

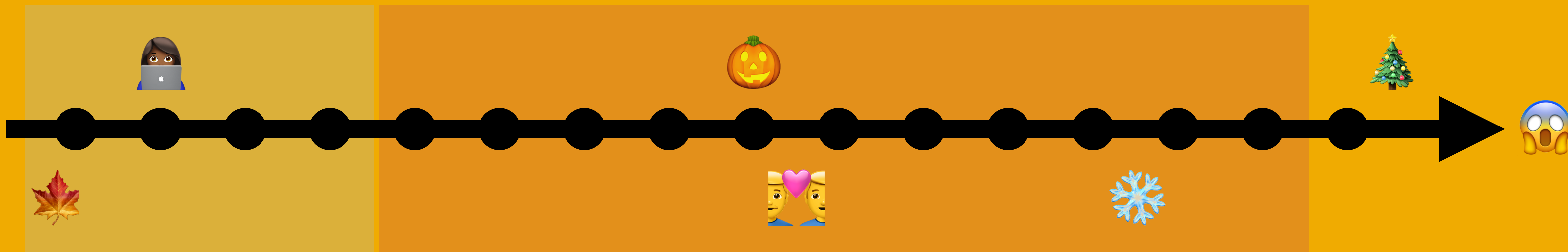
ИНФОРМАТИКА
ПОЛИТЕХ
2020

12. История IT и музыки 🎸

Лекция о параллельных историях развития информационных технологий и музыки

Константин Корилов 🧑

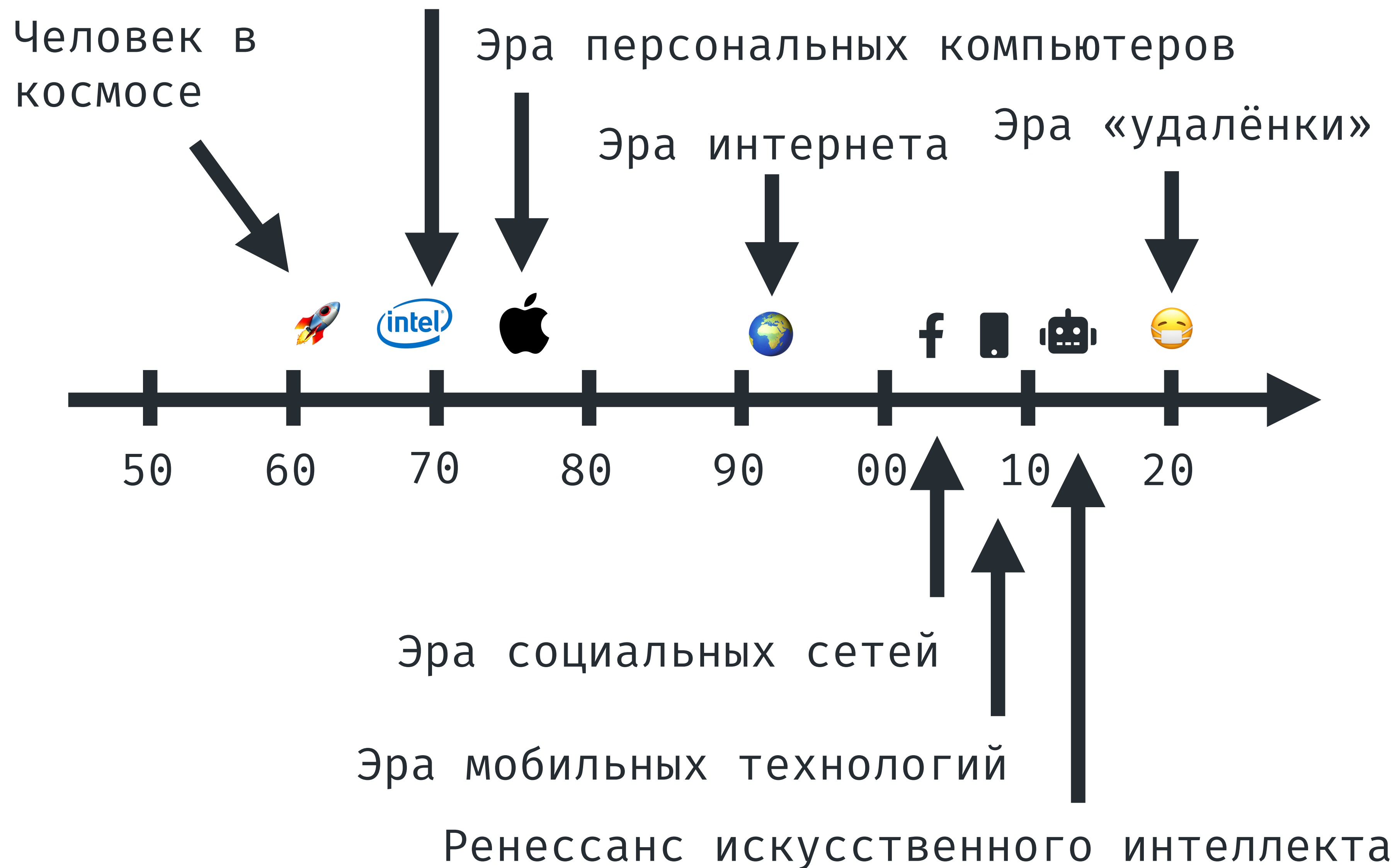
Елена Кононенко 🧑



↑
📍
МЫ ТУТ

СЕМЕСТР

Эра микропроцессоров





Барабаны



Калимба



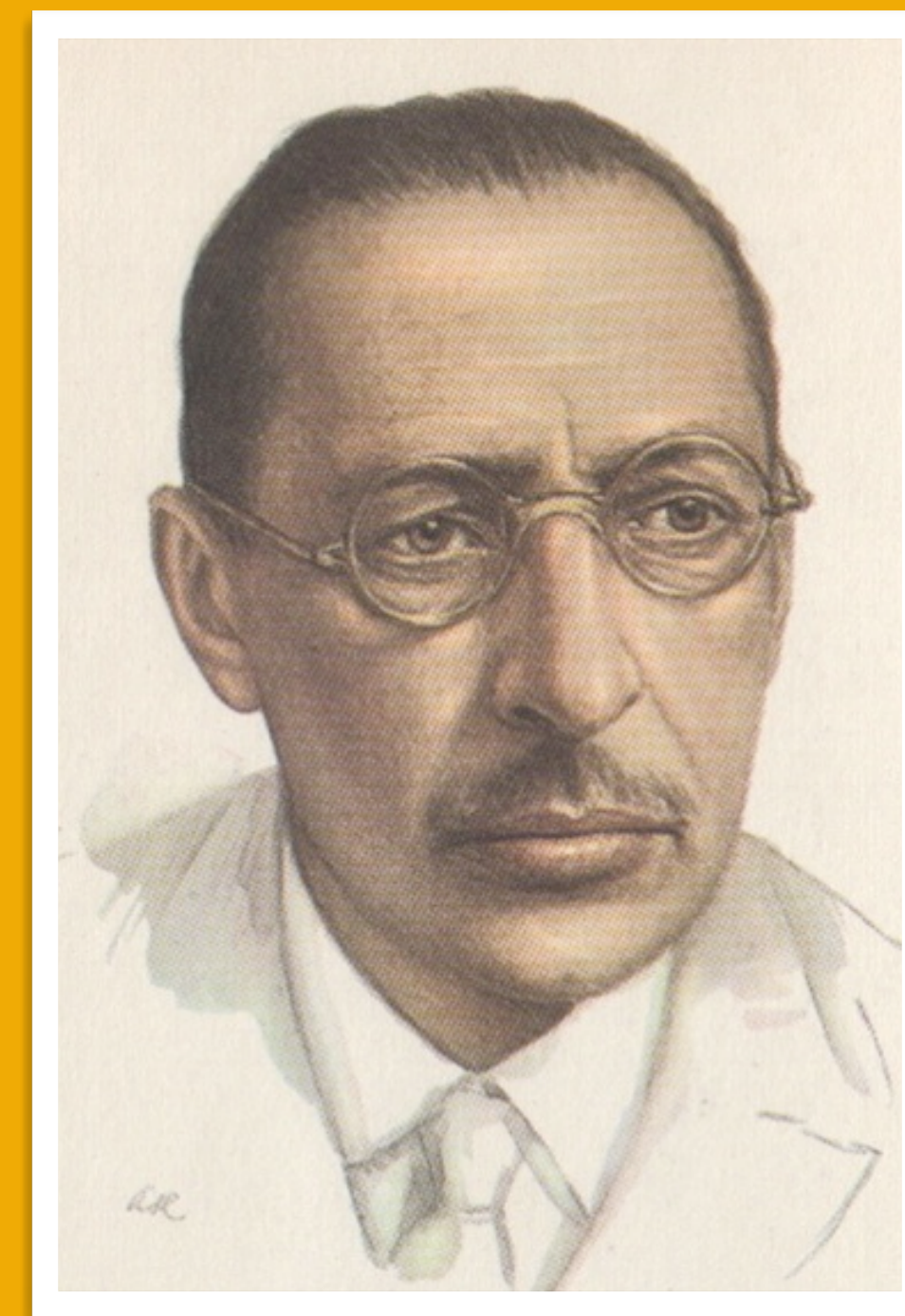
Духовые



Хронограф



Грамофон



Игорь Федорович
Стравинский



Глен Миллер



Джордж Гершвин

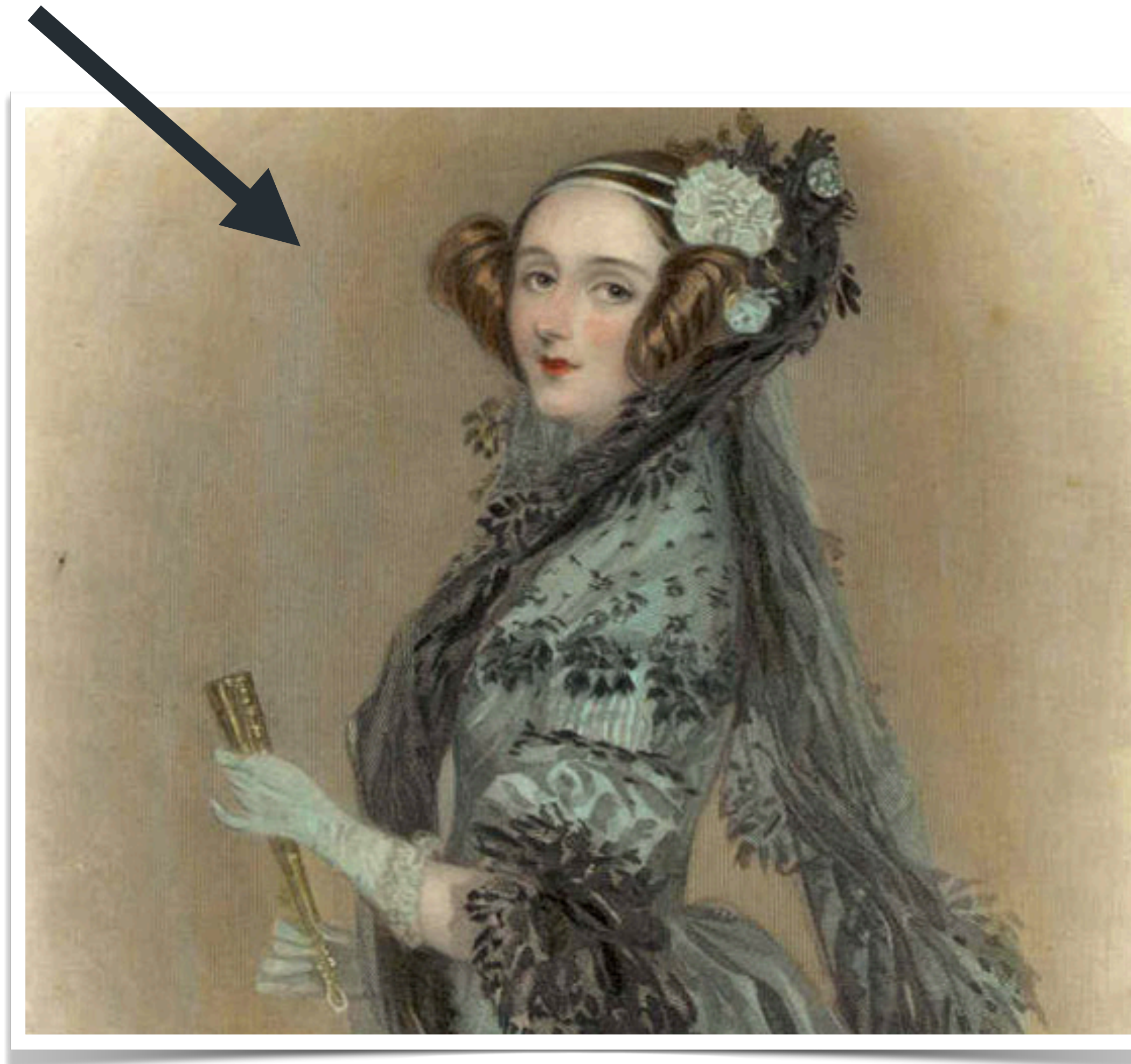


Джон Кейдж

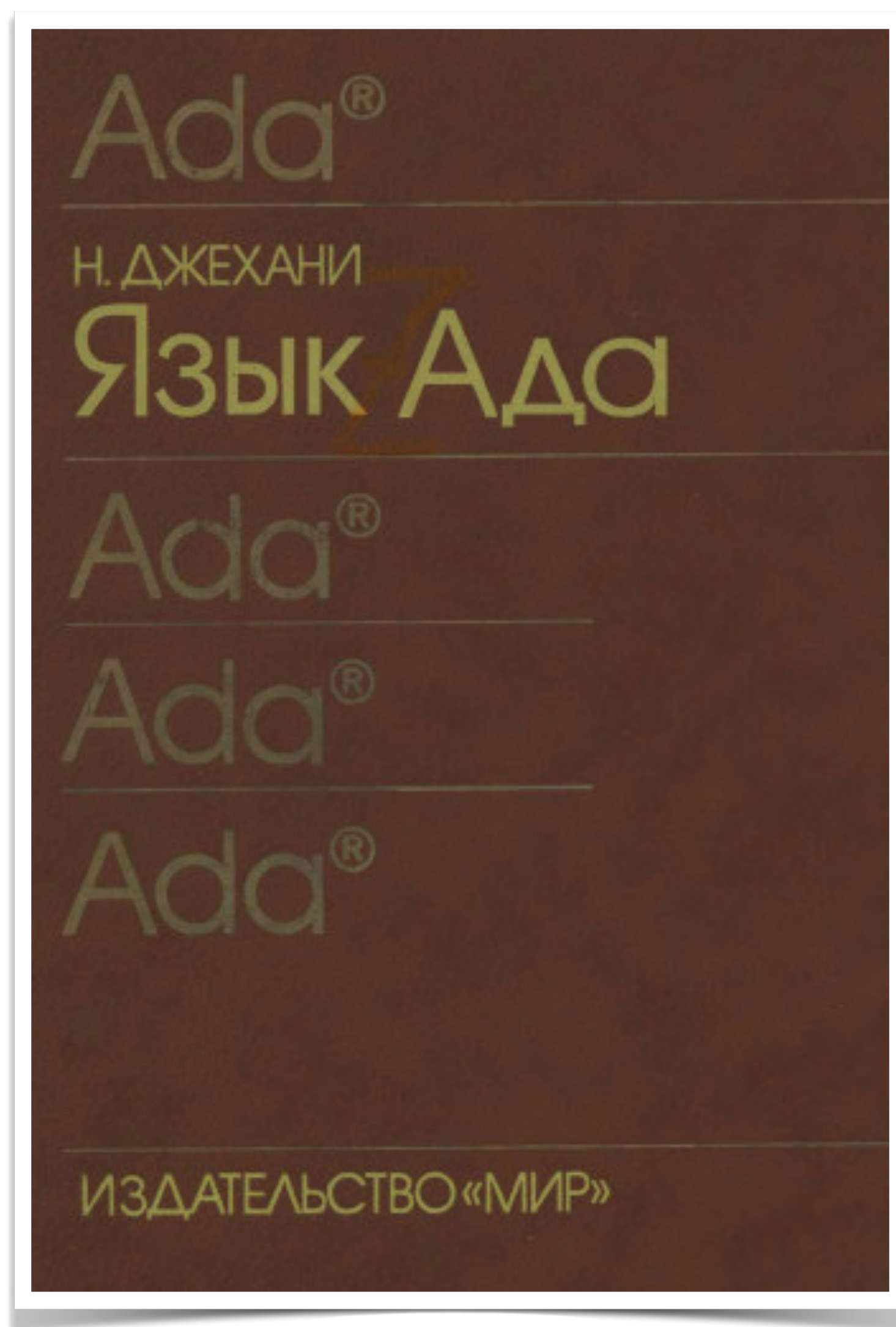


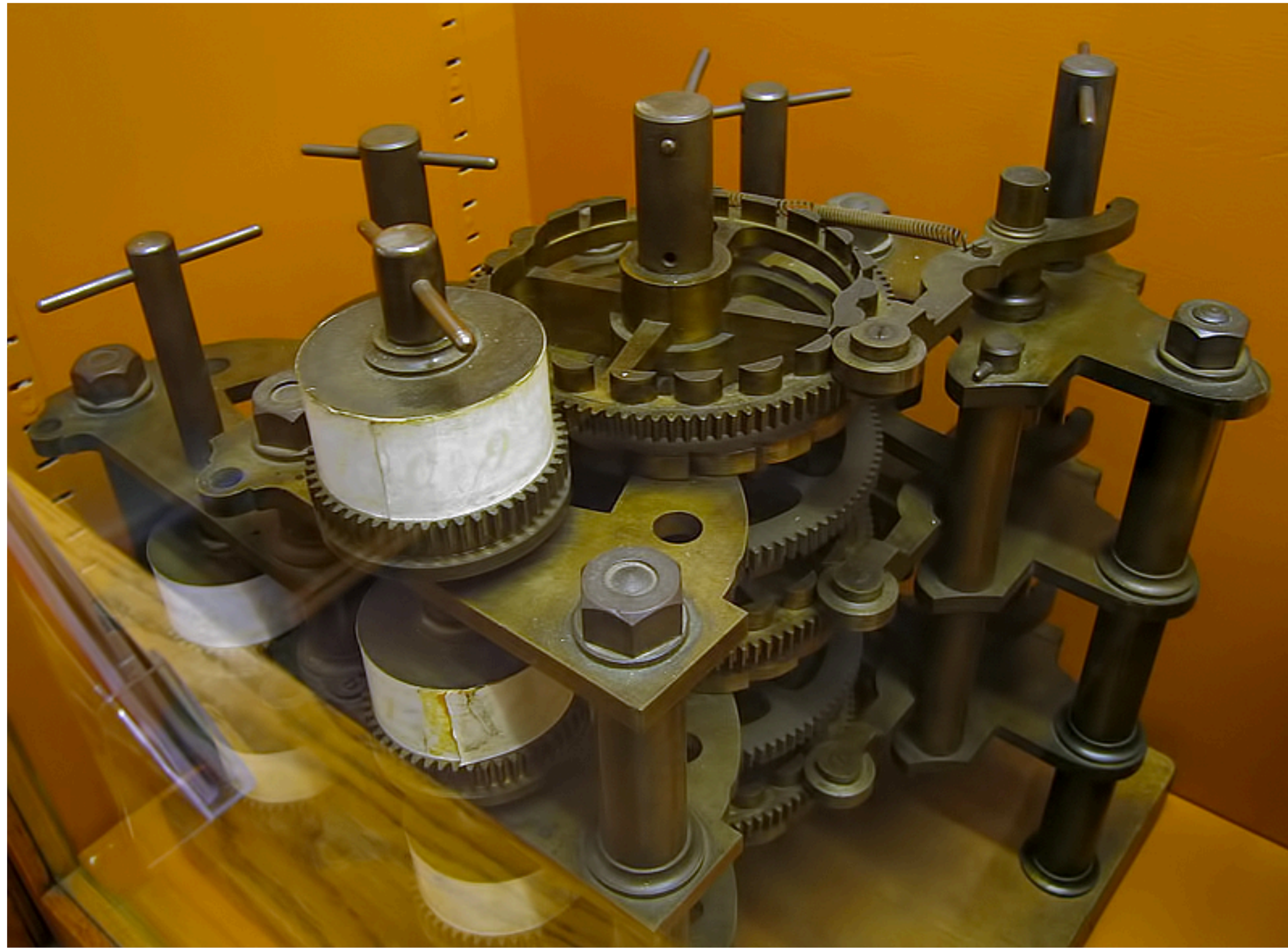
Билл Хейли

Первый программист

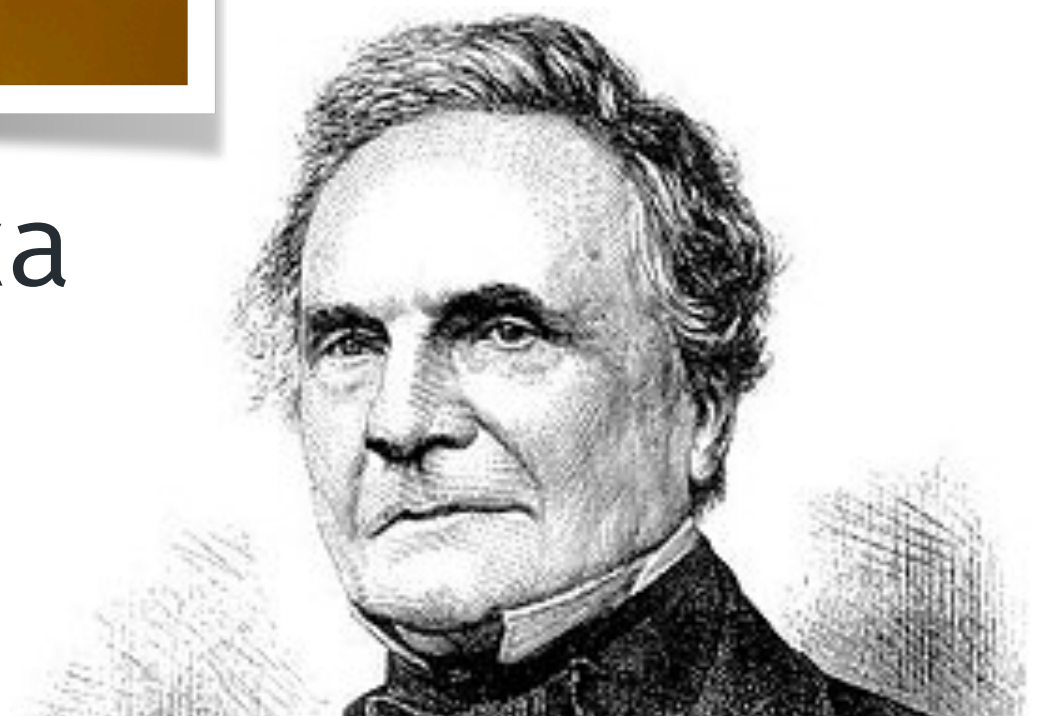


Ада Байрон (графиня Лавлейс)





Часть паровой машины Чарлза Бэббиджа

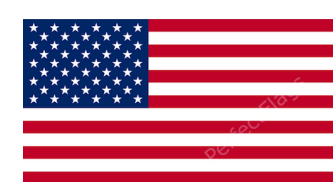




Перфокарты ткацкого станка

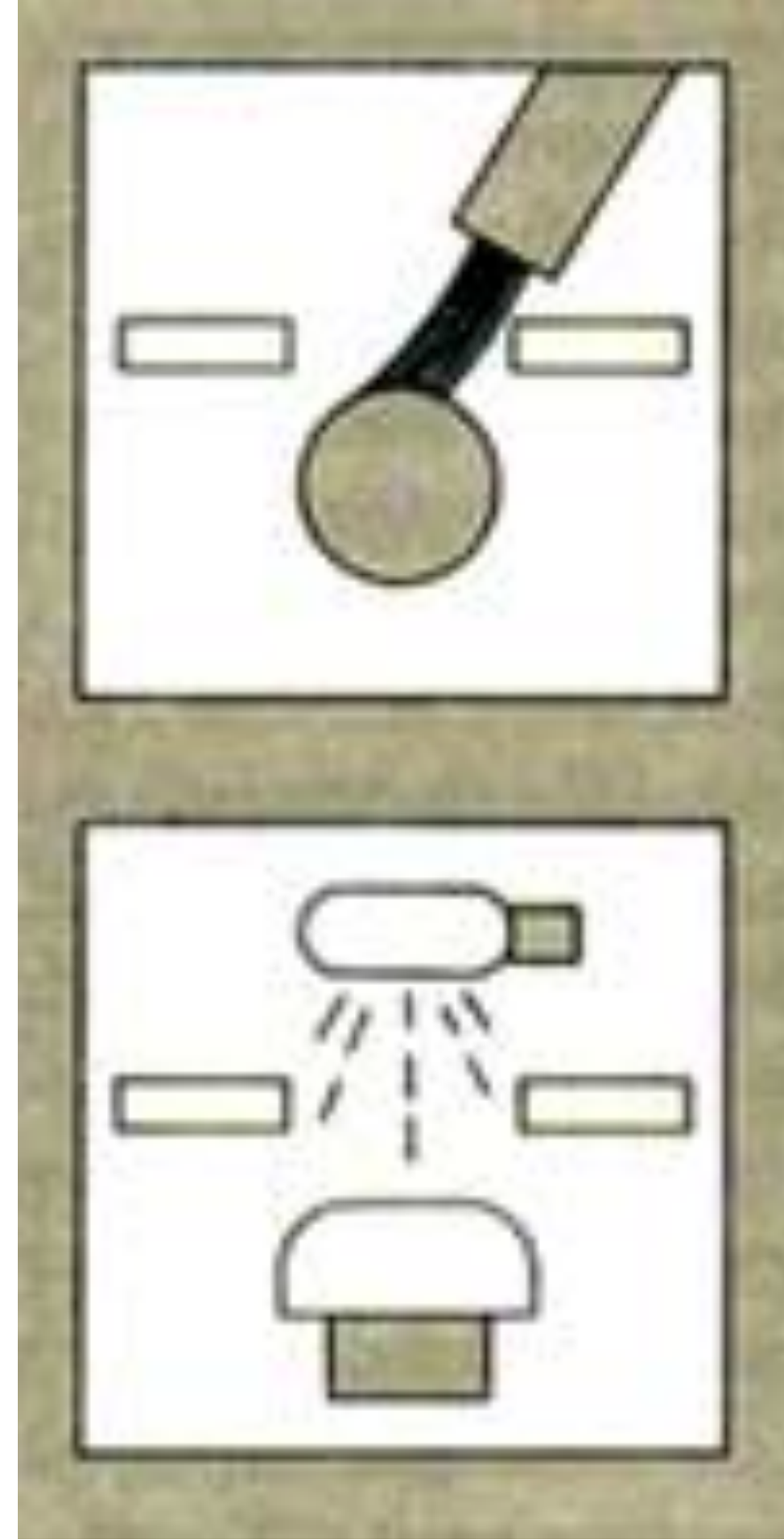


Табулятор Германа Холлерита (1890)



1	1	3	0	2	4	10	On	S	A	C	E	a	c	e	g		EB	SB	Ch	Sy	U	Sh	Hk	Br	Rm
2	2	4	1	3	E	15	Off	IS	B	D	F	b	d	f	h		SY	X	Fp	Cn	R	X	Al	Cg	Kg
3	0	0	0	0	W	20		0	0	0	0	0	0	0	0	0	●	0	0	0	0	0	0	0	0
A	1	1	1	1	0	25	A	1	1	1	1	1	1	1	1	1	1	●	1	1	1	1	1	1	1
B	2	2	2	2	5	30	B	2	2	●	2	2	2	2	2	2	2	2	●	2	2	2	2	2	2
C	3	3	3	3	0	3	C	3	3	3	●	3	3	3	3	3	3	3	3	●	3	3	3	3	3
D	4	4	4	4	1	4	D	4	4	4	4	●	4	4	4	4	4	4	4	4	●	4	4	4	4
E	5	5	5	5	2	C	E	5	5	5	5	5	●	5	5	5	5	5	5	5	5	●	5	5	5
F	6	6	6	6	A	D	F	6	6	6	6	6	6	●	6	6	6	6	6	6	6	6	●	6	6
G	7	7	7	7	B	E	G	7	7	7	7	7	7	7	●	7	7	7	7	7	7	7	7	●	7
H	8	8	8	8	a	F	H	8	8	8	8	8	8	8	8	●	8	8	8	8	8	8	8	8	●
I	9	9	9	9	b	c	I	9	9	9	9	9	9	9	9	9	●	9	9	9	9	9	9	9	9

Перфокарта



1	1	3	0	2	4	10	On	S	A	C	E	a	c	e	g		EB	SB	Ch	Sy	U	Sh	Hk	Br	Rm
2	2	4	1	3	E	15	Off	IS	B	D	F	b	d	f	h		SY	X	Fp	Cn	R	X	Al	Cg	Kg
3	0	0	0	0	W	20		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A	1	1	1	1	0	25	A	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
B	2	2	2	2	5	30	B	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
C	3	3	3	3	0	3	C	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
D	4	4	4	4	1	4	D	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
E	5	5	5	5	2	C	E	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
F	6	6	6	6	A	D	F	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6
G	7	7	7	7	B	E	G	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
H	8	8	8	8	a	F	H	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8
I	9	9	9	9	b	c	I	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9

Заплата (англ. patch) = патч

#42

30.08.2004 в 16:00

<Sashok> -- Здравствуйте, это канал об аниме? -- Да. -- Как мне пропатчить KDE2 под FreeBSD?

Комикс по мотивам цитаты

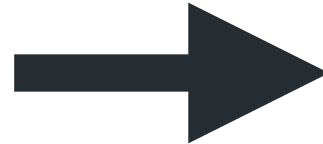
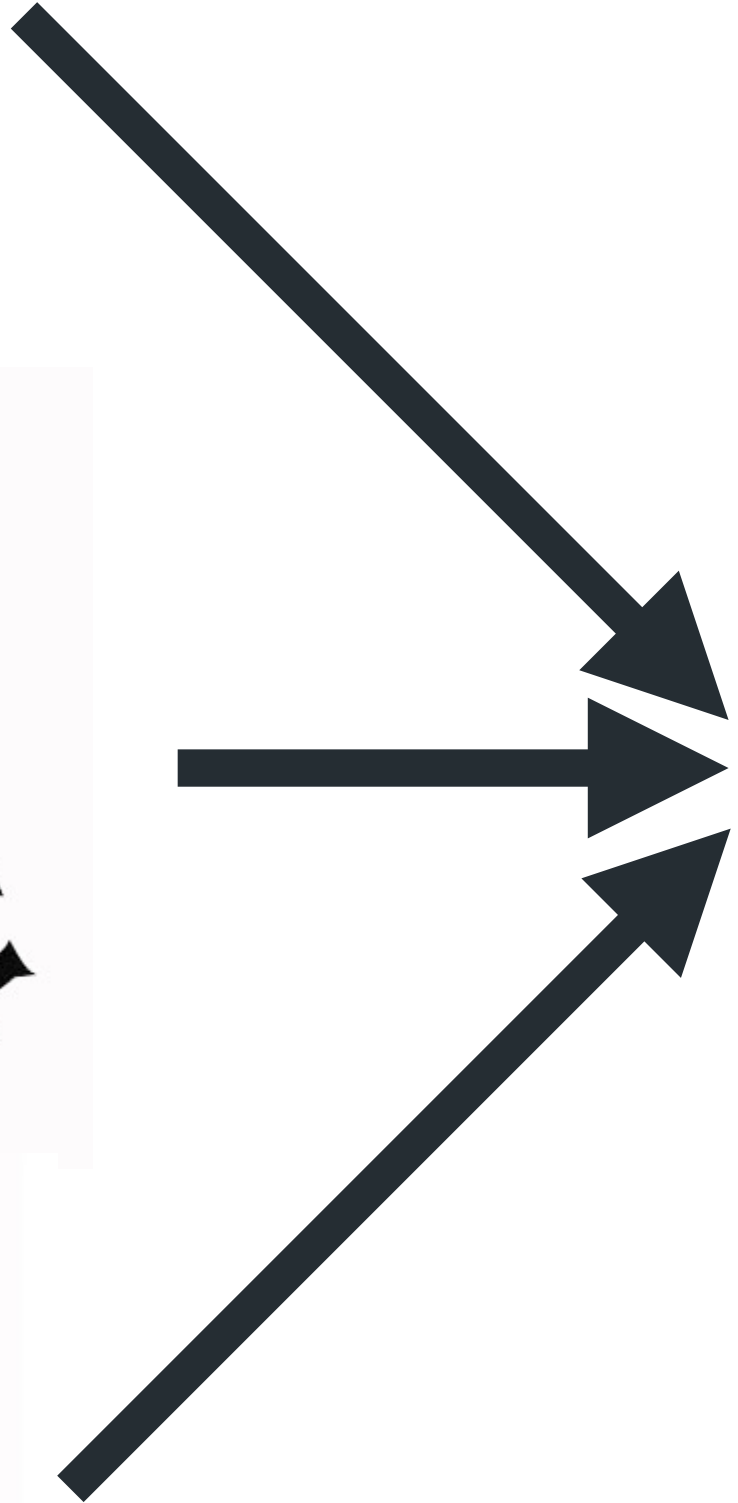


[:::]

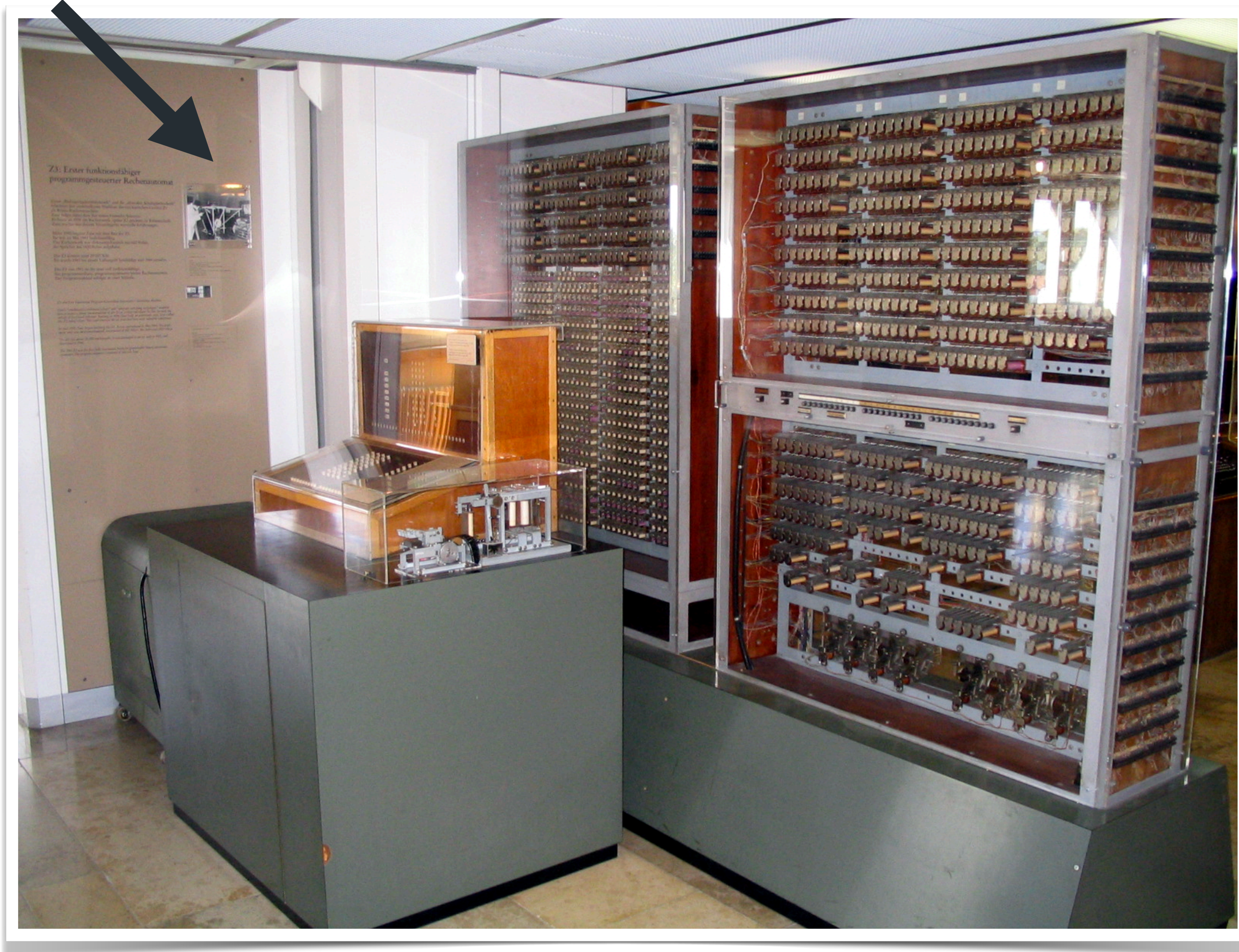
[-] 125779 [+]



THE TABULATING MACHINE COMPANY
GENERAL OFFICES - 270 BROADWAY
NEW YORK, N. Y.



Автор: Конрад Цузе



Z3 (1941)



ATANASOFF-BERRY COMPUTER

The First Electronic Digital Computer

Between 1937 and 1942, Iowa State Professor John Vincent Atanasoff, assisted by graduate student Clifford E. Berry, designed and built the first electronic digital computer in the basement of Physics Hall at Iowa State. Known now as the Atanasoff-Berry Computer (ABC), it was the first to use four basic concepts found in today's computers: electronics, regenerative memory, computation by direct logical action, and the binary (base two) number system.

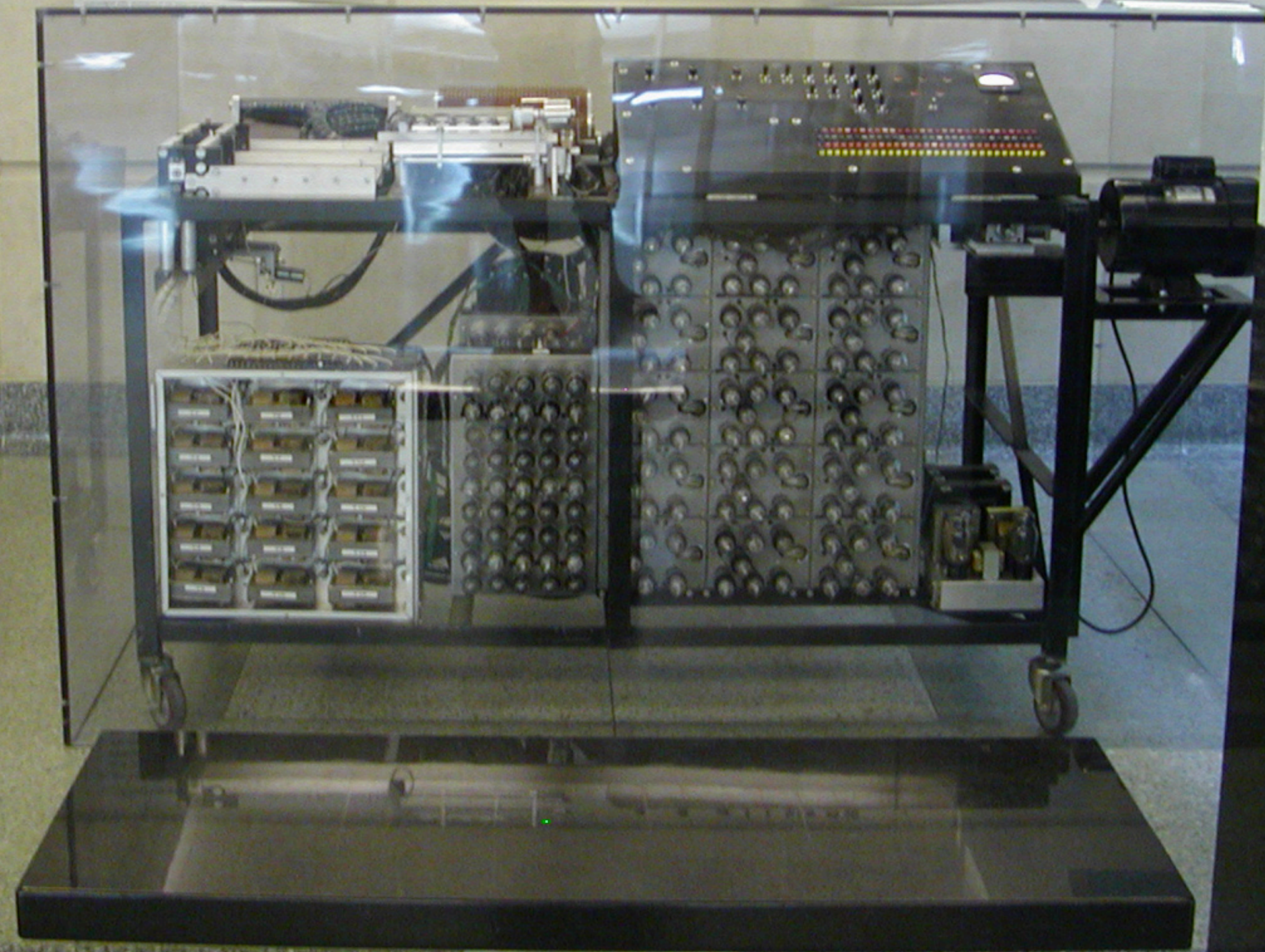


The Atanasoff-Berry Computer employed electronics in the form of 300 vacuum tubes in its circuits to carry out logic operations and digital arithmetic. Data was input to the computer via punch-card readers. The memory consisted of devices called capacitors which stored bits as electronic charges. These were embedded in two memory drums. This computer was a special-purpose machine designed to solve systems of up to 29 simultaneous equations in 29 unknowns.



Dr. Atanasoff left computer development and Iowa State in 1942 for a defense-related position at the Naval Ordnance Laboratory in Washington, D.C., during World War II.

Because he left, the ABC was not patented. However, time has proven that its design features such as logical circuits, regenerative memory, and electronic computing were a brilliant achievement.

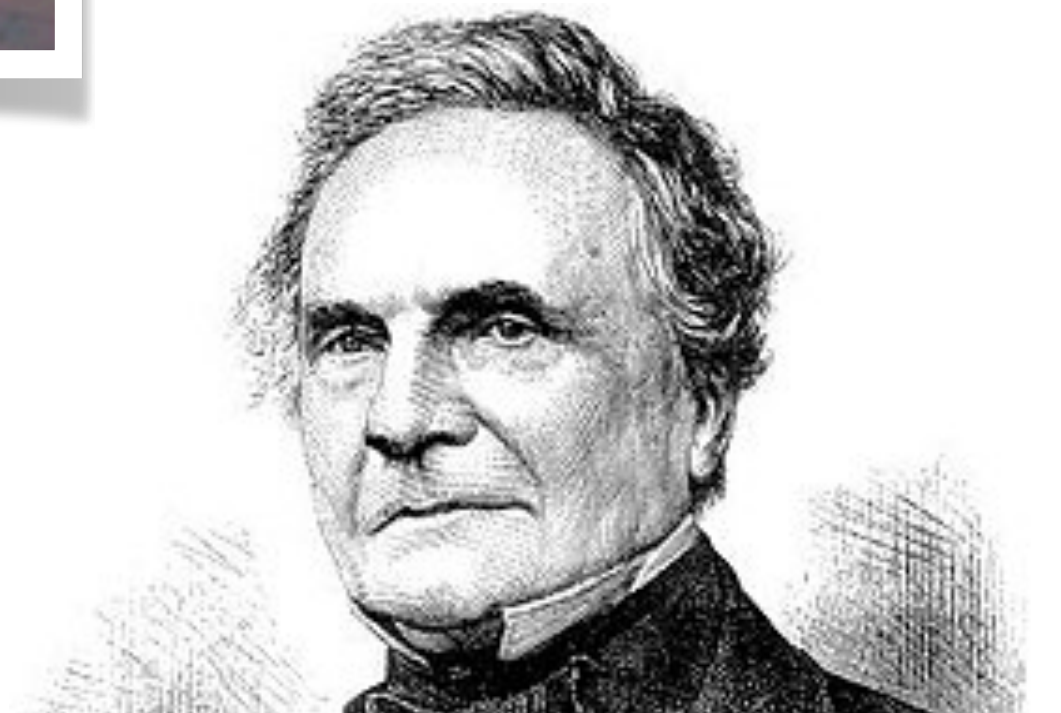
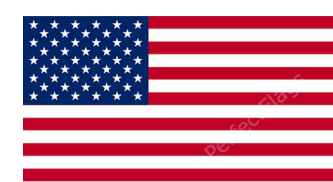


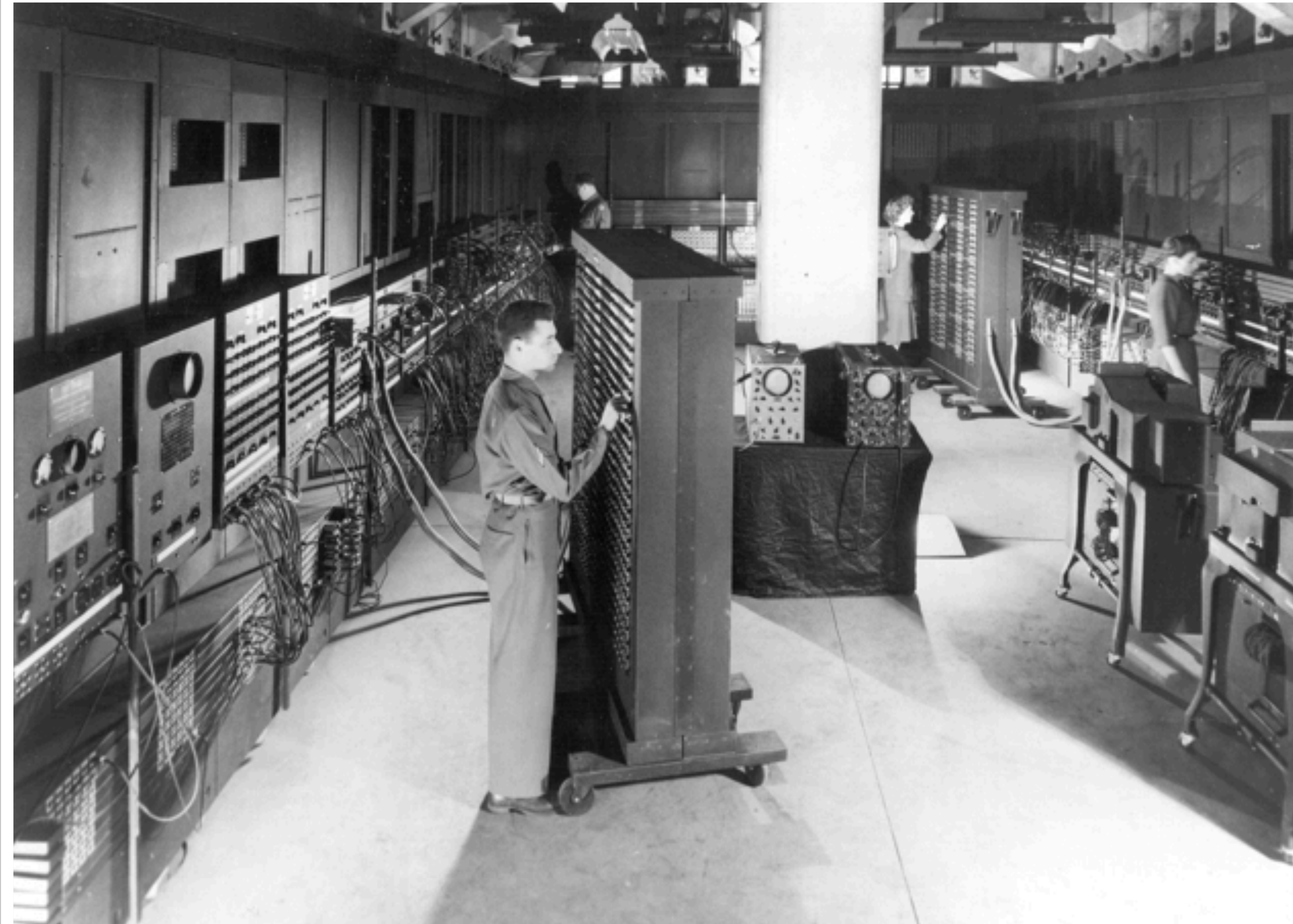
ABC (1944)





MARK I (1944)





ENIAC (1945)





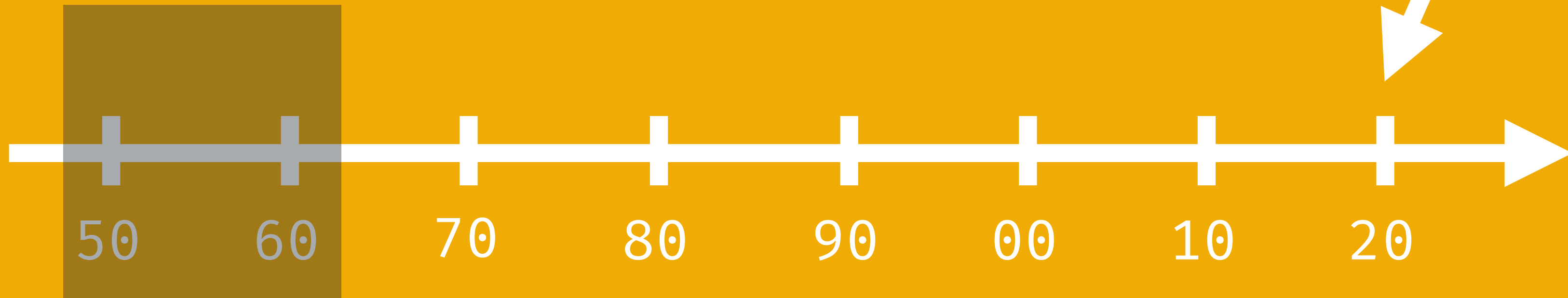
Элвис Пресли



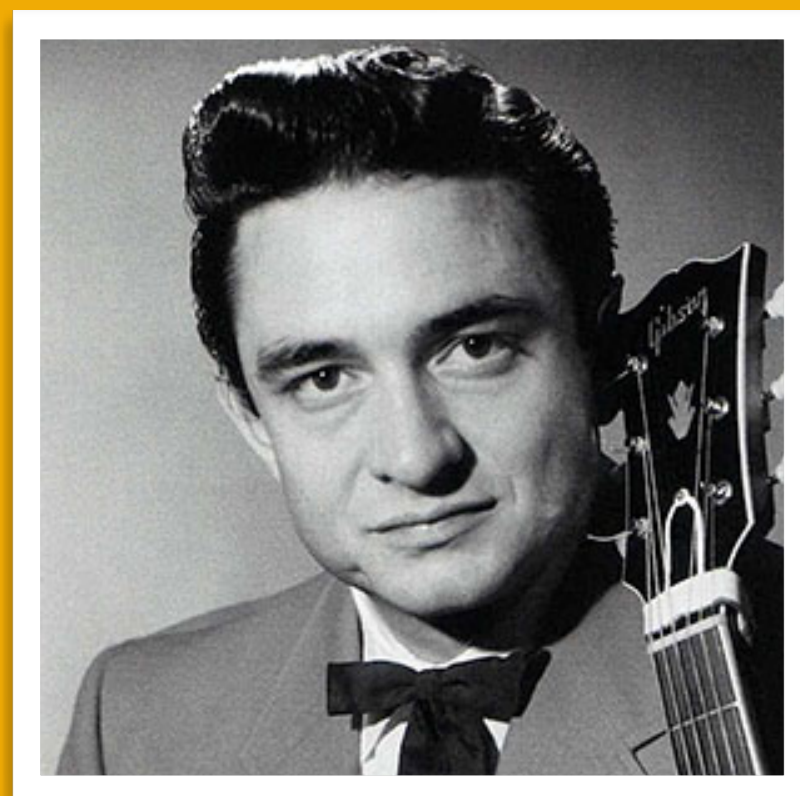
Чак Берри



Мы тут



Мадди Уотерс



Джонни Кэш

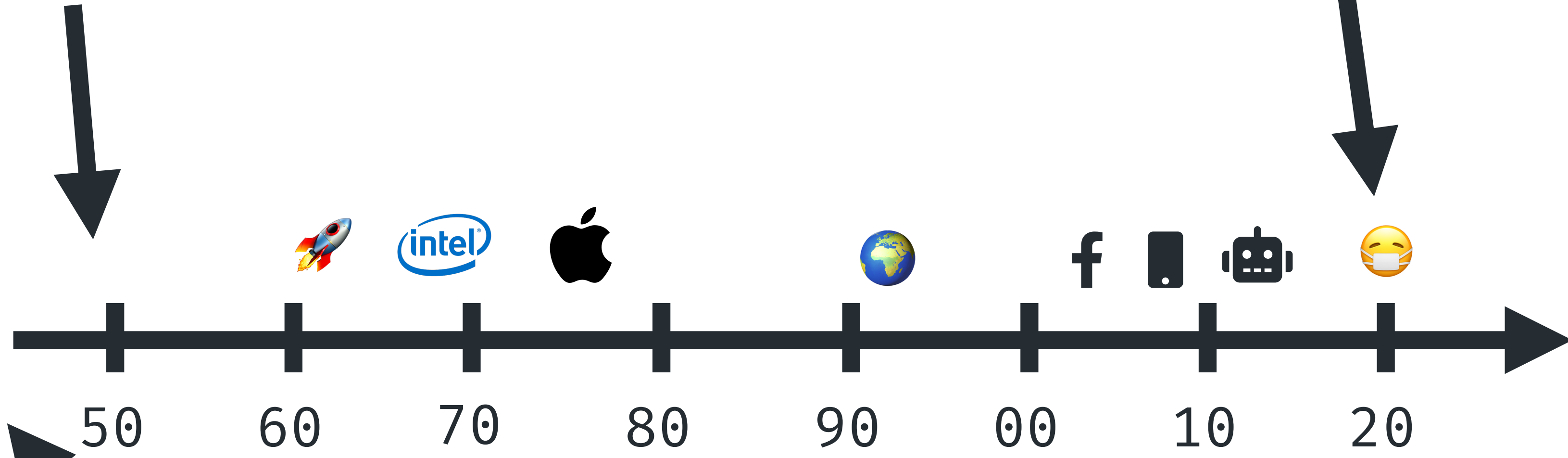


Литтл Ричард

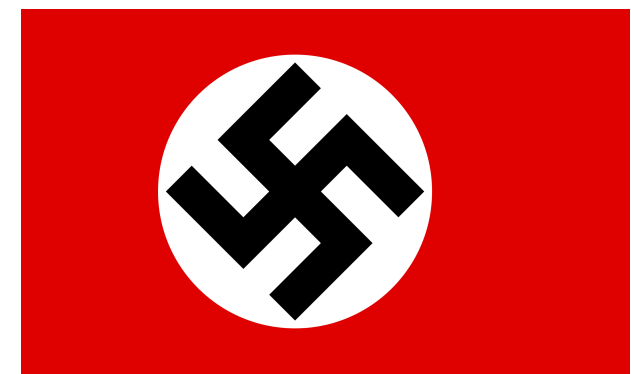
```
01001010 1 110 000100 01001010111 01000111101100001011
11 010 10 1101 110 0 10110100 101100100 1100 10 1 1011000
0110 01100011 1 1110 1000 0 010111 001 10 0110101110 110
0001 1 10 101 000 010 10 0001 0 0 0 0 011111 0000 011 1
0111000 0 01111001110 010 0001011100 0011111 110 0001011
10010100000100101010110101010101010101000010010000 0101
0010011100 100 110 0010000011 1110 111000 11 1 01 0111
0011 000 1101010 0101 1011 0110000 0110 0 11110101 1 1 1
011 00 101 11 0 110110000101 0 101110010 01 11 000000 0 0
110 1 0010011 110 111 0100 1111000010000100 100010 110011
1001100010 011 0100 10 00 111101100011 0 11010000001010
0100 1 000110 0110 01100010 00 011 00 101101 010011 00110
0 111000 01010000 011111100011 0101 1001011 000011 11
011 000101111 010 11 000 001101 0010001011 00 011011
01111100 0011111011010000 00 1100 00111101010000111 00
1010 0000 01 000100000001 0 1111 1011 001 0111010 1 0 010
010 01 00011101010 1100100 010000000001010101011100 011
0 01 1 0101101000101 1 1000110000 0 010 111100001 1101
001100001111100 0 11100010 00 101111 01 011110111 00110 1
1111101 0 00111000011010000 0 0000 0010 00000100 01 10 01
001011100 01 000100100 001 001 1 0 01 00 1 1011101001000001
110111000110 01 1 00 00 0100100 110010 0101 0 11 00011
0001100 101 01010 001 110 100 110000110 010111 00010 11101
010101 000110 0 10111000001000111 000 0 010110 01 10 0110
00 11000 10 1010 00011 01100011000 1011010 110 11010 0 111111
011100001111 10010 1100001 00 01011 100100111 1011 00 101
```

Программирование в машинных кодах

Мы тут



Plankalkül
(~1945, Конрад Цузе)



Plankalkül (~1945)

```
1 P1 max3 (V0[:8.0],V1[:8.0],V2[:8.0]) → R0[:8.0]
2 max(V0[:8.0],V1[:8.0]) → Z1[:8.0]
3 max(Z1[:8.0],V2[:8.0]) → R0[:8.0]
4 END
5 P2 max (V0[:8.0],V1[:8.0]) → R0[:8.0]
6 V0[:8.0] → Z1[:8.0]
7 (Z1[:8.0] < V1[:8.0]) → V1[:8.0] → Z1[:8.0]
8 Z1[:8.0] → R0[:8.0]
9 END
```

Парадигма программирования —
способ программирования

Обычно **языки программирования**
поддерживают разные парадигмы
программирования

Императивное программирование (парадигма)

программирование с помощью
явно написанной
последовательности команд,
которые меняют состояние
системы

NB: Парадигмы помогают
контролировать сложность!



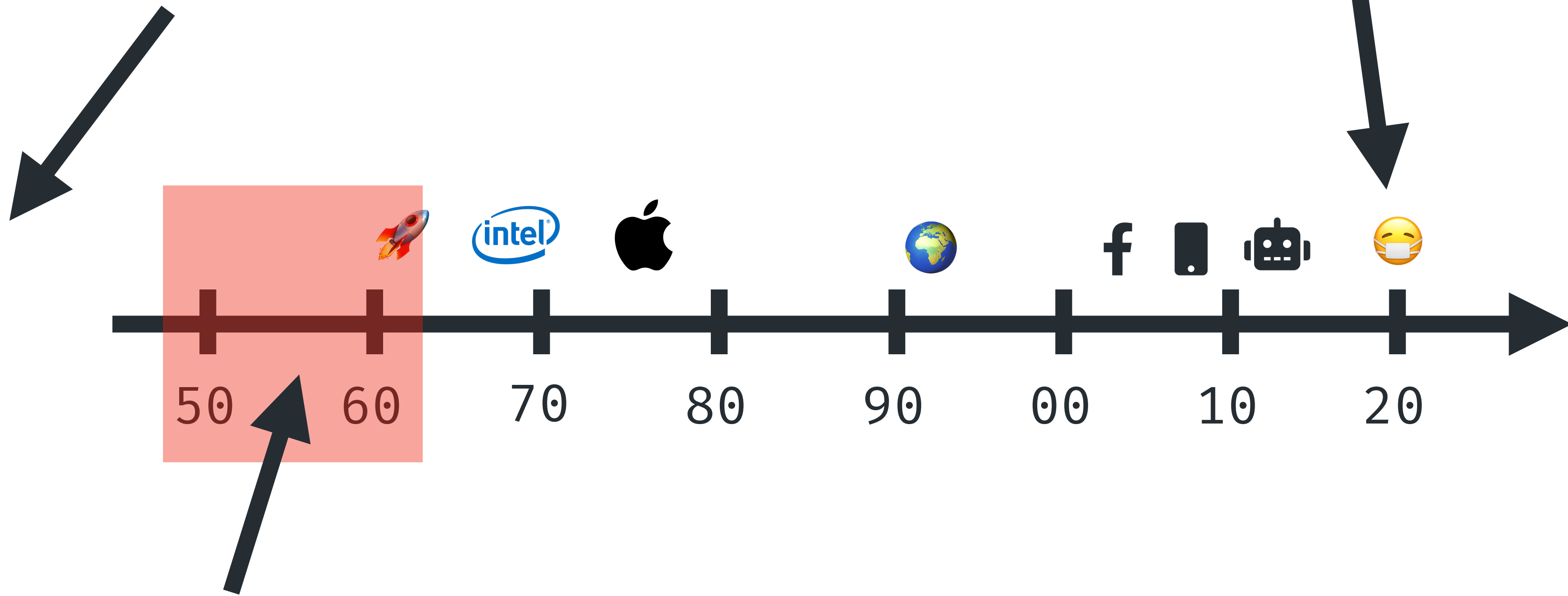
IBM 704 (1954)



```
0100101010 1 1100 0001100 0101101111 01000111011000011011
11 010 10 1101 1110 101101100 10110100 1100 10 11011000
0110 010011 11110 10000 010111 01 10 011011110 110
0001 1 10 1011000 010 101 0001 0 0 101 0 01111 000011111
0110000 0 11110001110 010 0001011100 011111 110 0011011
1101100000010101101 110110101000 0010010010000 0101
0100 1100 110 110 0010000011 11110 11 1000 11 1 01 111
0011000 11010101010 1011 0 110000 01010 111 1101001 1 1 1
01 1 00 101 11 110110000101 0 101110010 0111 000000 0
110 111001001110 111 0100 11111 1000110000100 100010 1100111
1 1011 00010 011 0100 11 00 1111 010100011 0 11 10100 00 0 010
0 100 1 000110 010 1110001 00 011 000 101 101 010 011 0 10
00111000 01011000 011111100011 0011 10011011 000011 11
011100011111 010 11 000 00 01101 001000011 111 0 11011
01111100 001101100111011000000 1100 0011110101000111 00
1010 0000 01 0001100100001 0 11111 1011 001 01111010 1 0 0 0
0110 011000110 0110 110010 0 011000000 01010 1010111100 11
0 01 1 001011010000101 1 11000110000 0 010 1111100001 1101
0011000010111100 0 11100010 00 110111 01 0011110111 00110
1111101 0 001110000 1101000 0 0000 0010 00001100 01 0 01
00111100 01 0001100100 001 001 1 0 0 001 11011101001000001
11101011000110 01 11 00 0100100 110010 0101 0111 00011
00011000101 01010 0001 110 100 11000010101 0110111 00010 11111
0 10101 0001110 0 1011100000100111000 0 010110 011 10 0110
001110010 1010 000 1 011001000 1011010 110 11000 0 111111
01110000 0111 10010 1100001 00 011011 1001000111 10 11 00 101
```

Программирование в машинных кодах

Мы тут



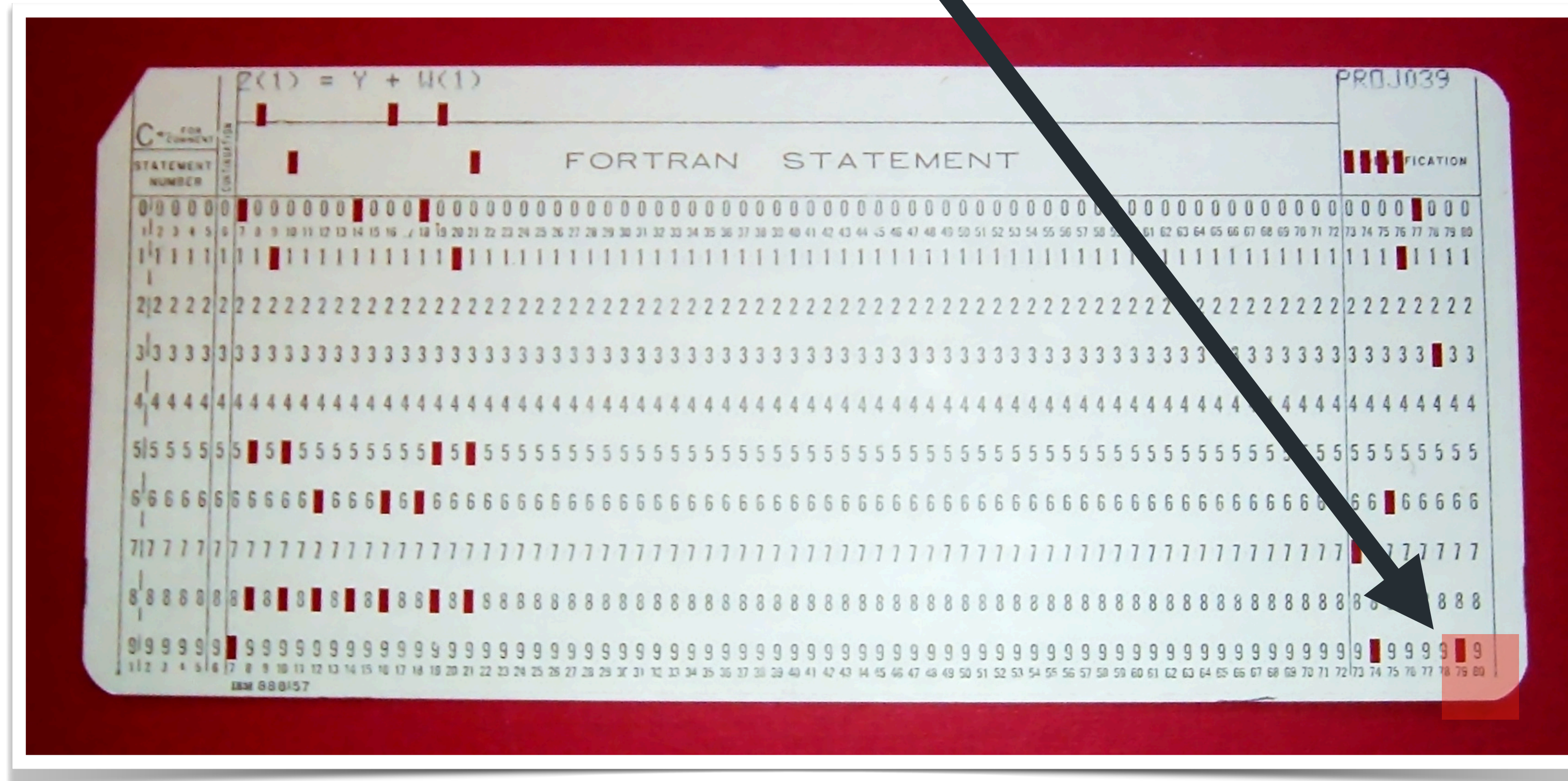
FORTRAN
(1957)



FORTRAN

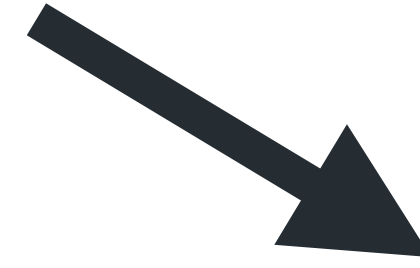
```
1 ! AREA OF A TRIANGLE - HERON'S FORMULA
2 ! INPUT - CARD READER UNIT 5, INTEGER INPUT
3 ! OUTPUT -
4 ! INTEGER VARIABLES START WITH I,J,K,L,M OR N
5     READ(5,501) IA,IB,IC
6 501 FORMAT(3I5)
7     IF(IA.EQ.0 .OR. IB.EQ.0 .OR. IC.EQ.0) STOP 1
8     S = (IA + IB + IC) / 2.0
9     AREA = SQRT( S * (S - IA) * (S - IB) * (S - IC) )
10    WRITE(6,601) IA,IB,IC,AREA
11 601 FORMAT(4H A= ,I5,5H B= ,I5,5H C= ,I5,8H AREA= ,F10.2,
12    $13H SQUARE UNITS)
13    STOP
14    END
```

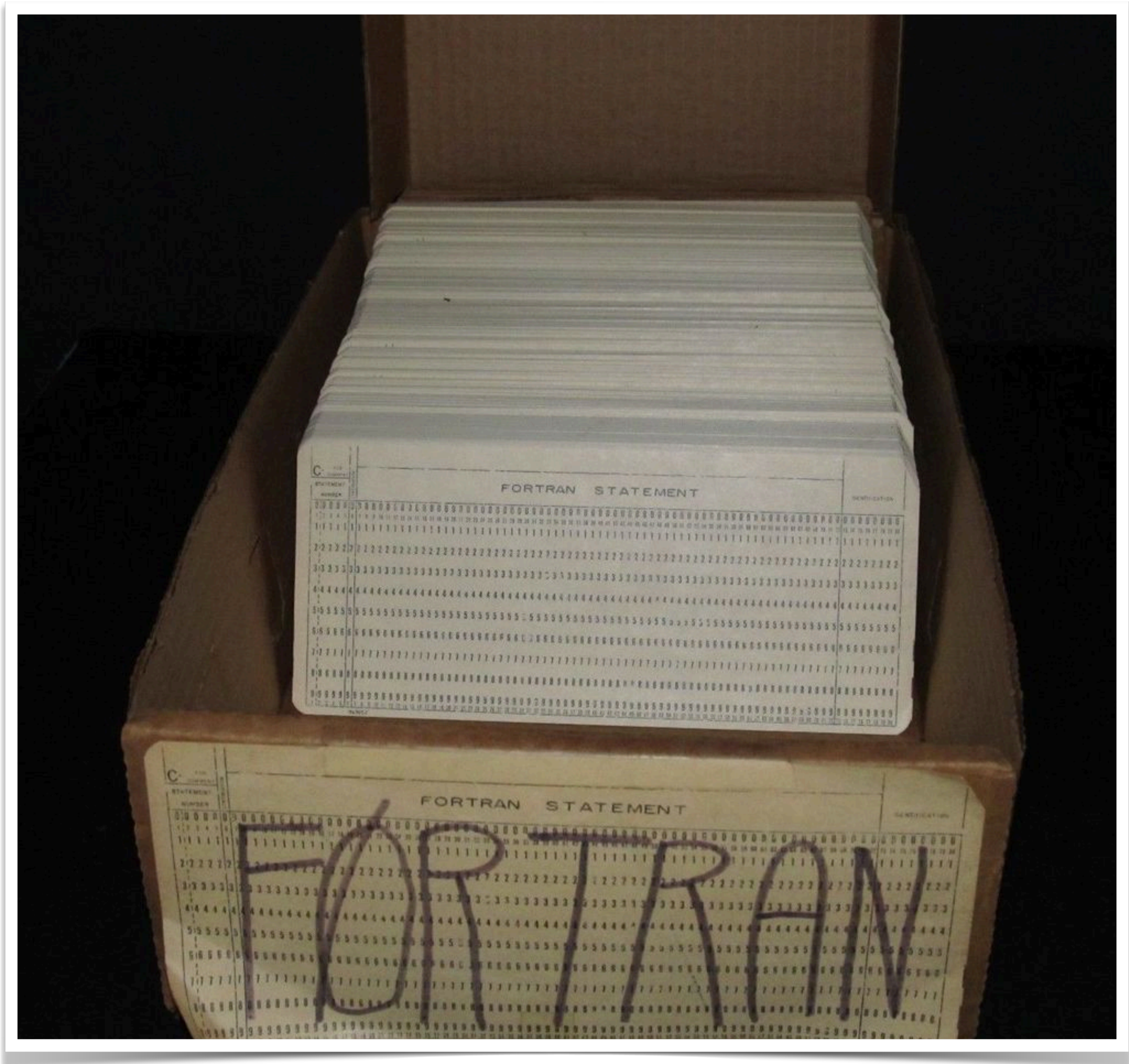
80 столбцов



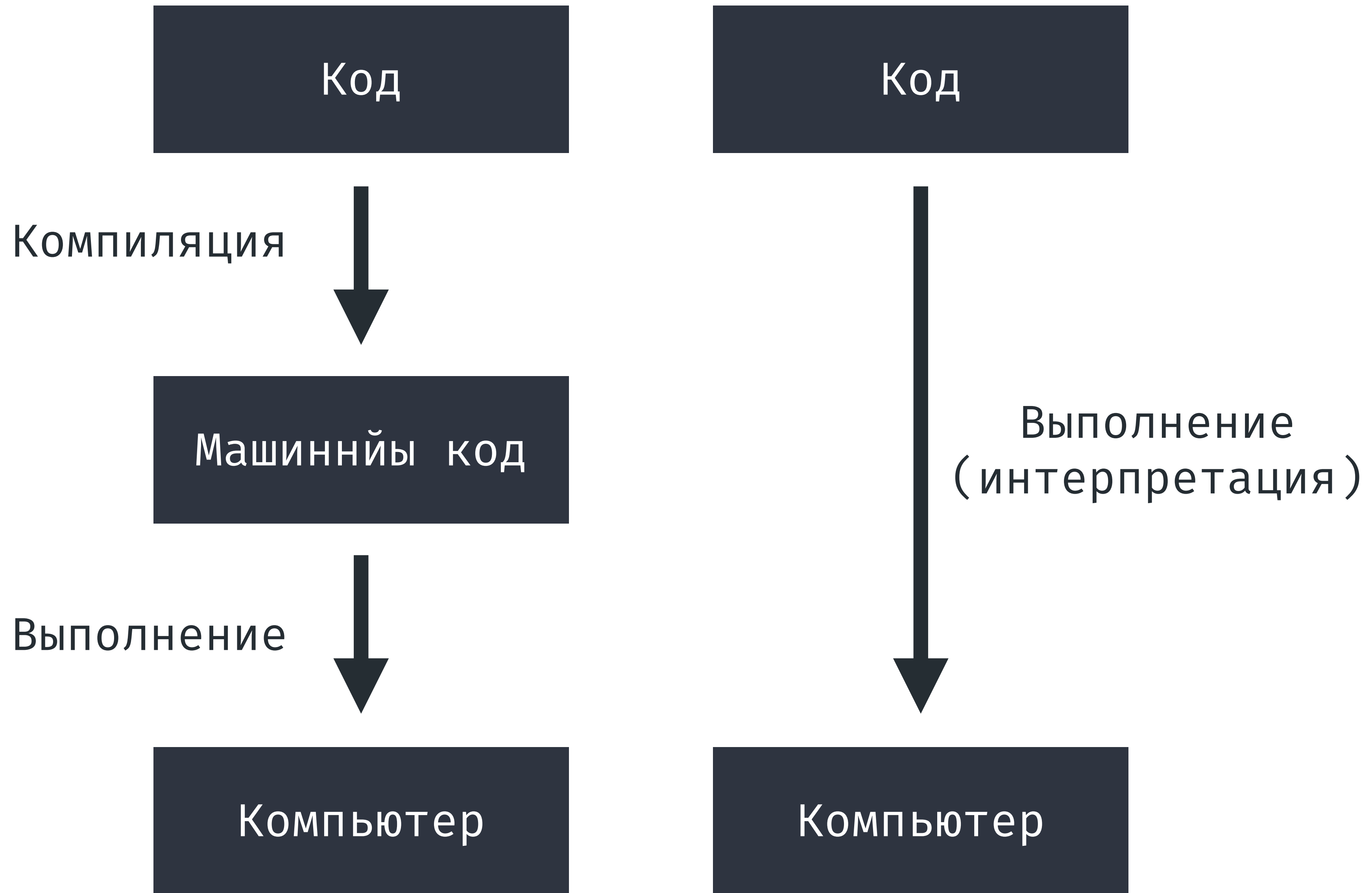
Строчка кода на Fortran на перфокарте

80 столбцов





Компилятор Fortran



Типизация

```
graph TD; A[Типизация] --> B[Статическая]; A --> C[Динамическая]
```

Статическая

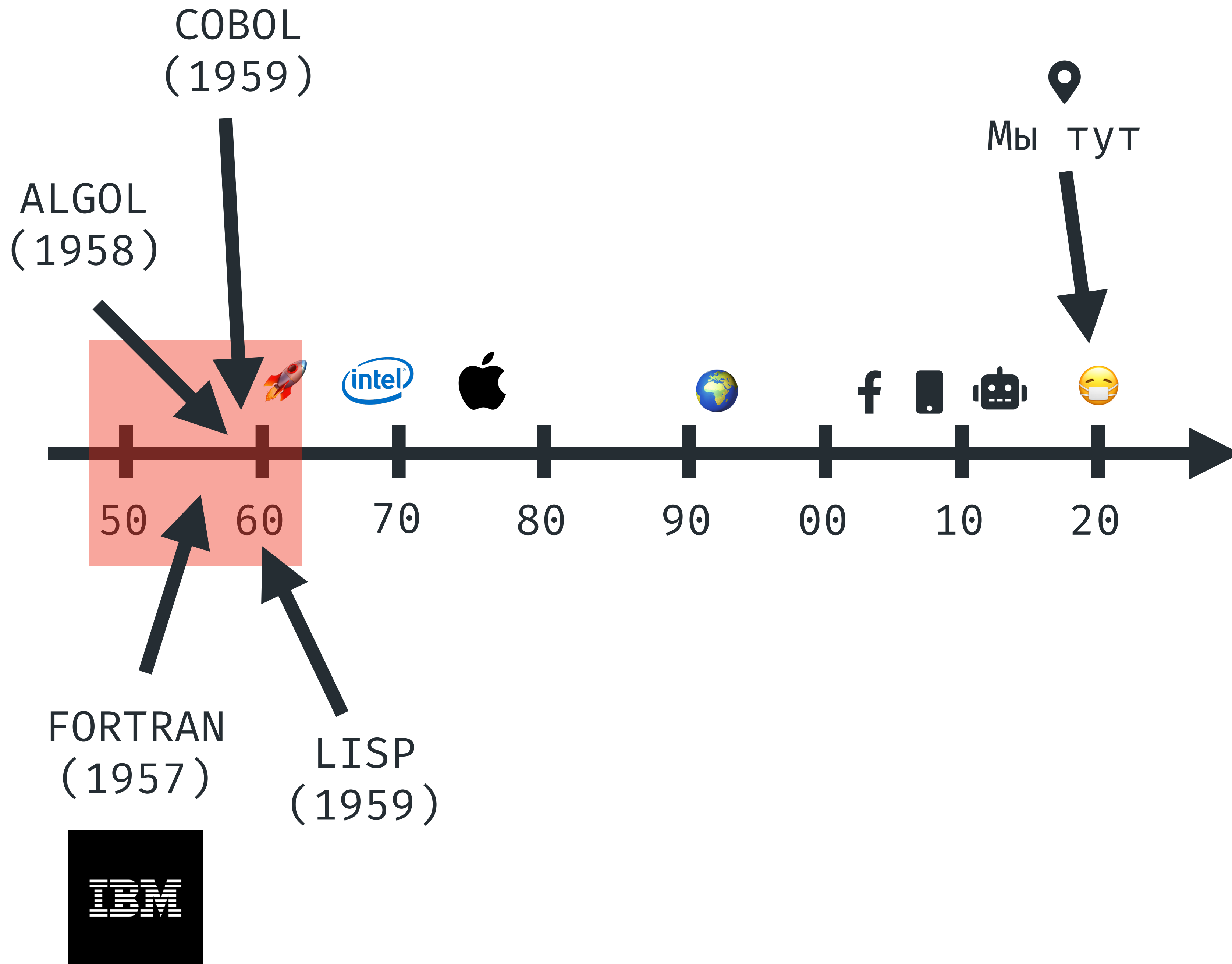
Динамическая

Типизация

Строгая



Слабая



LISP

```
1 (defun comb (m list fn)
2   (labels ((comb1 (l c m)
3             (when (>= (length l) m)
4                 (if (zerop m) (return-from comb1 (funcall fn c)))
5                 (comb1 (cdr l) c m)
6                 (comb1 (cdr l) (cons (first l) c) (1- m))))))
7   (comb1 list nil m)))
8
9 (comb 3 '(0 1 2 3 4 5) #'print)
```

Функциональное программирование (парадигма)

способ программирования с
помощью функций в
математическом смысле: нет
побочных эффектов

ALGOL

```
1 BEGIN
2 FILE F (KIND=REMOTE);
3 EBCDIC ARRAY E [0:11];
4 REPLACE E BY "HELLO WORLD!";
5 WHILE TRUE DO
6   BEGIN
7     WRITE (F, *, E);
8   END;
9 END.
```

COBOL

```
1 IDENTIFICATION DIVISION.  
2 PROGRAM-ID. A-Plus-B.  
3  
4 DATA DIVISION.  
5 WORKING-STORAGE SECTION.  
6 01 A PIC S9(5).  
7 01 B PIC S9(5).  
8  
9 01 A-B-Sum PIC S9(5).  
10  
11 PROCEDURE DIVISION.  
12 ACCEPT A  
13 ACCEPT B  
14  
15 ADD A TO B GIVING A-B-Sum  
16  
17 DISPLAY A-B-Sum  
18  
19 GOBACK  
20 .
```



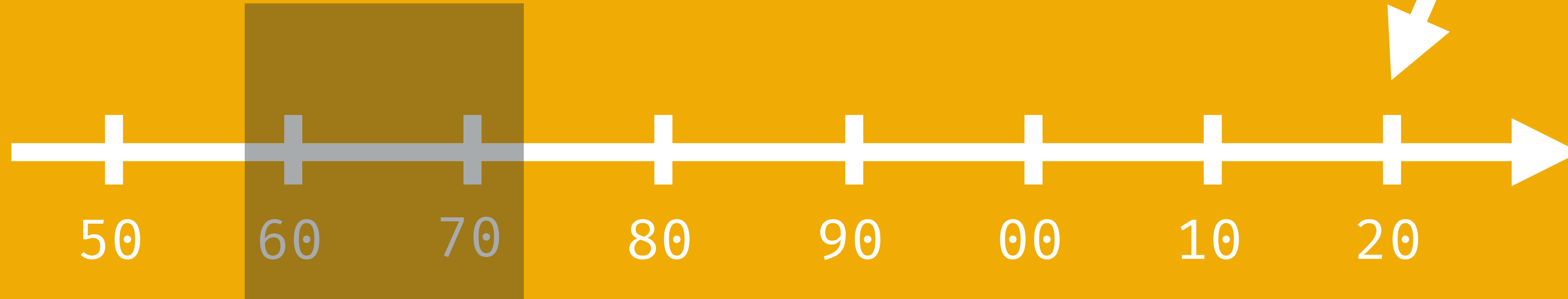
The Beatles



Джими Хендрикс



Мы тут



Led Zeppelin



The Rolling Stones



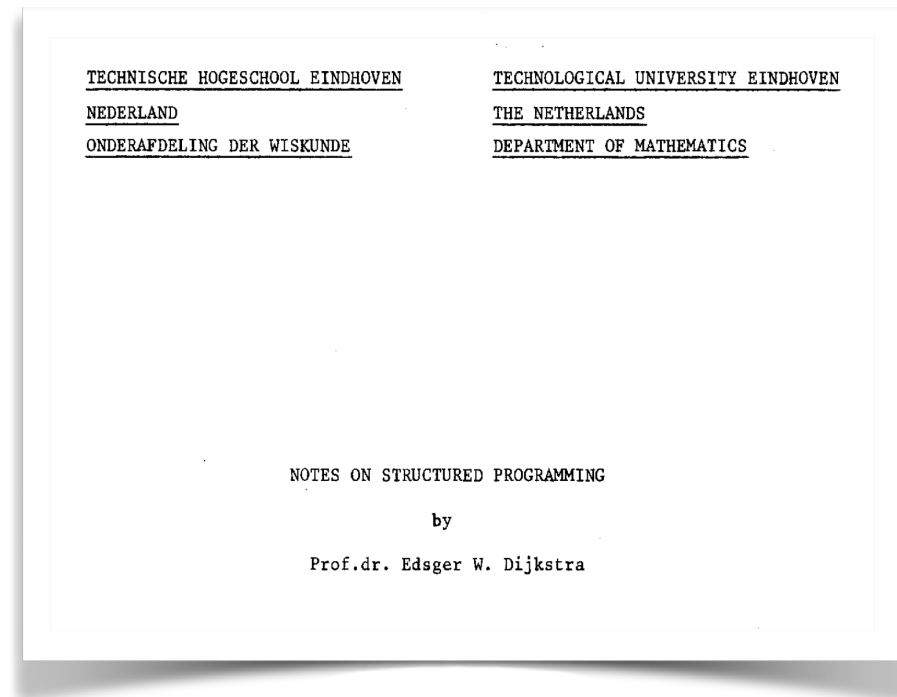
The Stooges



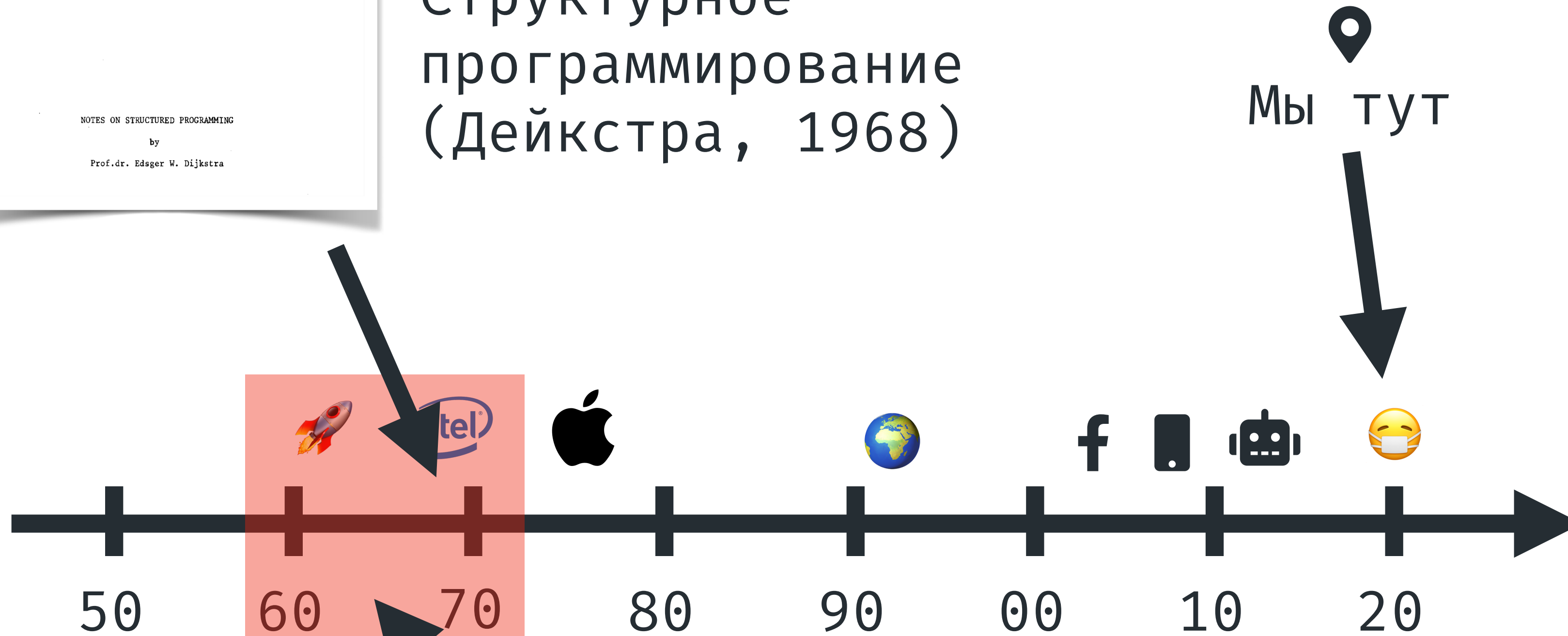
IBM System/360 (1964)



NCR 315 (1965)



Структурное программирование (Дейкстра, 1968)



BASIC (1964)

Basic

```
1 input "N = ",f
2 limit = 500          # set upper limit - can be changed, removed
3 f = int(f)
4 if f > limit then f = limit
5 a = 0 : b = 1 : c = 0 : n = 0    # initial values
6
7
8 while n < f
9     print n + chr(9) + c    # chr(9) = tab
10    a = b
11    b = c
12    c = a + b
13    n += 1
14
15 end while
16
17 print " "
18 print n + chr(9) + c
```

Структурное программирование (парадигма)

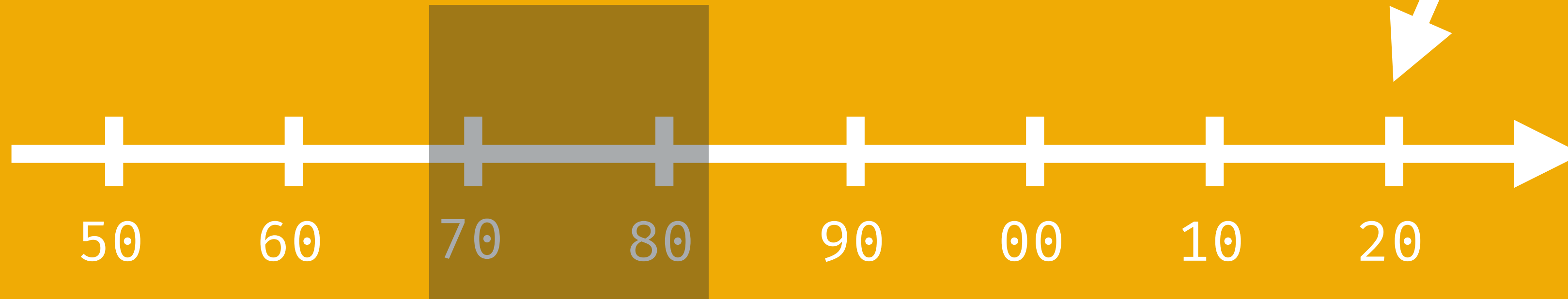
императивное программирование
в виде иерархии структурных
блоков на ветвлениях и циклах
(без goto)

Процедурное программирование (парадигма)

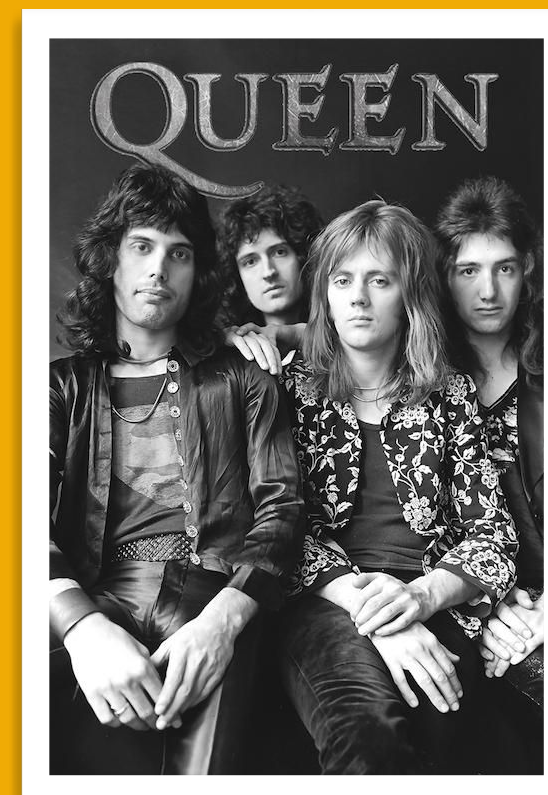
структурное программирование с
разбиением программы на
процедуры (функции)



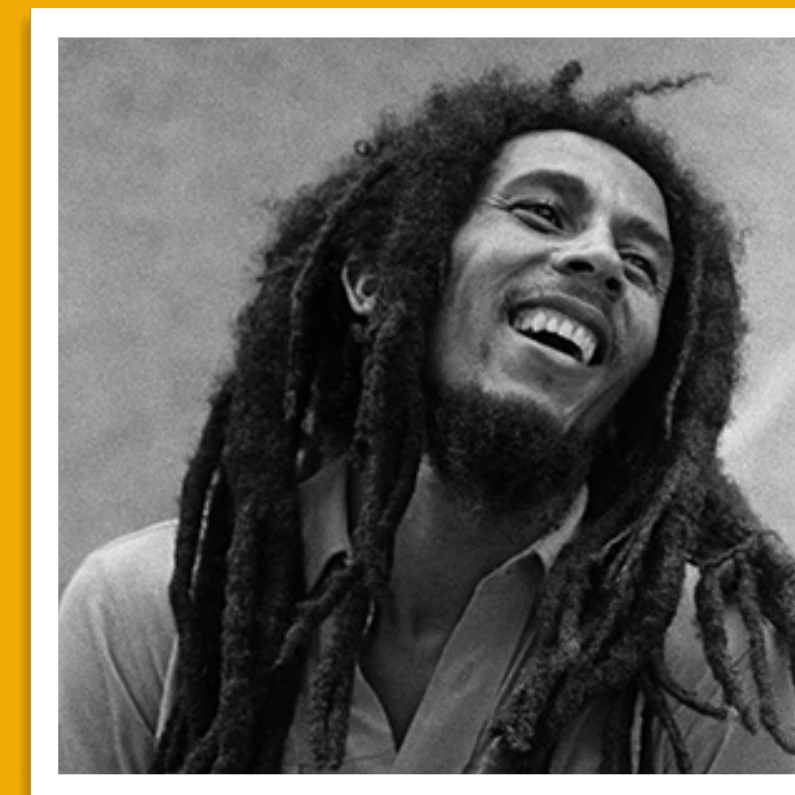
Black Sabbath



ABBA



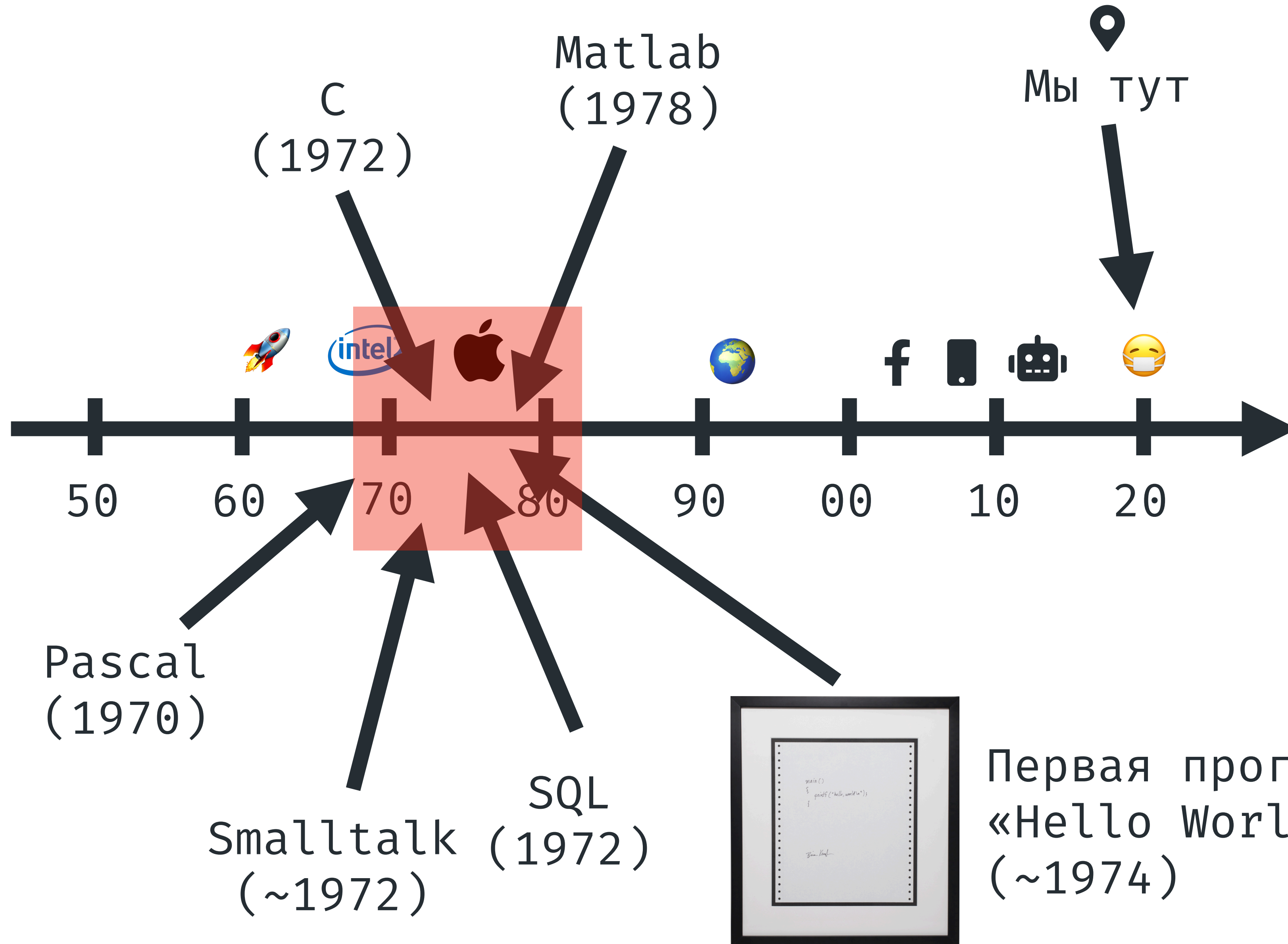
Queen



Боб Марли



IBM System/32 aka IBM 5320 (1975)



C
(1972)

Matlab
(1978)

Мы тут

50

60

70

80

90

00

10

20

Pascal
(1970)

Smalltalk (~1972)

SQL
(1972)

Первая программа
«Hello World!»
(~1974)

Декларативное программирование (парадигма)

способ программирования, когда указывается результат работы без явного указания шагов решения

SQL



```
1 SELECT LAT_N, CITY, TEMP_F
2 FROM STATS, STATION
3 WHERE MONTH = 7
4 AND STATS.ID = STATION.ID
5 ORDER BY TEMP_F;
```

C

```
1 long long int fibb(int n) {  
2     int fnow = 0, fnext = 1, tempf;  
3     while(--n>0){  
4         tempf = fnow + fnext;  
5         fnow = fnext;  
6         fnext = tempf;  
7     }  
8     return fnext;  
9 }
```

Matlab

```
1 function F = fibonacci(n)
2
3     Fn = [1 0]; %Fn(1) is F_{n-2}, Fn(2) is F_{n-1}
4     F = 0; %F is F_{n}
5
6     for i = (1:abs(n))
7         Fn(2) = F;
8         F = sum(Fn);
9         Fn(1) = Fn(2);
10    end
11
12    if n < 0
13        F = F*((-1)^(n+1));
14    end
15
16 end
```

Pascal

```
● ● ●  
1 function fib(n: integer): integer;  
2 begin  
3   if (n = 0) or (n = 1)  
4     then  
5       fib := n  
6     else  
7       fib := fib(n-1) + fib(n-2)  
8   end;
```

Smalltalk

```
1 |fibo|
2 fibo := [ :i |
3     |ac t|
4     ac := Array new: 2.
5     ac at: 1 put: 0 ; at: 2 put: 1.
6     ( i < 2 )
7     ifTrue: [ ac at: (i+1) ]
8     ifFalse: [
9         2 to: i do: [ :l |
10            t := (ac at: 2).
11            ac at: 2 put: ( (ac at: 1) + (ac at: 2) ).
12            ac at: 1 put: t
13        ].
14        ac at: 2.
15    ]
16 ].
17
18 0 to: 10 do: [ :i |
19     (fibo value: i) displayNl
20 ]
```

Объектно-ориентированное программирование (парадигма)

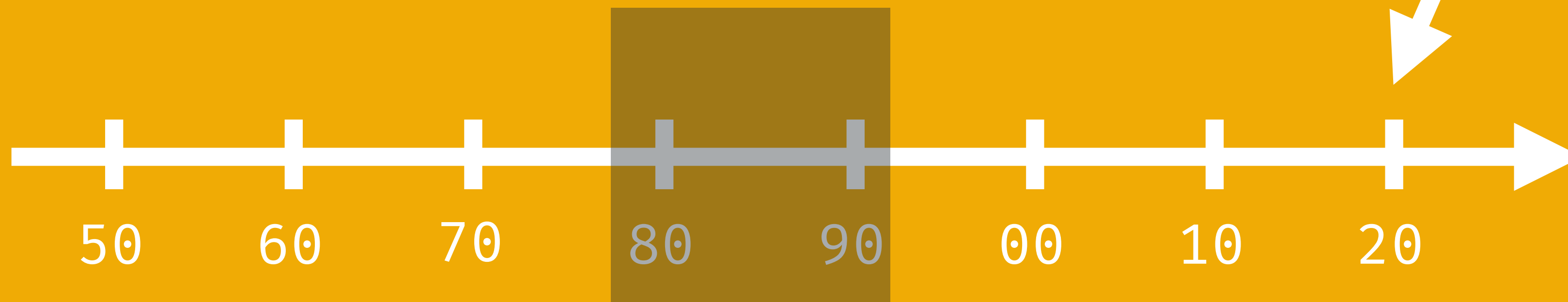
способ программирования, в
котором моделируется задача
объектами



The Sugarhill Gang



Metallica



Мы тут



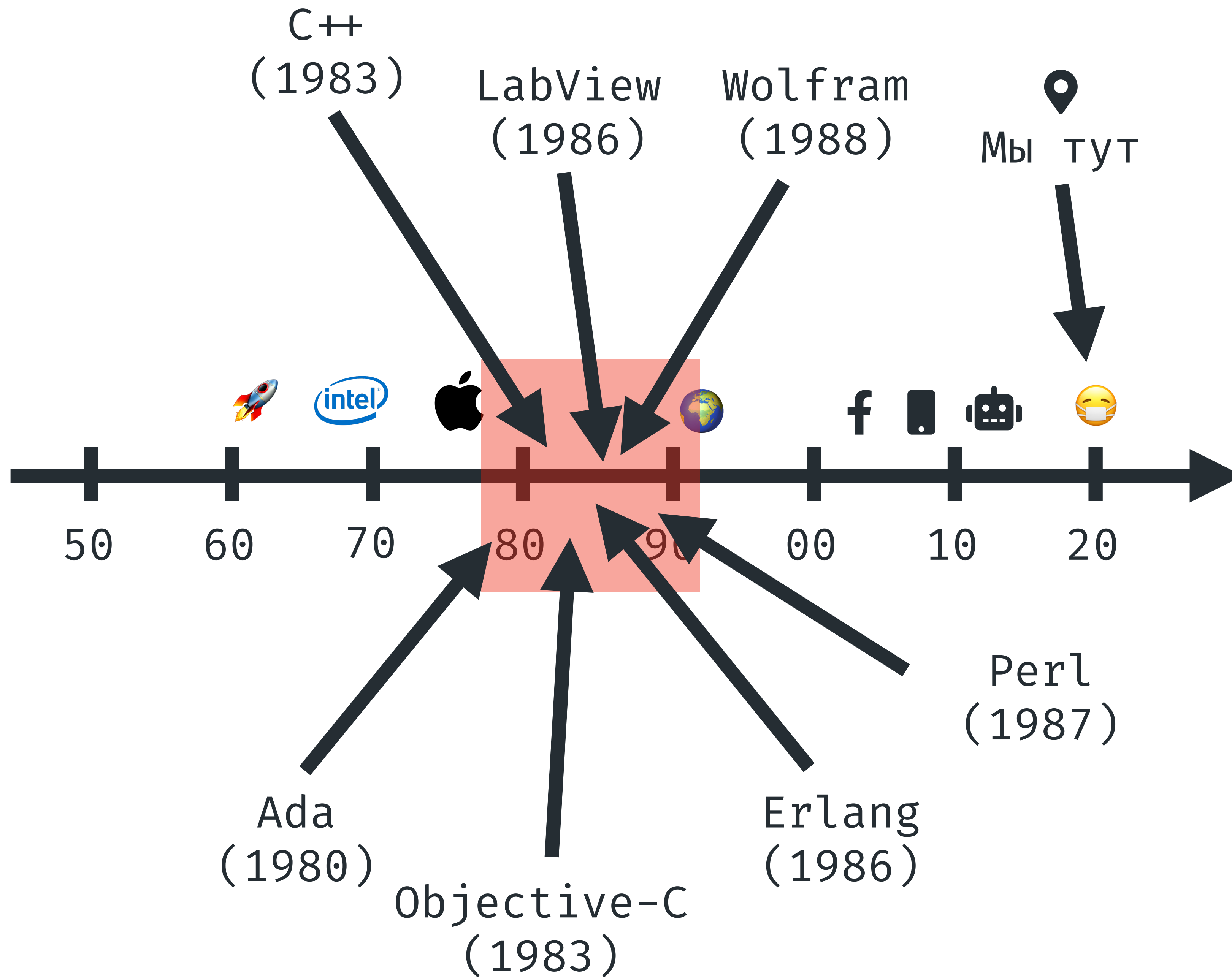
MTV



Хип-хоп сообщество



IBM 5150 PC (1981)



Ada

```
1 with Ada.Text_IO; use Ada.Text_IO;  
2 procedure Hello is  
3 begin  
4   Put_Line ("Hello, world!");  
5 end Hello;
```



Objective-C

```
1 -(long)fibonacci:(int)position
2 {
3     long result = 0;
4     if (position < 2) {
5         result = position;
6     } else {
7         result = [self fibonacci:(position -1)] + [self fibonacci:(position
8         -2)];
9     }
10    return result;
11 }
```

C++

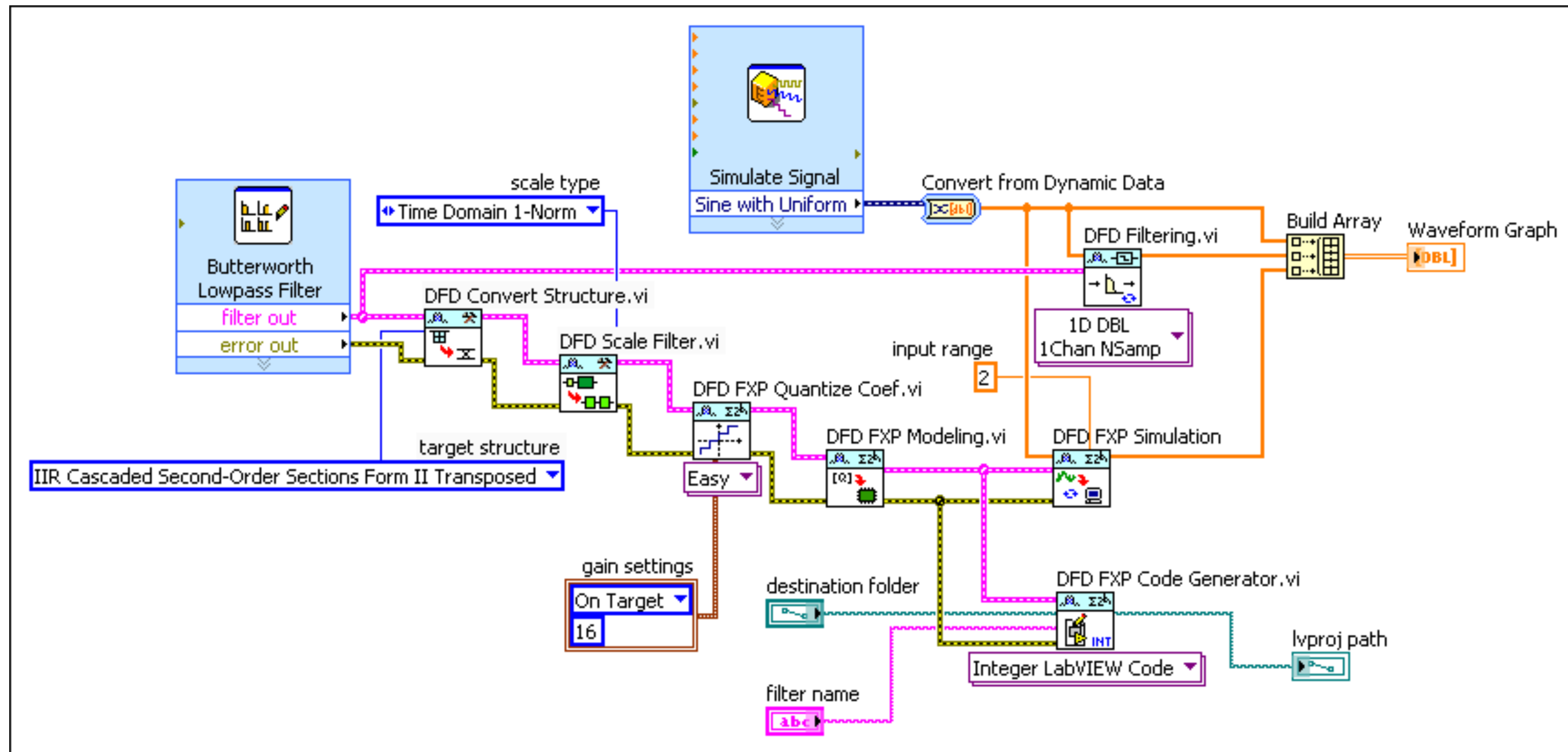
```
1 #include <iostream>
2
3 int main()
4 {
5     unsigned int a = 1, b = 1;
6     unsigned int target = 48;
7     for(unsigned int n = 3; n <= target; ++n)
8     {
9         unsigned int fib = a + b;
10        std::cout << "F(" << n << ") = " << fib << std::endl;
11        a = b;
12        b = fib;
13    }
14
15    return 0;
16 }
```

Erlang



```
1 -module(comb).
2 -compile(export_all).
3
4 comb(0,_) ->
5     [[]];
6 comb(_,[]) ->
7     [];
8 comb(N,[H|T]) ->
9     [[H|L] || L <- comb(N-1,T)] ++ comb(N,T).
```

LabView (1986)



Perl

```
1 sub fib (Int $n --> Int) {  
2     $n > 1 or return $n;  
3     my ($prev, $this) = 0, 1;  
4     ($prev, $this) = $this, $this + $prev for 1 ..^ $n;  
5     return $this;  
6 }
```

Wolfram

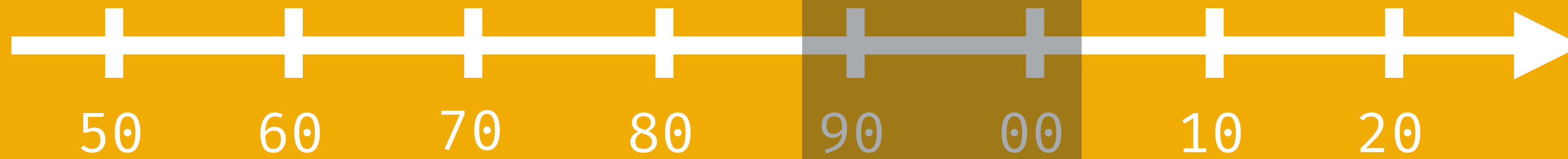
```
1 BinarySearch[x_List, val_] := Module[{lo = 1, hi = Length@x, mid},
2   While[lo <= hi,
3     mid = lo + Round@((hi - lo)/2);
4     Which[x[[mid]] > val, hi = mid - 1,
5           x[[mid]] < val, lo = mid + 1,
6           True, Return[mid]
7     ];
8   ];
9   Return[-1];
10 ]
```



Spice Girls



The Prodigy



Nirvana



Backstreet Boys

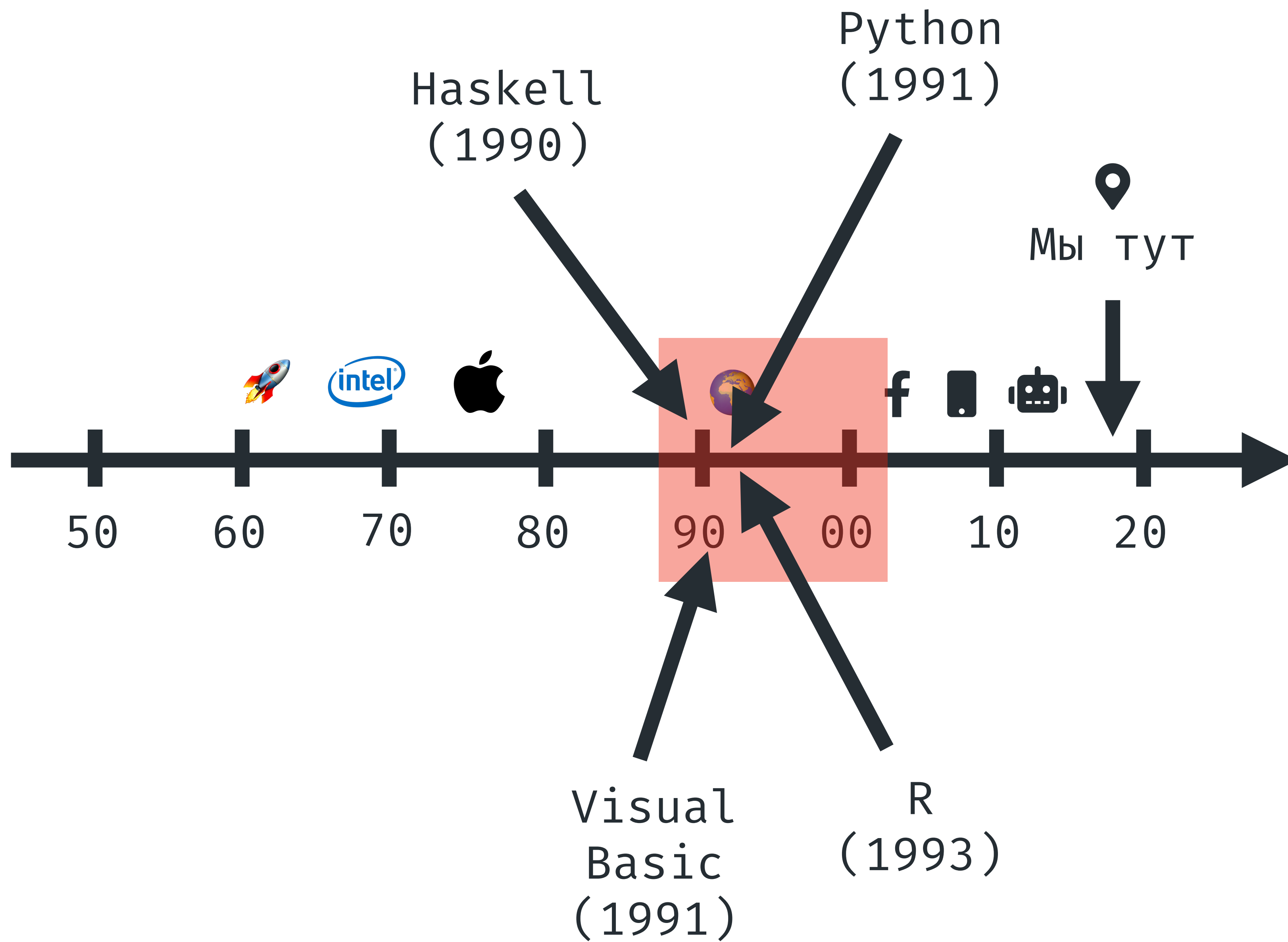


Селин Дион



Apple The PowerBook 540c (1994)





Haskell



```
1 fib x =  
2   if x < 1  
3     then 0  
4     else if x < 2  
5           then 1  
6           else fib (x - 1) + fib (x - 2)
```

Python

```
● ● ●  
1 def fibIter(n):  
2     if n < 2:  
3         return n  
4     fibPrev = 1  
5     fib = 1  
6     for num in xrange(2, n):  
7         fibPrev, fib = fib, fib + fibPrev  
8     return fib
```

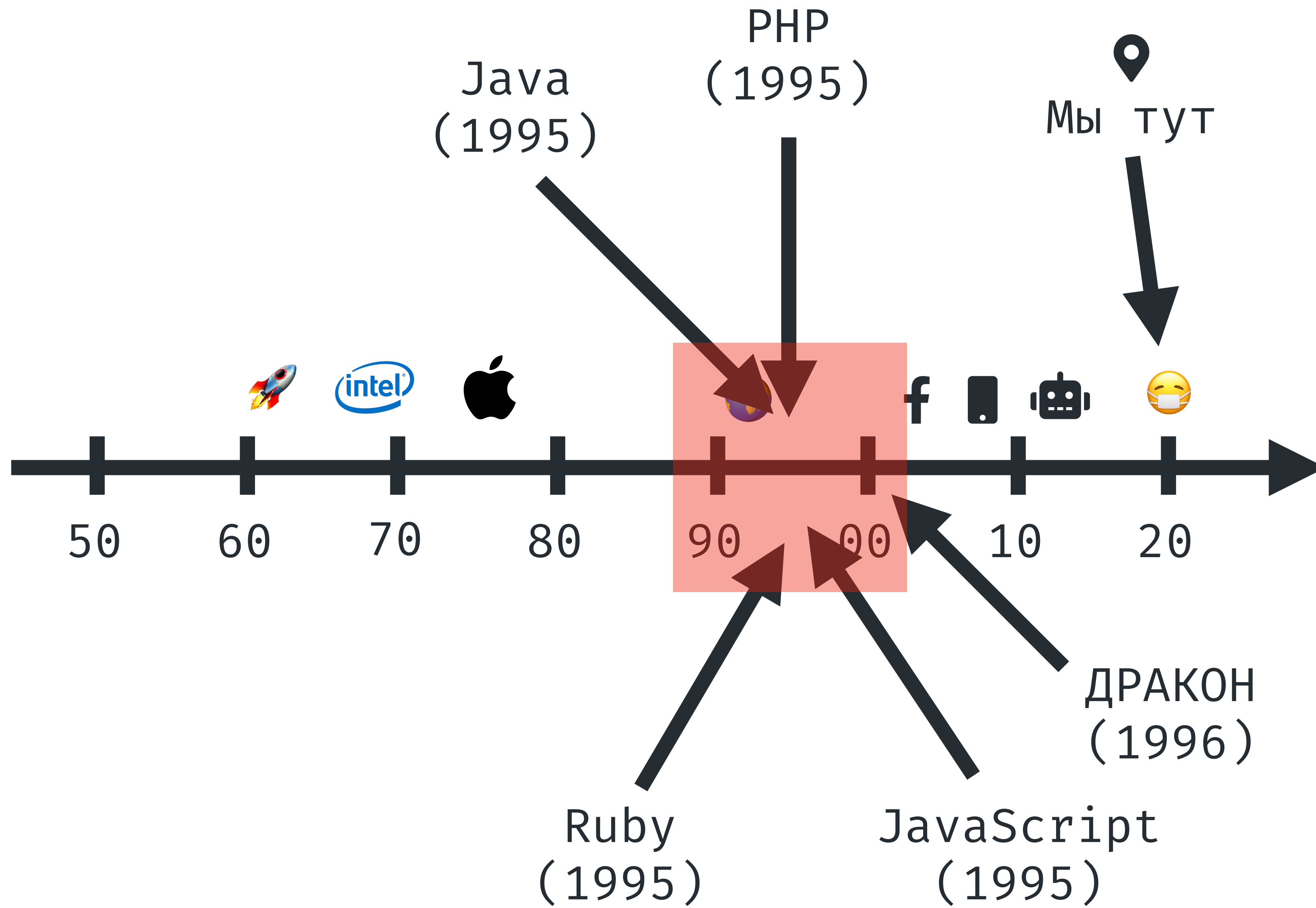
VisualBasic

```
1 Sub fibonacci()  
2     Const n = 139  
3     Dim i As Integer  
4     Dim f1 As Variant, f2 As Variant, f3 As Variant 'for Decimal  
5     f1 = CDec(0): f2 = CDec(1) 'for Decimal setting  
6     Debug.Print "fibonacci(0)="; f1  
7     Debug.Print "fibonacci(1)="; f2  
8     For i = 2 To n  
9         f3 = f1 + f2  
10        Debug.Print "fibonacci(" & i & ")="; f3  
11        f1 = f2  
12        f2 = f3  
13    Next i  
14 End Sub 'fibonacci
```

R



```
1 fib=function(n,x=c(0,1)) {  
2   if (abs(n)>1) for (i in seq(abs(n)-1)) x=c(x[2],sum(x))  
3   if (n<0) return(x[2]*(-1)^(abs(n)-1)) else if (n) return(x[2]) else  
   return(0)  
4 }  
5  
6 sapply(seq(-31,31),fib)
```



Java

```
1 public static long itFibN(int n)
2 {
3     if (n < 2)
4         return n;
5     long ans = 0;
6     long n1 = 0;
7     long n2 = 1;
8     for(n--; n > 0; n--)
9     {
10        ans = n1 + n2;
11        n1 = n2;
12        n2 = ans;
13    }
14    return ans;
15 }
```

PHP

```
1 function fibIter($n) {  
2     if ($n < 2) {  
3         return $n;  
4     }  
5     $fibPrev = 0;  
6     $fib = 1;  
7     foreach (range(1, $n-1) as $i) {  
8         list($fibPrev, $fib) = array($fib, $fib + $fibPrev);  
9     }  
10    return $fib;  
11 }
```

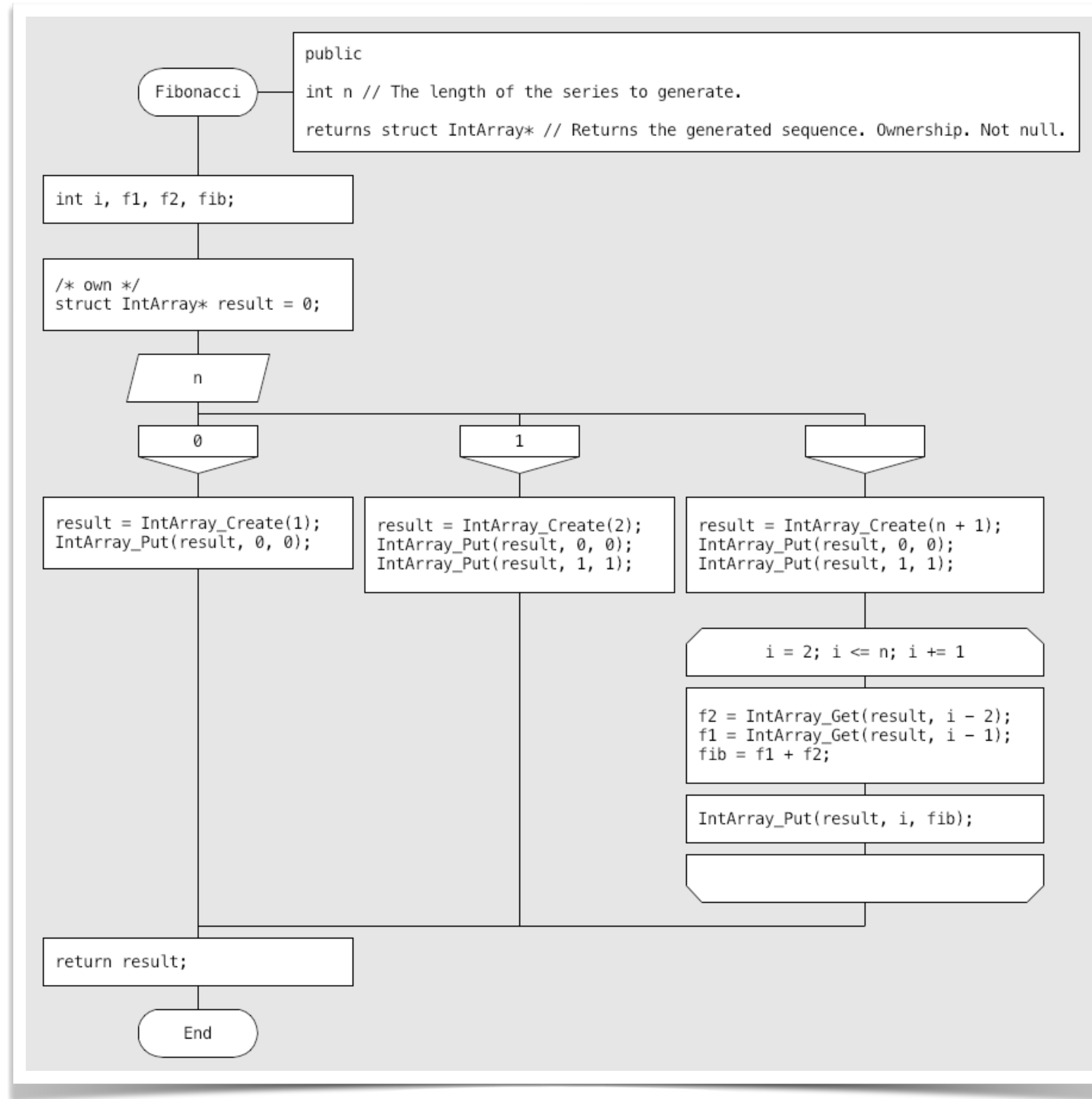
Ruby

```
1 def fib(n, sequence=[1])
2   return sequence.last if n == 0
3
4   current_number, last_number = sequence.last(2)
5   sequence << current_number + (last_number or 0)
6
7   fib(n-1, sequence)
8 end
```

JavaScript

```
1 function fib(n) {  
2   var a = 0, b = 1, t;  
3   while (n-- > 0) {  
4     t = a;  
5     a = b;  
6     b += t;  
7     console.log(a);  
8   }  
9   return a;  
10 }
```

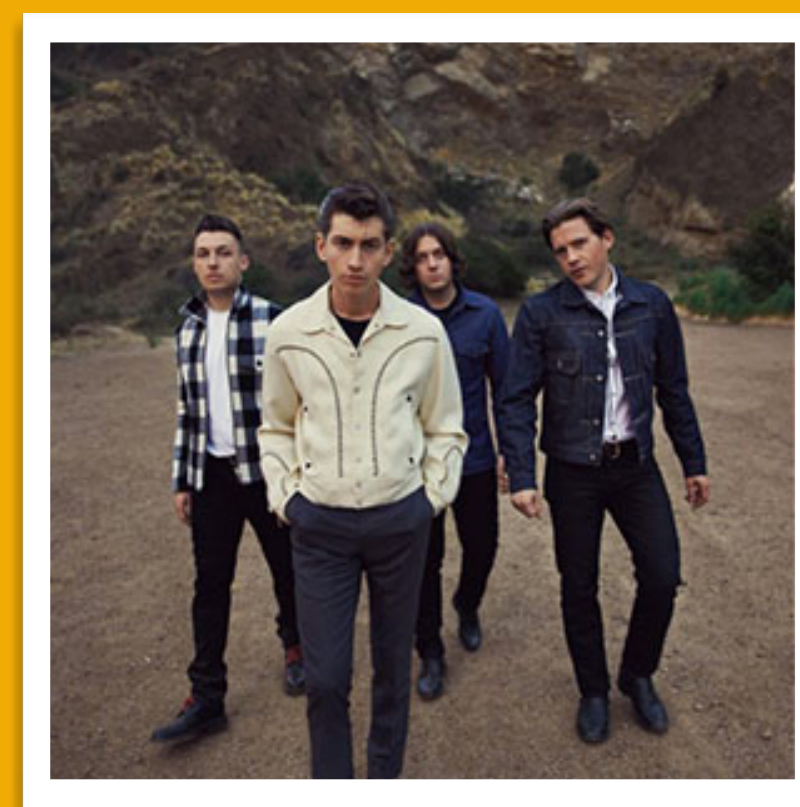
ДРАКОН



Дружелюбный русский алгоритмический язык, который обеспечивает наглядность

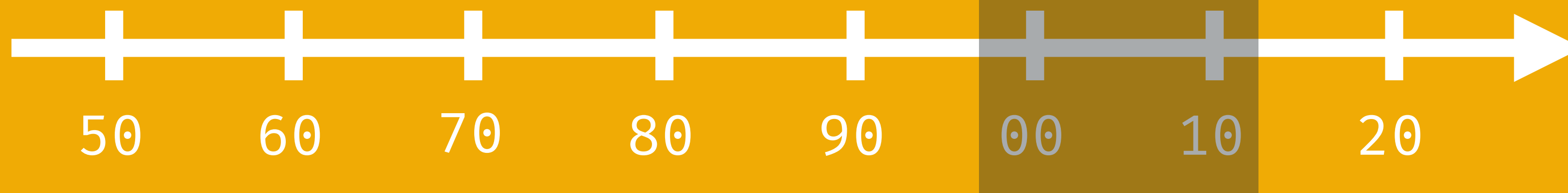


Britney Spears



Arctic Monkeys

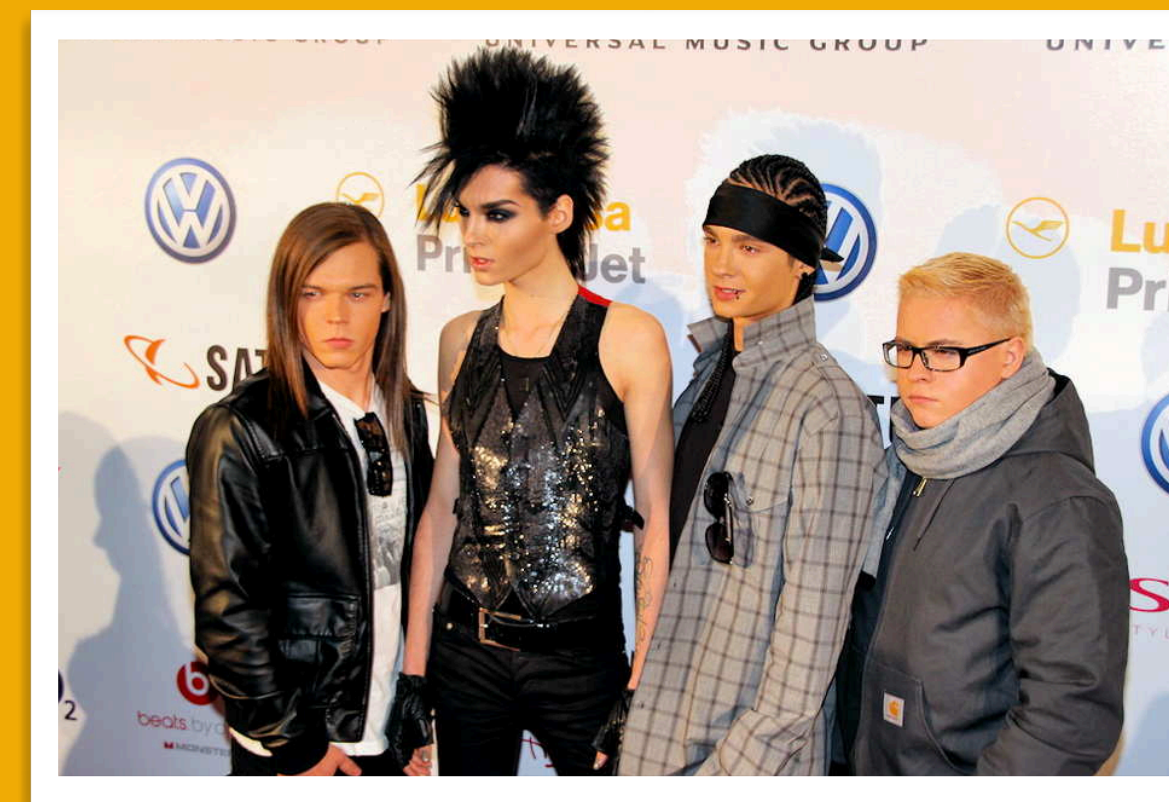
Мы тут



Eminem



Interpol

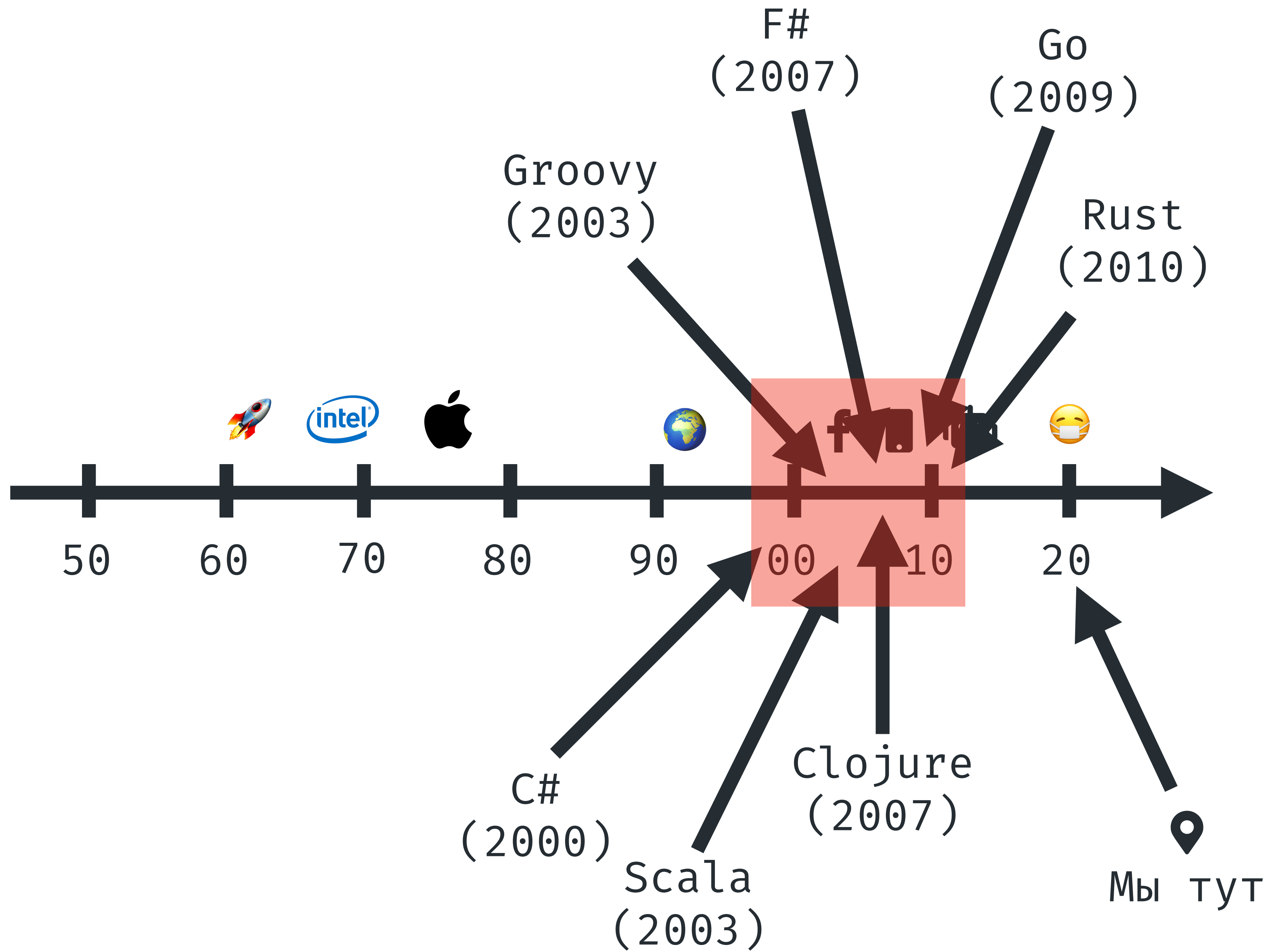


Tokio Hotel



Apple iPhone (2007)





C#

```
1 public static ulong Fib(uint x) {  
2     if (x == 0) return 0;  
3  
4     ulong prev = 0;  
5     ulong next = 1;  
6     for (int i = 1; i < x; i++)  
7     {  
8         ulong sum = prev + next;  
9         prev = next;  
10        next = sum;  
11    }  
12    return next;  
13 }
```

Groovy

```
1 def rFib
2 rFib = {
3     it == 0 ? 0
4     : it == 1 ? 1
5     : it > 1 ? rFib(it-1) + rFib(it-2)
6     /*it < 0*/: rFib(it+2) - rFib(it+1)
7
8 }
```

Scala

```
● ● ●  
1 def fib(i:Int):Int = i match{  
2   case 0 => 0  
3   case 1 => 1  
4   case _ => fib(i-1) + fib(i-2)  
5 }
```

Clojure



```
1 (def fib (lazy-cat [0 1] (map + fib (rest fib))))
```

F#

```
1 let fibonacci n : bigint =  
2   let rec f a b n =  
3     match n with  
4     | 0 -> a  
5     | 1 -> b  
6     | n -> (f b (a + b) (n - 1))  
7   f (bigint 0) (bigint 1) n  
8 > fibonacci 100;;  
9 val it : bigint = 354224848179261915075I
```

Go



```
1 func fib(a int) int {  
2     if a < 2 {  
3         return a  
4     }  
5     return fib(a - 1) + fib(a - 2)  
6 }
```

Rust

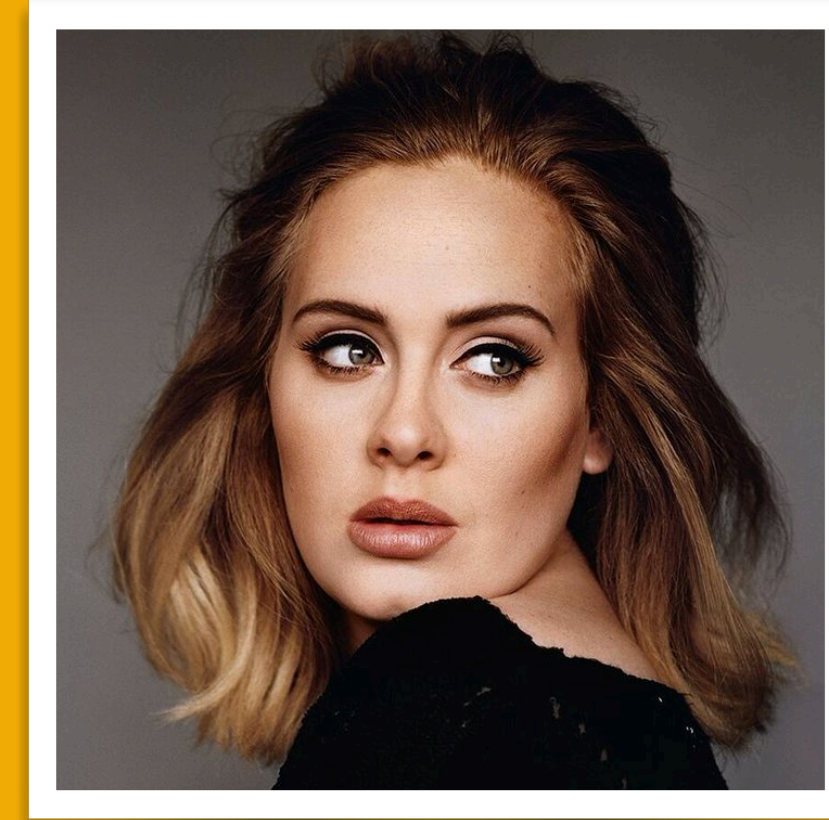
```
1 use std::mem;
2 fn main() {
3     let mut prev = 0;
4     // Rust needs this type hint for the checked_add method
5     let mut curr = usize;
6
7     while let Some(n) = curr.checked_add(prev) {
8         prev = curr;
9         curr = n;
10        println!("{}", n);
11    }
12 }
```



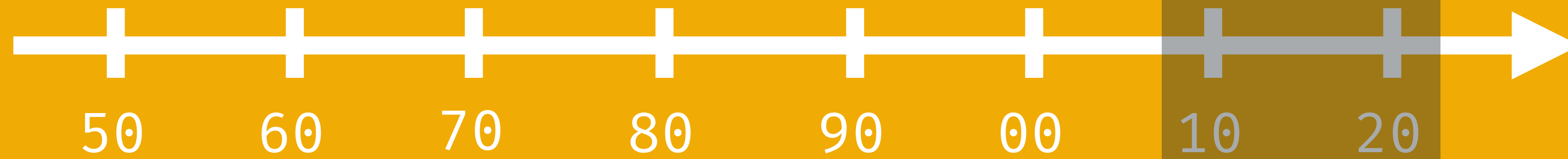
Rick and Morty



Kendrick Lamar



Adele



Drake



Ed Sheeran

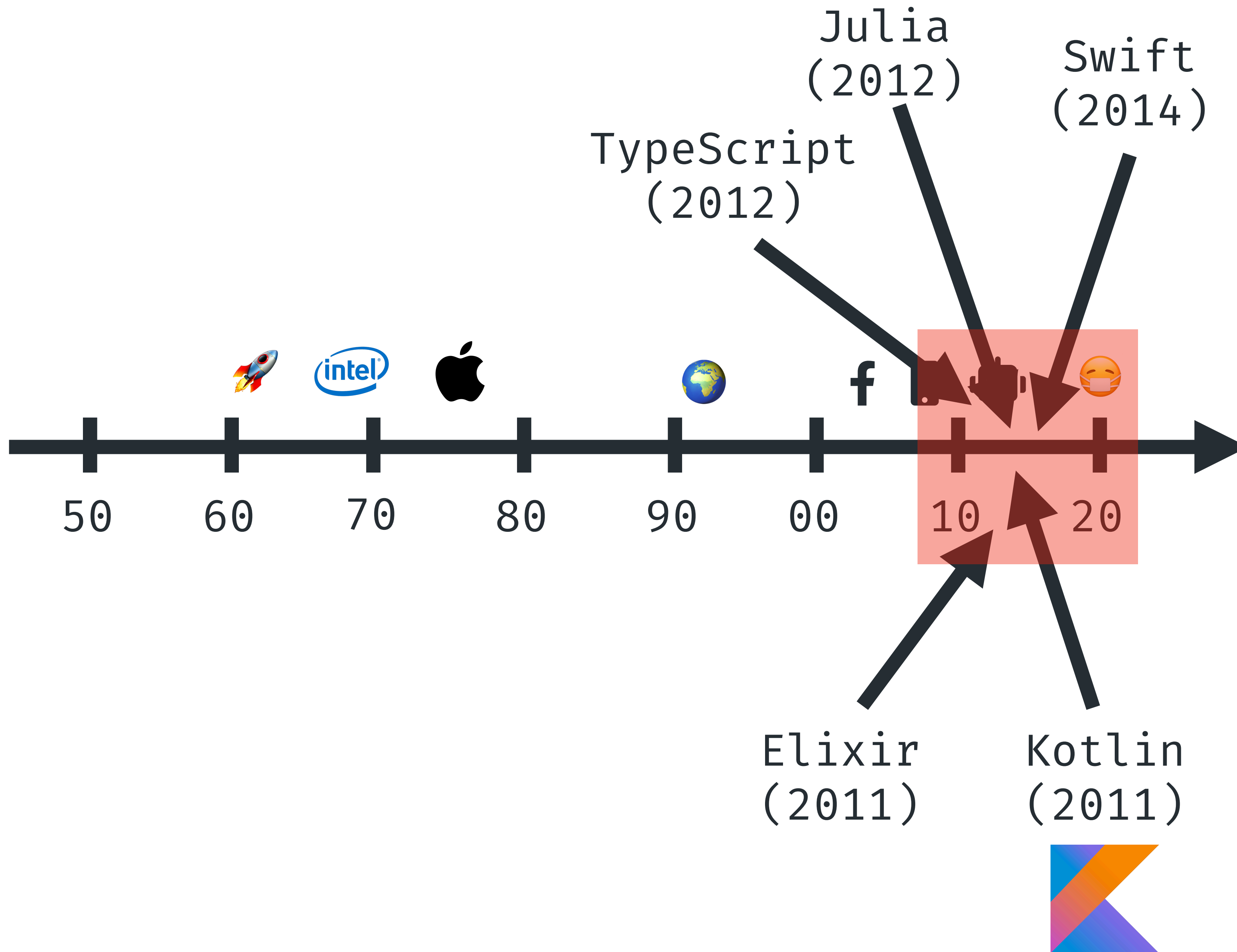


Psy



Apple MacBook Air (2019)





Elixir

```
1 defmodule Binary do
2   def search(list, value), do: search(List.to_tuple(list), value, 0,
    length(list)-1)
3
4   def search(_tuple, _value, low, high) when high < low, do: :not_found
5   def search(tuple, value, low, high) do
6     mid = div(low + high, 2)
7     midval = elem(tuple, mid)
8     cond do
9       value < midval -> search(tuple, value, low, mid-1)
10      value > midval -> search(tuple, value, mid+1, high)
11      value == midval -> mid
12    end
13  end
14 end
15
16 list =
17   [0,1,4,5,6,7,8,9,12,26,45,67,78,90,98,123,211,234,456,769,865,2345,3215,14345,
18    24324]
19 Enum.each([0,42,45,24324,99999], fn val ->
20   case Binary.search(list, val) do
21     :not_found -> IO.puts "#{val} not found in list"
22     index      -> IO.puts "found #{val} at index #{index}"
23   end
24 end)
```

Kotlin

```
1 enum class Fibonacci {
2     ITERATIVE {
3         override fun invoke(n: Long) = if (n < 2) {
4             n
5         } else {
6             var n1 = 0L
7             var n2 = 1L
8             var i = n
9             do {
10                val sum = n1 + n2
11                n1 = n2
12                n2 = sum
13            } while (i-- > 1)
14            n1
15        }
16    },
17    RECURSIVE {
18        override fun invoke(n: Long): Long = if (n < 2) n else this(n - 1) +
19        this(n - 2)
20    };
21    abstract operator fun invoke(n: Long): Long
22 }
23
24 fun main(a: Array<String>) {
25     val r = 0..30L
26     Fibonacci.values().forEach {
27         print("${it.name}: ")
28         r.forEach { i -> print(" " + it(i)) }
29         println()
30     }
31 }
```

TypeScript

```
1 function replace(input: string, key: number) : string {
2     return input.replace(/[a-z]/g,
3         ($1) => String.fromCharCode(($1.charCodeAt(0) + key + 26 - 97) % 26 +
4         97)
5         ).replace(/[A-Z]/g,
6         ($1) => String.fromCharCode(($1.charCodeAt(0) + key + 26 - 65) % 26 +
7         65));
8 }
9 // test
10 var str = 'The five boxing wizards jump quickly';
11 var encoded = replace(str, 3);
12 var decoded = replace(encoded, -3);
13 console.log('Enciphered: ' + encoded);
14 console.log('Deciphered: ' + decoded);
```

Julia

```
1 function binarysearch(lst::Vector{T}, val::T) where T
2     low = 1
3     high = length(lst)
4     while low ≤ high
5         mid = (low + high) ÷ 2
6         if lst[mid] > val
7             high = mid - 1
8         elseif lst[mid] < val
9             low = mid + 1
10        else
11            return mid
12        end
13    end
14    return 0
15 end
```

Swift

```
1 func binarySearch<T: Comparable>(xs: [T], x: T) -> Int? {
2     var recurse: ((Int, Int) -> Int?)!
3     recurse = {(low, high) in switch (low + high) / 2 {
4         case _ where high < low: return nil
5         case let mid where xs[mid] > x: return recurse(low, mid - 1)
6         case let mid where xs[mid] < x: return recurse(mid + 1, high)
7         case let mid: return mid
8     }}
9     return recurse(0, xs.count - 1)
10 }
```

Mother Tongues

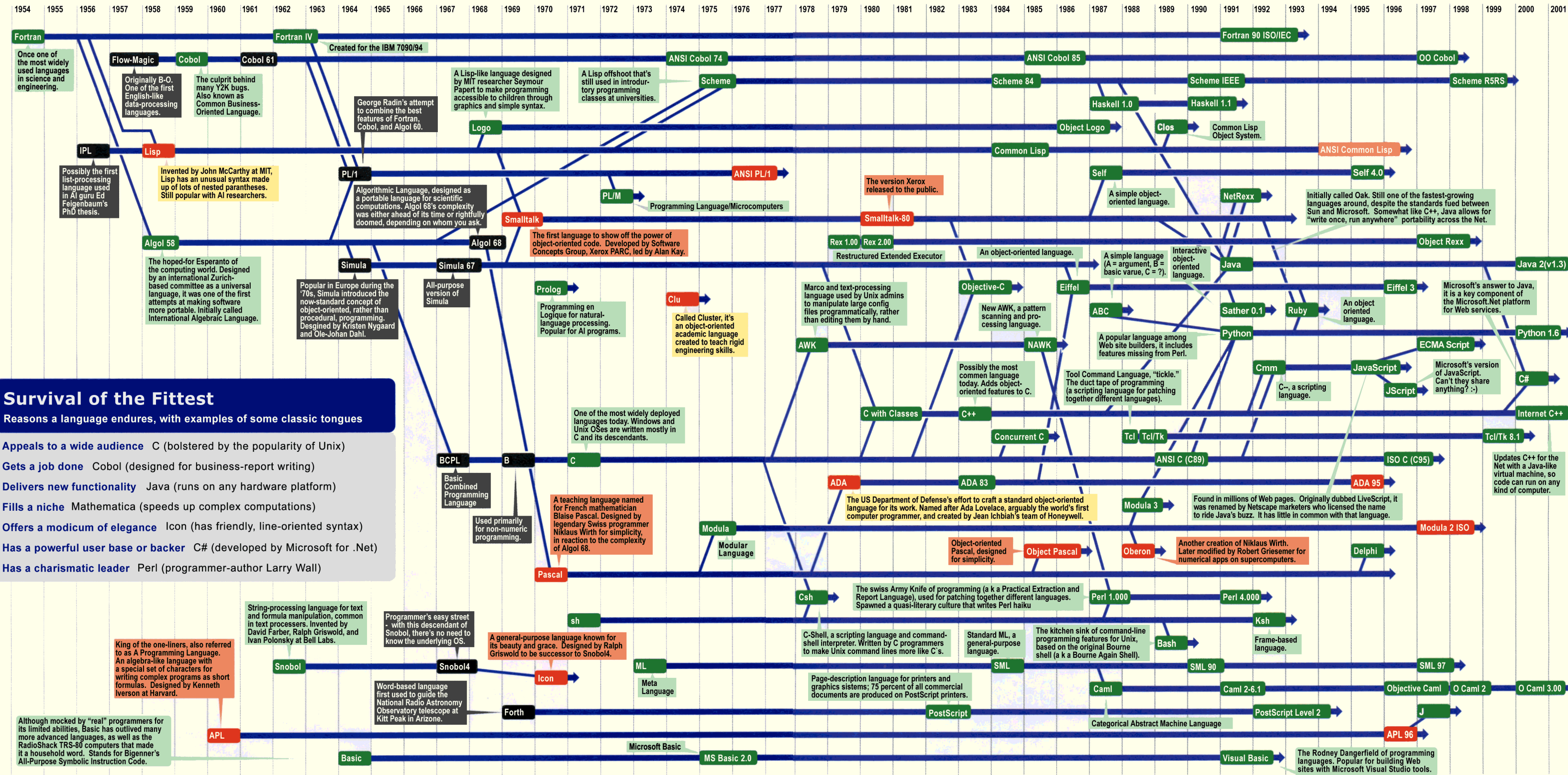
Tracing the roots of computer languages through the ages

Just like half of the world's spoken tongues, most of the 2,300-plus computer programming languages are either endangered or extinct. As powerhouses C/C++, Visual Basic, Cobol, Java and other modern source codes dominate our systems, hundreds of older languages are running out of life. An ad hoc collection of engineers-electronic lexicographers, if you will-aim to save, or at least document the lingo of classic software. They're combing the globe's 9 million developers in search of coders still fluent in these nearly forgotten lingua frangas. Among the most endangered are Ada, APL, B (the predecessor of C), Lsp, Oberon, Smalltalk, and Simula.

Code-raker Grady Booch, Rational Software's chief scientist, is working with the Computer History Museum in Silicon Valley to record and, in some cases, maintain languages by writing new compilers so our ever-changing hardware can grok the code. Why bother? "They tell us about the state of software practice, the minds of their inventors, and the technical, social, and economic forces that shaped history at the time," Booch explains. "They'll provide the raw material for software archaeologists, historians, and developers to learn what worked, what was brilliant, and what was an utter failure." Here's a peek at the strongest branches of programming's family tree. For a nearly exhaustive rundown, check out the Language List at [HTTP://www.informatik.uni-freiburg.de/Java/misc/lang_list.html](http://www.informatik.uni-freiburg.de/Java/misc/lang_list.html). - Michael Mendeno

Key

- 1954 Year Introduced
- Active: thousands of users
- Protected: taught at universities; compilers available
- Endangered: usage dropping off
- Extinct: no known active users or up-to-date compilers
- Lineage continues



Survival of the Fittest
Reasons a language endures, with examples of some classic tongues

- Appeals to a wide audience C (bolstered by the popularity of Unix)
- Gets a job done Cobol (designed for business-report writing)
- Delivers new functionality Java (runs on any hardware platform)
- Fills a niche Mathematica (speeds up complex computations)
- Offers a modicum of elegance Icon (has friendly, line-oriented syntax)
- Has a powerful user base or backer C# (developed by Microsoft for .Net)
- Has a charismatic leader Perl (programmer-author Larry Wall)

Sources: Paul Boutin; Brent Hailpern, associate director of computer science at IBM Research; The Retrocomputing Museum; Todd Proebsting, senior researcher at Microsoft; Gio Wiederhold, computer scientist, Stanford University

