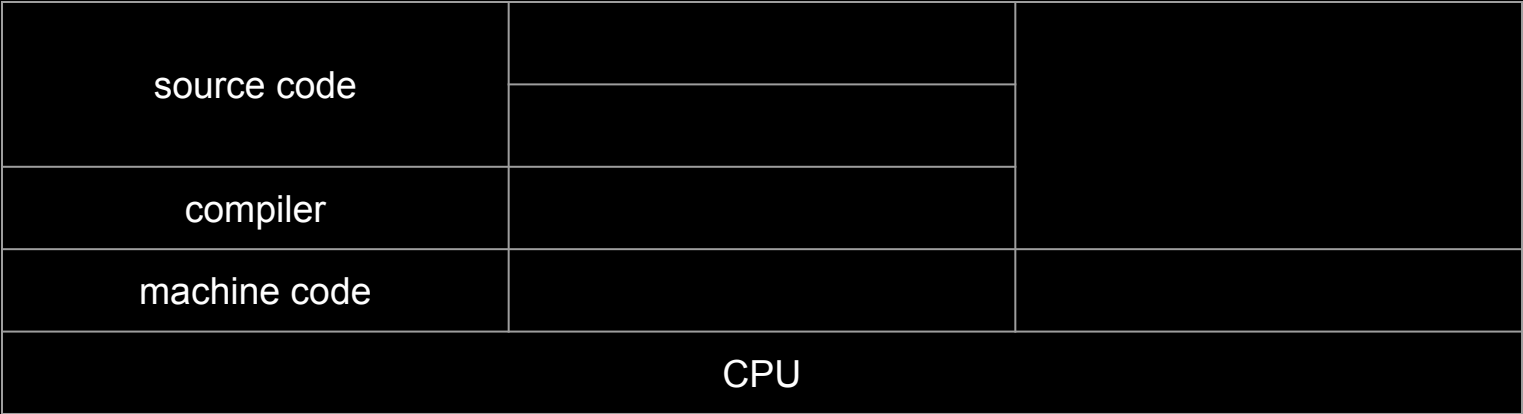
...

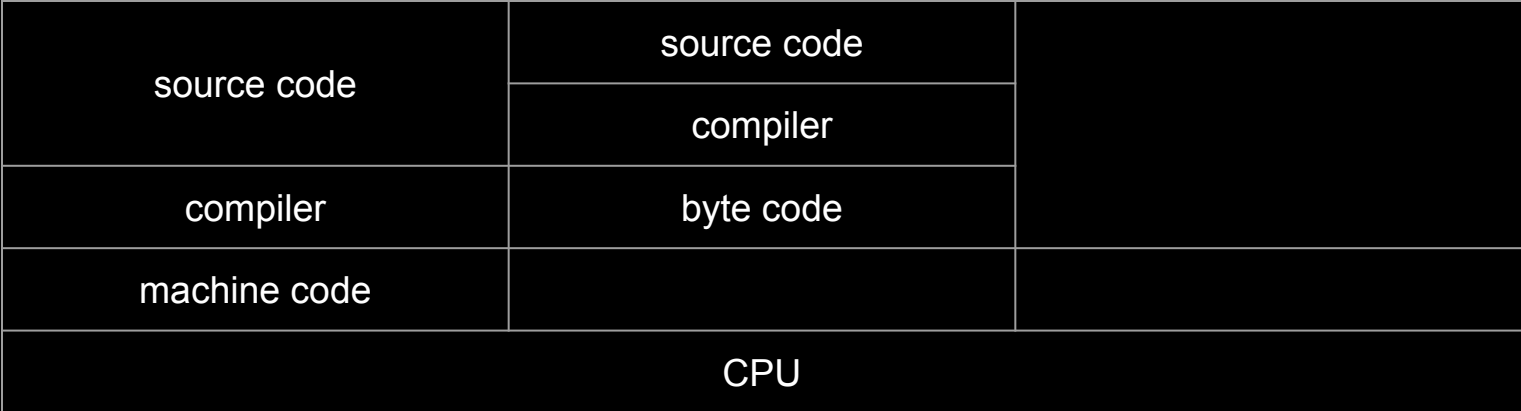
machine code











source code	source code	
	compiler	
compiler	byte code	
machine code	virtual machine	
CPU		

source code	source code	source code
	compiler	
compiler	byte code	interpreter
machine code	virtual machine	
CPU		

```
print("hello, world")
```

CS50 IDE

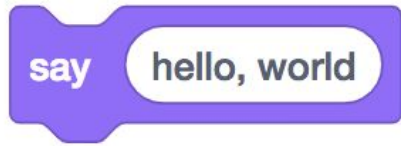
ide.cs50.io

```
python hello.py
```

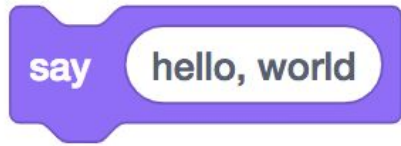



Python

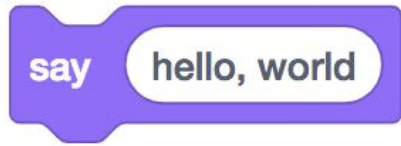




```
print( )
```



```
print( hello, world )
```

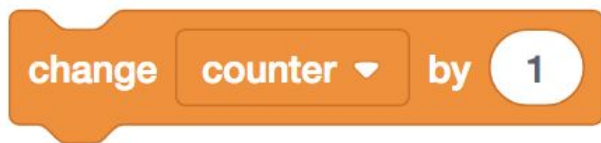


```
print("hello, world")
```



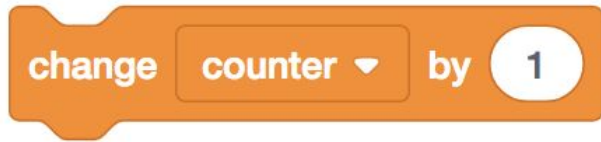


```
counter = 0
```





```
counter = counter + 1
```



```
counter += 1
```



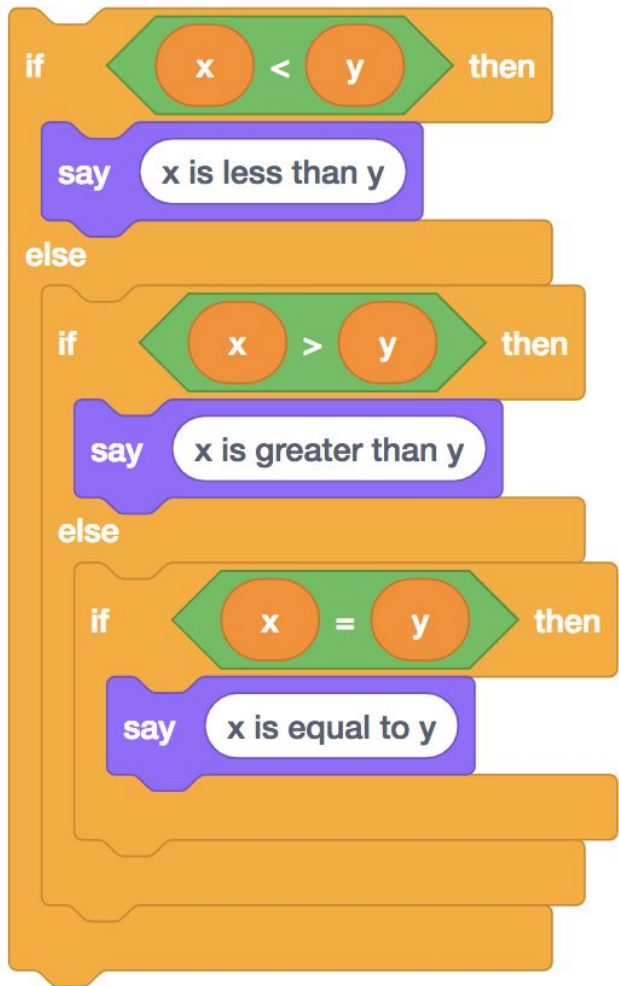


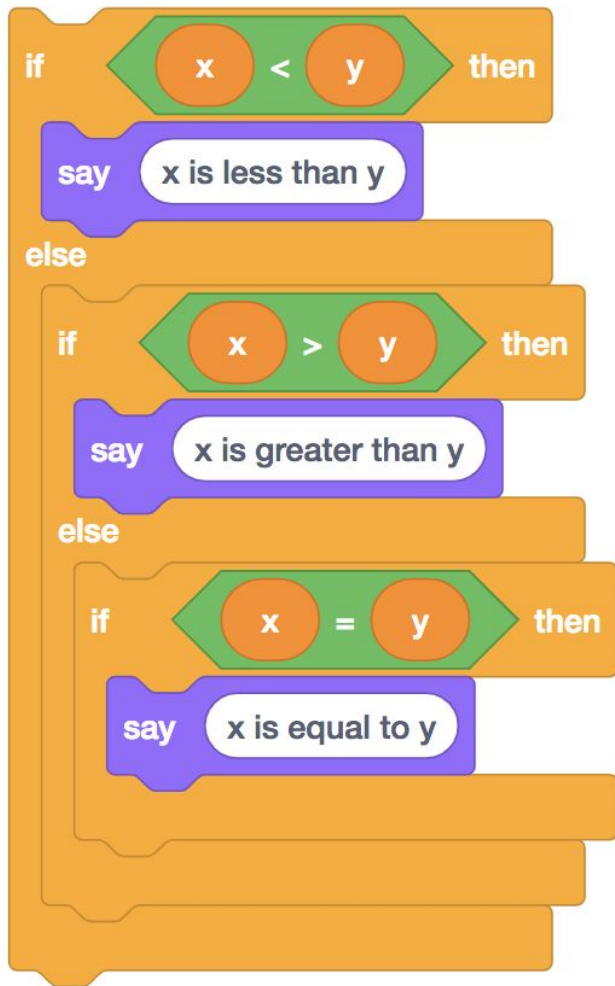
```
if x < y:  
    print("x is less than y")
```



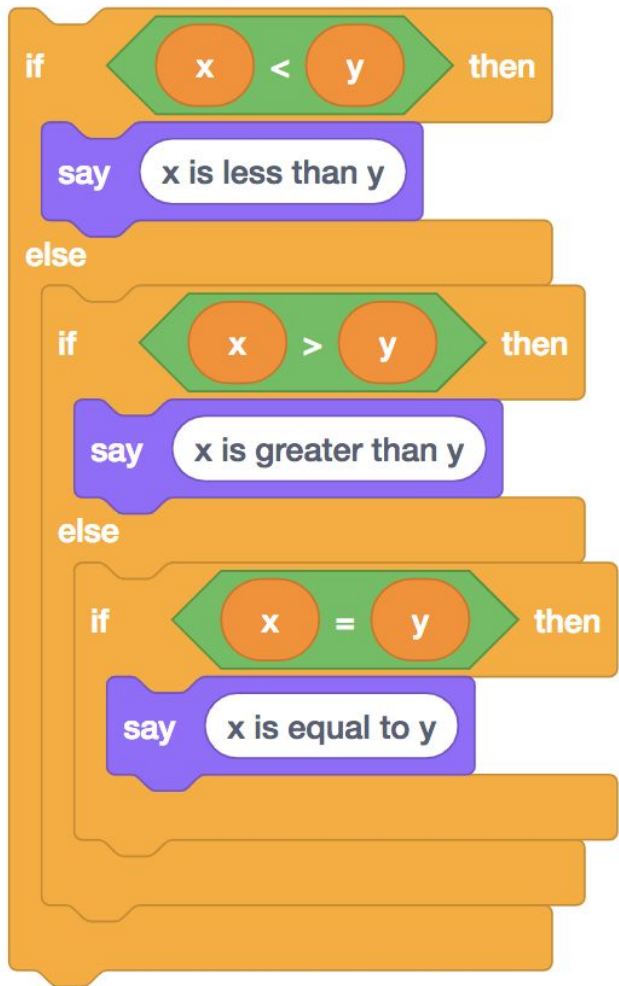


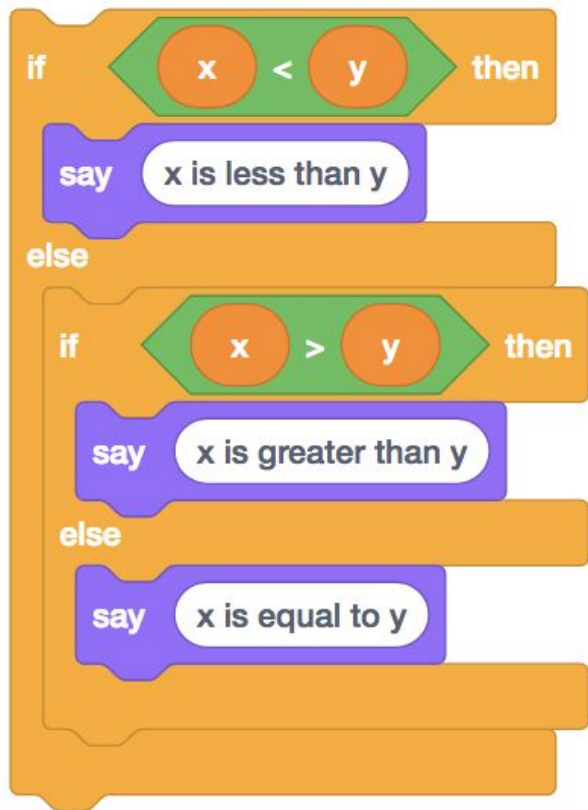
```
if x < y:  
    print("x is less than y")  
else:  
    print("x is not less than y")
```

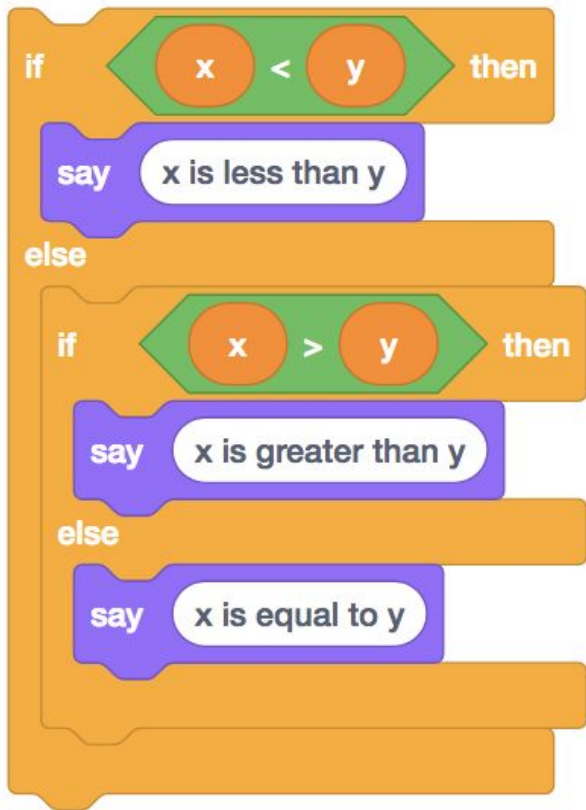




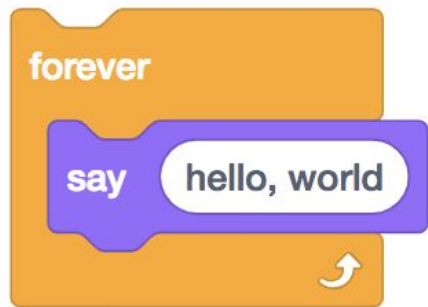
```
if x < y:  
    print("x is less than y")  
elif x > y:  
    print("x is greater than y")  
elif x == y:  
    print("x is equal to y")
```

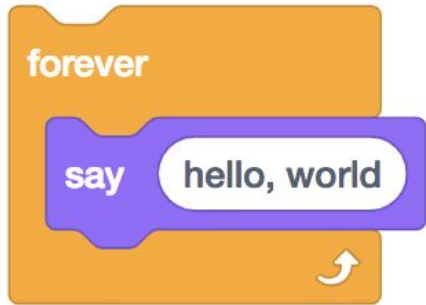





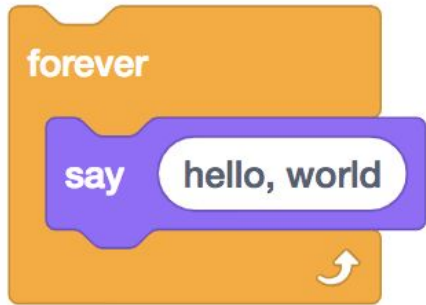


```
if x < y:  
    print("x is less than y")  
elif x > y:  
    print("x is greater than y")  
else:  
    print("x is equal to y")
```

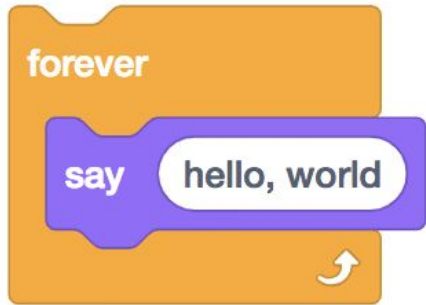




while



```
while  
    print("hello, world")
```

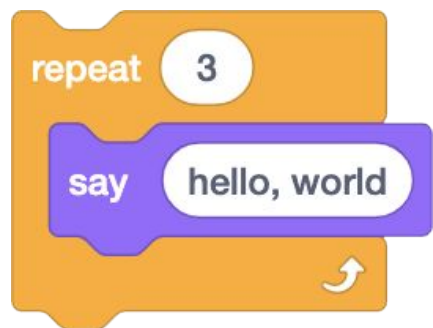


```
while True:  
    print("hello, world")
```





```
i = 0
while i < 3:
    print("hello, world")
    i += 1
```





```
for i in [0, 1, 2]:  
    print("hello, world")
```



```
for i in range(3):  
    print("hello, world")
```





```
answer = input("What's your name? ")
```



```
answer = input("What's your name? ")  
print(answer)
```

ask What's your name? and wait

say join hello, answer



```
answer = input("What's your name? ")
```



```
answer = input("What's your name? ")  
print("hello, " + answer)
```



```
answer = input("What's your name? ")  
print(f"hello, {answer}")
```

bool

float

int

str

...

<code>bool</code>	Boolean value
<code>float</code>	floating-point value
<code>int</code>	integer
<code>str</code>	string
<code>...</code>	

floating-point imprecision

integer overflow

1 2 3

1 2 4

1 2 5

1 2 6

1 2 7

1 2 8

1 2 9

1 2 10

1 2 9

1

1 2 0

1 3 0

9 9 9

1

9

9

0

1

9

0

0

1

0

0

0

1 0 0 0

0 0 0

1 1 1

1
1 1 0

1
1 0 0

1

0

0

0

1 0 0 0

0 0 0



Assignment 2

Office Hours

CS50 for MBAs

Python