

ICT 奪星實戰精讀班

Lesson 6: Basic Programming Concepts (I)

基礎程式編寫概念（一）

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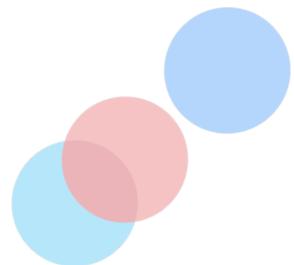
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INTENSIVE COURSE

ICT 奪星實戰精讀班 – LESSON 6



Lesson Flow 課堂流程

- Introduction to Algorithm Design 算法設計簡介
- More on Boolean Logic 布爾邏輯進階
- IF Statement and Nested IF Statements IF 語句及嵌套 IF 語句

Learning Objectives 學習目標

- To revisit the ideas of algorithm design and practice IF statements with Boolean expression
重溫算法設計的概念並練習使用 IF 語句與布爾表達式

Exercises 課後練習

- Introduction to Algorithm Design 算法設計簡介
- More on Boolean Logic 布爾邏輯進階
- IF Statement and Nested IF Statements IF 語句及嵌套 IF 語句

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IF Statement and Nested IF Statements IF 語句及嵌套 IF 語句

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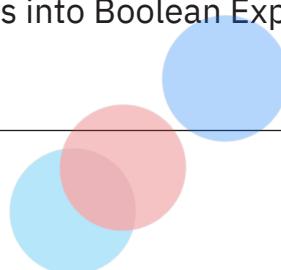
Summary 總結

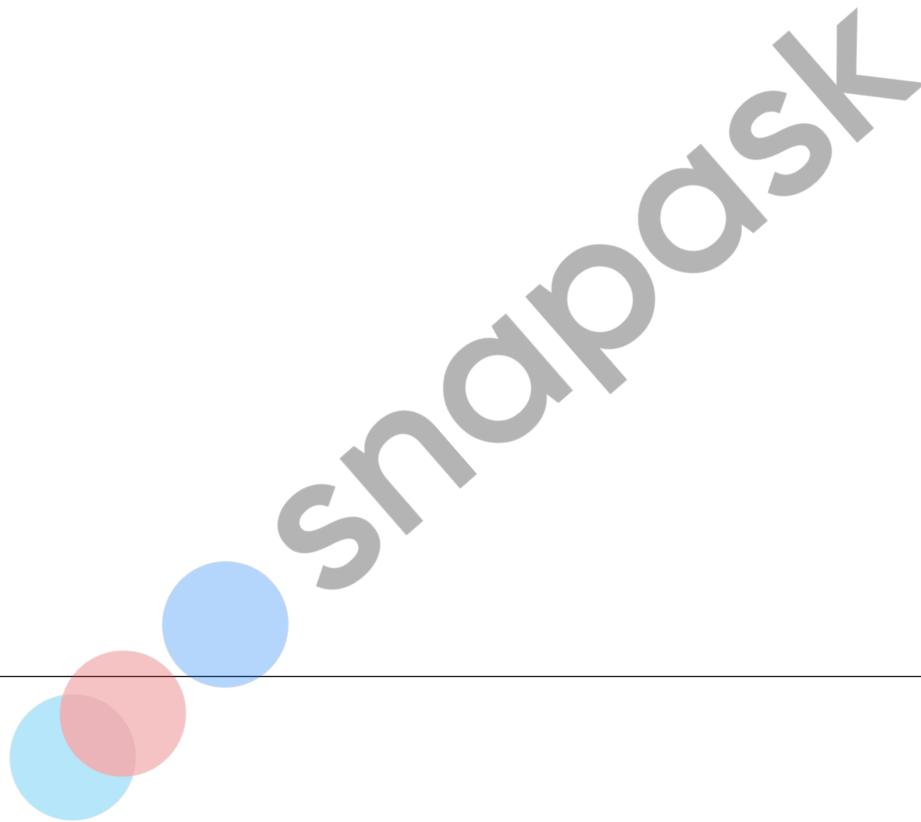
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Appendix II: Pseudocode Equivalence in Python (I) 附錄二：對應偽代碼的 Python 代碼

Recap 重溫

- How do we order the result of a SQL SELECT statement?
我們如何把 SQL SELECT 語句的結果排序？
- How do we group the result of a SQL SELECT statement?
我們如何把 SQL SELECT 語句的結果組合起來？
- What tools are provided by DBMS to insert, query, and print out, data?
DBMS 提供了甚麼工具來插入、查詢及打印數據？



Introduction to Algorithm Design 算法設計簡介

Problem-solving Procedures and Computational Thinking

解難程序及計算思維

Question: Suppose you want to teach a 6-year-old to make a cup of hot lemon tea. Write down a list of steps which will show him how to make a cup of hot lemon tea.

問題：假設你要教一個六歲的小朋友如何製作一杯熱檸檬茶。寫下一系列的步驟來展示如何製作一杯熱檸檬茶。

Question: How good is the list you've produced?

問題：你寫下的步驟有多好？

- Computational thinking is the process of realising a problem, analysing it, and providing a solution to the problem with the use of a computer.

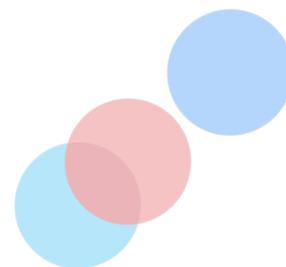
計算思維是指透過電腦找出問題，加以分析，並為問題提供解決方案的過程。

- Logic thinking 邏輯思維
- Algorithmic thinking 算法思維
- Systems thinking 系統思維

- An **algorithm** is a list of finite steps to be performed as a solution to a particular problem.

一個**算法**是一套有限的步驟，執行後會是特定問題的解決方法。

- How do we come up with an algorithm?
我們如何想到一個算法？



There are 6 steps in the problem-solving procedure:

解難程序中有 6 個步驟：

1. Problem identification 問題定義
2. Problem analysis 問題分析
 - Input-Process-Output (IPO) 輸入——處理——輸出 (IPO)
3. Algorithm design 算法設計
4. Solution development and implementation 解決方案的開發和實施
5. Debugging and testing 除錯及測試
6. Documentation 文件編製
 - User manual 用戶手冊
 - Programme manual 程式手冊

Question: Which step is the hardest to remember?

問題： 哪個步驟最難記住？



- When developing a solution, there are two main approaches:

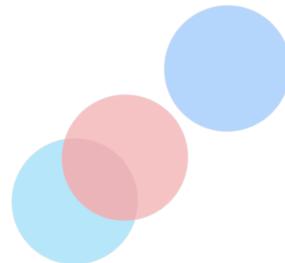
開發一個解決方案時有兩個主要方法：

- Top-down (stepwise refinement) 由上而下（逐步求精）
- Bottom-up 由下而上

Exercise 練習

- Write down the 6 steps of problem-solving procedures in the logical order of execution.

把解難程序的 6 個步驟按邏輯執行次序寫下。



2. James finishes writing the source code of a programme. Which of the following should he do next?
杰明完成了一個程式的源代碼。他應進行下列哪項工作？

- A. Analyse the input required from the users
分析需要從用戶取得的輸入數據
- B. Test the boundary cases of the programme
測試程式的邊際個案
- C. Determine the best algorithm for the problem
決定問題的最佳算法
- D. Redefine the problem precisely
重新並準確地定義問題

