Computer Programming For Geographers

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Computer programming languages allow us to tell machines what to do. Machines and humans "think" very differently, so programming languages are necessary to bridge that gap. 

1883: Algorithm for the Analytical Engine: Created by Ada Lovelace for Charles Babbage's Analytical Engine to compute Bernoulli numbers, it's considered to be the first computer programming language. 

1949: Assembly Language: First widely used in the Electronic Delay Storage Automatic Calculator, assembly language is a type of low-level computer programming language that simplifies the language of machine code, the specific instructions needed to tell the computer what to do. 

1952: Autocode: Autocode was a generic term for a family of early computer programming languages. 

Computer programming is the act of writing computer programs, which are a sequence of instructions written using a Computer Programming Language to perform a specified task by the computer. Computer Programming is fun and easy to learn provided you adopt a proper approach. This tutorial attempts to cover the basics of computer programming using a simple and practical approach for the benefit of novice learners. Audience. This tutorial has been prepared for the beginners who are willing to learn computer programming but they are unable to learn it due to lack of proper guidance. 


An otherwise useful chapter on programming style and debugging (which covers both BASIC and FORTRAN) conspicuously lacks any reference to the GOTO syndrome which often afflicts novice programmers. In most modern versions of BASIC, the availability of IF . . . THEN . . . ELSE, REPEAT . . . UNTIL and named procedures, make the spaghetti-inducing GOTO statement more or less unnecessary.