

Computers in Chemistry – Lecture III

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Get this lecture online

- Please go to: <http://qc.chem.nagoya-u.ac.jp>
- Click on “Teaching”
- Click on “PDF” link of “3.1 Lecture III – Introduction to computer programming”

1.2 Assignment 1 (PDF)
2.1 Lecture II - Use your computer, see chemistry (PDF)
2.2 Example outputs: h2o.out h2o-freq.out benzene.out
2.3 Molden 4.8 program for MacOSX: [molden4.8.macosX](#)
2.4 Assignment 2 (PDF)
2.5 Introduction to UNIX (Japanese)
3.1 Lecture III - Introduction to computer programming (PDF)
3.2 Assignment 3 (PDF)
3.3 Example programs: [hello.c](#) [hello.f](#)

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Today's Lecture

- Overview of programming languages
- Scientific computer languages: Python, C and FORTRAN
- Example codes in these languages
- How to write a program on your Mac
- How to compile and run (“execute”) a short program on your Mac

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Overview I

- Microsoft Office: Word, Excel, Powerpoint, etc.



- limited programming capability
- predefined functions only (except for Visual Basic, limited use)

- Calculator:  Simple calculus possible

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Overview II

- Computer only understands '0' and '1' (machine language)
- Two basic variations of programming languages:
 - **Interpreter** based
 - **Compiler** based
- **Interpreter**: program in machine language; takes a program and “runs” it. Needs to run independent from the program.
 - Example: **Basic, python, Java**
- **Compiler**: needs to be run once, produces machine-readable code (0010011 etc.). Once program has been “compiled”, the compiler is no longer necessary.
 - Example: **C, FORTRAN, COBOL, Java, etc ...**

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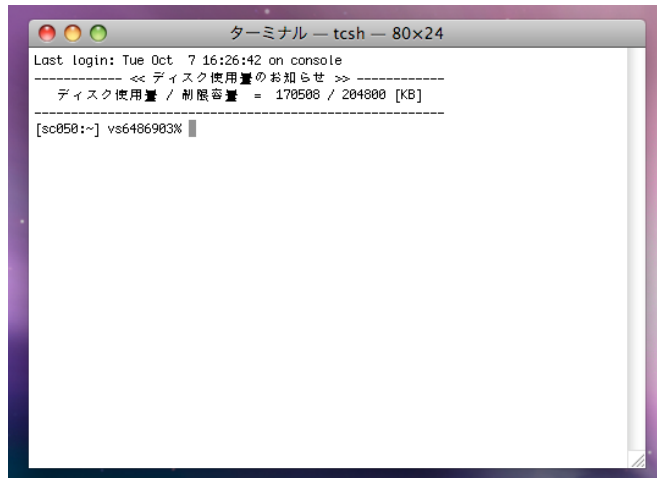
Interpreter language: Python I

- Interpreter based languages: You can type the text, and the interpreter immediately executes your command.
- Example language: **Python**
- On your Mac, open X-windows terminal:



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- Interpreter language: Python II
- X-Windows automatically opens a so-called “Terminal”



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Interpreter language: Python III

- In your terminal, type:
`python <enter>`
- You will see:

```
[sc050:~] vs6486903% python
Python 2.5.1 (r251:54863, Apr 15 2008, 22:57:26)
[GCC 4.0.1 (Apple Inc. build 5465)] on darwin
Type "help", "copyright", "credits" or "license" for more information.
>>>
```

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Interpreter language: Python IV

- In your terminal, type:
`>>>3+10<enter>`
- You will see:
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`>>>x=2; y=3; x**2+y**2`
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`>>>s="Hello, world"`
`>>>s`
`'Hello, world'`
`>>>quit()`

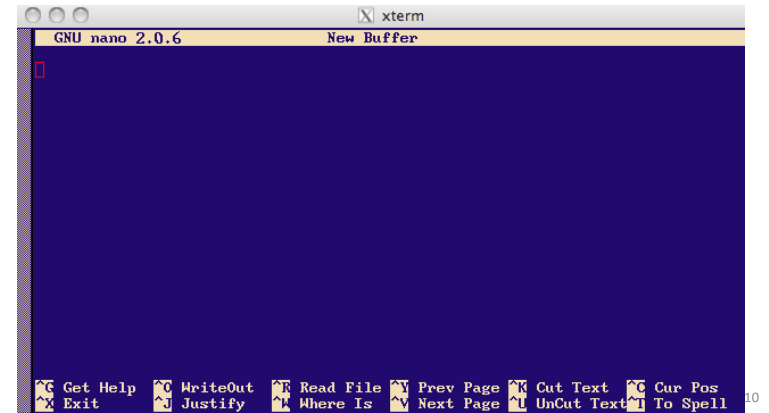
Now you are back at your terminal command line.

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Compiler languages: Text editor I

- In your terminal, type:

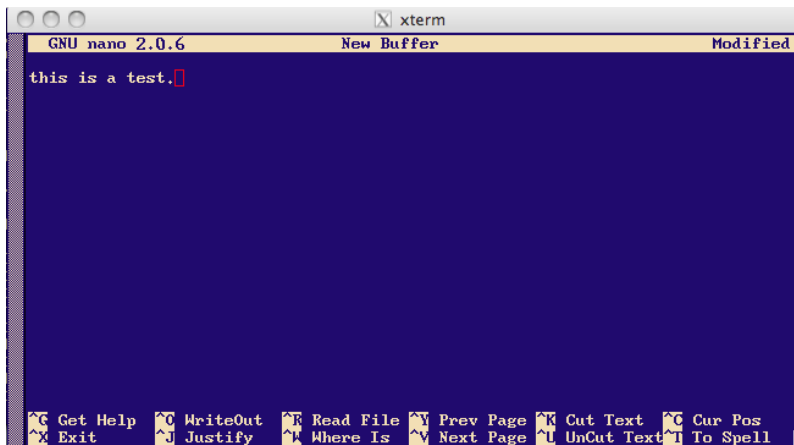
`pico<Enter>`



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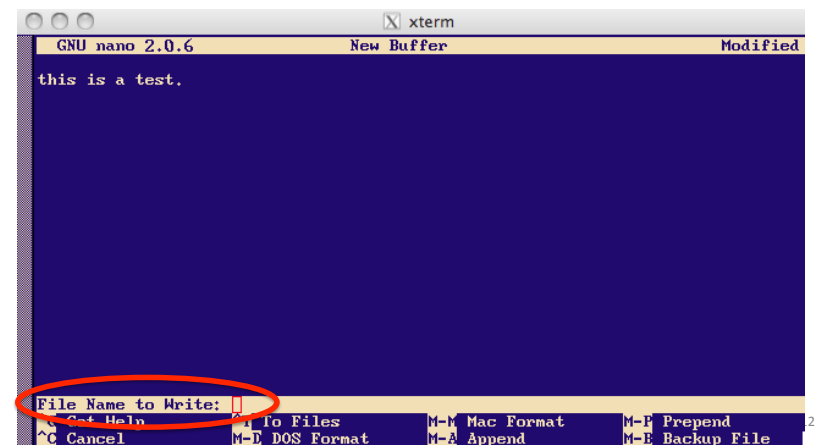
Compiler languages: Text editor II

- In pico, you can enter any text you like, for example:



Compiler languages: Text editor III

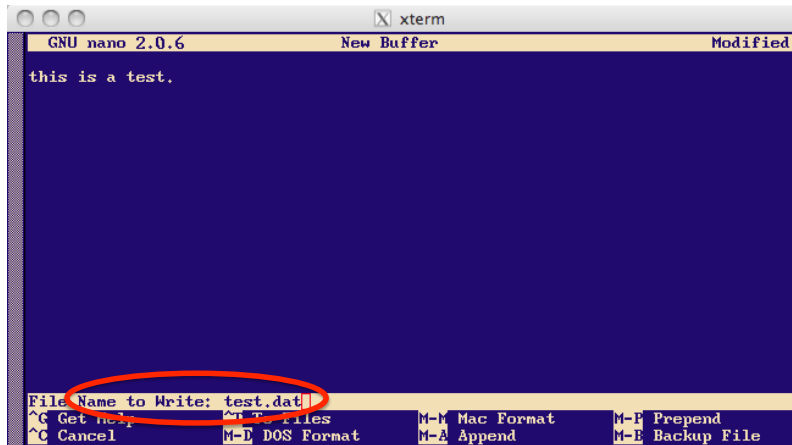
- To save the file, you type `<Ctrl>O = ^O`
- You are asked a file name:



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Compiler languages: Text editor IV

- Give a file name, for example test.dat<enter>

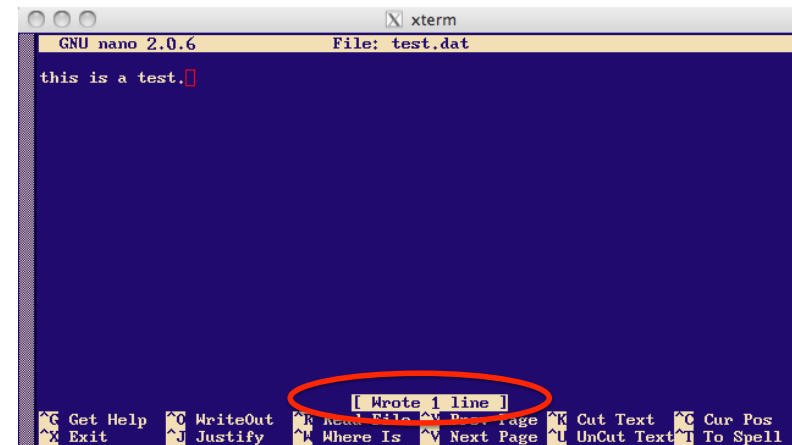


```
GNU nano 2.0.6          New Buffer          Modified
this is a test.
File Name to Write: test.dat
^C Get Help      ^O WriteOut     ^R Read File    ^V Next Page   ^K Cut Text     ^C Cur Pos
^X Exit          ^J Justify     ^W Where Is    ^N Next Page   ^U UnCut Text  ^I To Spell
```

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Compiler languages: Text editor V

- Result looks like this:



```
GNU nano 2.0.6          File: test.dat
this is a test.
[Wrote 1 line]
^C Get Help      ^O WriteOut     ^R Read File    ^V Next Page   ^K Cut Text     ^C Cur Pos
^X Exit          ^J Justify     ^W Where Is    ^N Next Page   ^U UnCut Text  ^I To Spell
```

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Compiler languages: Text editor V

- Exit text editor using ^X
- You are back to the command line, where you can type:
- ls<enter>
- You should see:
- test.dat

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Example programs: C, FORTRAN

- Using pico, write a C language program "hello.c"

```
/* hello.c: display a message on the screen */
#include <stdio.h>
main()
{
    printf("hello, world\n");
}
```

Note: On Japanese keyboards, the "\n" is under the ¥ key

Comments

Opening statements

Program or subroutine name statements

- Compile program: cc hello.c
- Run program: ./a.out

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Example programs: C, FORTRAN

- Writing “Hello world” in FORTRAN.

```
10: Label!      c
                c hello.f: display a message on the screen
                c
                Program Hello
                implicit none
                write(*,10)
10 format('Hello, world.')
                END
```

Comments

Opening statements

Program or subroutine name statements




- Compile program: gfortran hello.f
- Run program: ./a.out

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C, FORTRAN program structure

- Labels do NOT exist in C
- Labels are sometimes used in BASIC and FORTRAN, especially with “GOTO” statements
- Example: infinity loop:

```
10 write (*,20)
20 format ('Hello, world')
   goto 10
end
```



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