

Approximate Methods in Geometry

Practical Part

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Today's lecture: Introduction

Why?

- ▶ Purpose is to aid you writing code
- ▶ You won't learn programming by just listening
- ▶ Please try this at home
- ▶ Please stop me if you find something interesting

Some Advice

- ▶ First try to solve it yourself
- ▶ Second ask/tell

A Perspective on the Evolution of Programming

The history of programming is a history of better/more abstractions.

- ▶ Productivity
- ▶ Efficiency

Abstractions

What are things to abstracts from?

- ▶ CPU Architecture, Memory Hierarchy, Network

Who does provide abstractions?

- ▶ Programming Languages
- ▶ Compilers, Virtual Machines
- ▶ Libraries

Costs and Benefits

- ▶ Computing Resources
- ▶ Human Resources

Examples

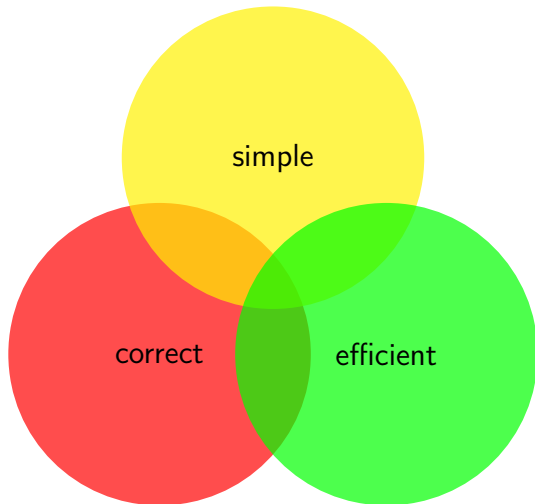
- ▶ Operating system written in Assembler vs. C
- ▶ Web shop written in C++ vs. Java
- ▶ Search Engine written in C++ vs. Python

It comes down to support building better software systems.

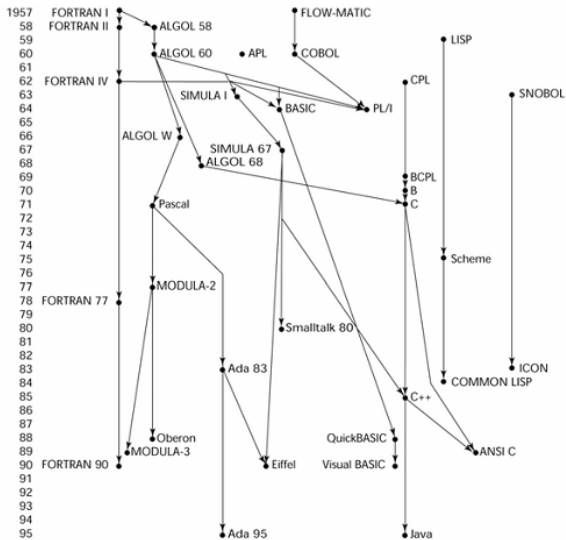
Programs for sale: fast, reliable, cheap - choose two.

ANONYMOUS

Aspects of Source Code



A, B, C, C++, D?



Summary

Ready? Steady. Go!

Word Clouds

