

* Pascal :- is a general ^(introduction) purpose, high level

Added

unit
①

Features of Pascal

Programming languages. Pascal.

- Provides a teaching language that highlights concepts common to all computer languages.
- Standardized the language in such a way that it makes programs easy to write.

* Basic Format of every Pascal program

Program Title. ↓ Program's name.

var

{ Program variables }

begin

{ Program Statements }

end.

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→ Program is the First word of all Pascal Programs. It is a keyword (ie keywords are reserved, you can not use it to describe variable).

→ Title: is the Pascal Program name.

→ var: - declaration part of the program we identify all the variables that we can use it in the program.

→ begin: Starting point of the program. Provides a means of grouping statements together.

→ program statements are commands or instructions to the computer which perform various tasks.

{ all program statements and lines are terminated with a semi-colon, except the begin and end keywords.

→ Program statements preceding an end statement do not require a semi-colon.

Simple Pascal Program.

→ write a program to print the word "hello" on the Console Screen.

Program First:

```
begin  
    writeln ('hello').  
end.
```

* Pascal Variables: variables store values and information, they allow programs to perform calculations and store data for later retrieval. variables store number, name, text message, etc.

* variables types.

• integer :- store whole numbers.
(34 6450 0 -90)

• char :- hold any valid character which is typed from the keyboard.

(XYZ, OABC, SAM_SAID, [], { }, +, -)

• Boolean :- called logical variables. can only have one of two possible states. (true or false).

1: - are positive or negative number
which have decimal places.

(34.300)

→ The basic Format For declaring variable

$$\{ \text{var } \text{name} : \text{type} ; \}$$

→ where name is the name of the variable
being declared.

and type is one of the recognised
data types for Pascal.

H.M

ex: - classify each of the following according
to the basic data types.

{ (34.276, -37, H, <, 0.0, 0,
dd, 5.09E+27) .

operators:-

an operator is a symbol that tells the compiler to perform specific mathematical or logical manipulations.

operators types:-

- Arithmetic operators.
- Relational operators.
- Boolean operators.
- Bit operators.
- Set operators.
- String operators.

Arithmetic Statements. (operators).

The following symbols represent the arithmetic operators. use them when you wish to perform calculations.

- + Addition :- add two operators.
- subtraction :- subtract second operand from the first
- * Multiplication :- multiple both operands.
- / Division :- divides numerator by denominator.

→ addition Example

program add;

var

x, y, result : integers;

begin

x := 10;

y := 5;

result := x + y;

writeln (x, " plus ", y, " is ", result);

end.

* write and writeln Statements.

→ write Statement leaves the cursor at the end of the current line.

^{in the} → writeln Statement, the cursor is position at the beginning of the next line.

→ when printing text using `write` or `writeln`, the text is enclosed using single quotes.

→ if the program is required to input data from the keyboard and also write the data on console screen the first line of the program reads.

→ if the program required to input data from keyboard the first line of the program reads.