

Lezione 4 marzo 2015, mercoledì

COMPUTING:

- modello architetturale di von Neumann con la Random Access Memory (RAM) - le variabili viste la volta scorsa – e le memorie persistenti come i dischi.

Scratch:

- gioco, matematica, programmazione
- un bell'algoritmo.

3/5/2015

B. Demo - Introduzione Informatica -
Gennaio 2015

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Interesting mathematics teachers

→ Think a number game

- Think a number
- Add 1
- Multiply by 3
- Subtract the number you started with
- Add 5
- Tell me the number you finished with ← a
- Now I can tell you the number you thought at the beginning

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Interesting mathematics teachers

→ Think a number game

- Think a number
- Add 1
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Call x the number you thought, you have:

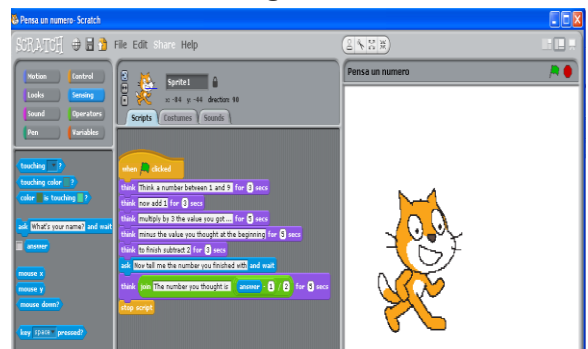
$$(x + 1) * 3 - x + 5 = a$$

$$x = (a - 8) / 2$$

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Think a number game



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