C++ Programming Basics

C++ Lecture I

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Course Goals

- o Introduction to integrated development environments (IDEs)
- Crash course in C++ programming
- Workable understanding of variables, functions, and objects



Class Structure

- Class time from 9-11am and 2-4pm on Monday, Wednesday, and Friday
- o Class time is used for lectures and worktime
- Daily activities reinforcing concepts
- o Concepts will build on each other so ask questions early





Motivation

- C++ is a challenging but powerful language
- Basis of many major software packages
- Concepts in this class extend to many other languages
- Today is devoted to the basic building blocks
 - Setting up the IDE
 - C++ Syntax
 - Using Includes
 - Commenting Code
 - Output to the Command Line





What is an IDE?

o Definition: An integrated development environment (IDE) is a software application that provides comprehensive facilities to computer programmers for software development. An IDE normally consists of a source code editor, build automation tools and a debugger.





What is an IDE

- Source Code The letters, numbers, and symbols that make up a program
- Build Automation Translates source code into computer speak
- Debugging Looking though code while running to gain understanding





Debuggin

Visual Studio

Breakpoin

Source

Code

```
▼ P Quick Launch (Ctrl+Q)
Solution 'ProgrammingBasics' (1 project)
ProgrammingBasics
                                                       ⊟#include "stdafx.h"
 ▶ ■ ■ References
 ▶ ■ External Dependencies
  Header Files
       🖹 targetver.h
                                                       ⊟int main()
    🚚 Resou. 🐤 Files
  Source Files
                                                              std::cout << "Hello World!" << std::endl;</pre>
     ReadMe.txt
                                                                                                                                                                                                                  ▼ ‡ ×
                                            'ProgrammingBasics.exe' (Win32): Loaded 'C:\Development\REU Example Programs\ProgrammingBasics\Debug\ProgrammingBasics.exe'. Symbols loaded.
                                             'ProgrammingBasics.exe' (Win32): Loaded 'C:\Windows\SysWOW64\ntdll.dll'. Cannot find or open the PDB file.
                                             'ProgrammingBasics.exe' (Win32): Loaded 'C:\Windows\SysWOW64\kernel32.dll'. Cannot find or open the PDB file.
                                             'ProgrammingBasics.exe' (Win32): Loaded 'C:\Windows\SysWOW64\KernelBase.dll'. Cannot find or open the PDB file
                                             ProgrammingBasics.exe' (Win32): Loaded 'C:\Windows\SysWOW64\msvcp140d.dll'. Cannot find or open the PDB file.
                                             'ProgrammingBasics.exe' (Win32): Loaded 'C:\Windows\SysWOW64\vcruntime140d.dll'. Cannot find or open the PDB file.
                                             'ProgrammingBasics.exe' (Win32): Loaded 'C:\Windows\SysWOW64\advapi32.dll'. Cannot find or open the PDB file.
                                             'ProgrammingBasics.exe' (Win32): Loaded 'C:\Windows\SysWOW64\ucrtbased.dll'. Cannot find or open the PDB file
                                             'ProgrammingBasics.exe' (Win32): Loaded 'C:\Windows\SysWOW64\msvcrt.dll'. Cannot find or open the PDB file.
                                             'ProgrammingBasics.exe' (Win32): Loaded 'C:\Windows\SysWOW64\sechost.dll'. Cannot find or open the PDB file.
                                             'ProgrammingBasics.exe' (Win32): Loaded 'C:\Windows\SysWOW64\rpcrt4.dll'. Cannot find or open the PDB file.
                                             'ProgrammingBasics.exe' (Win32): Loaded 'C:\Windows\SysWOW64\sspicli.dll'. Cannot find or open the PDB file.
                                             'ProgrammingBasics.exe' (Win32): Loaded 'C:\Windows\SysWOW64\cryptbase.dll'. Cannot find or open the PDB file.
                                             'ProgrammingBasics.exe' (Win32): Loaded 'C:\Windows\SysWOW64\bcryptprimitives.dll'. Cannot find or open the PDB file.
                                            The program '[1912] ProgrammingBasics.exe' has exited with code 0 (0x0).
         orer Team Explorer Class View
```

Build Output





Open Visual Studio and and create a new visual C++ Win32 Console
 Application



Properties of C++

- o Program statements are executed line-by-line
- o Lines are terminated with the a;
- Everything starts in the main function
- Source code is translated into machine code prior to execution
- Syntax similar to other "curly brace languages" (C, Java, C#)





- o Obligatory "Hello World!" application. Enter code into IDE and run.
- Delete a;
- What happens?
- Remove "return 0;"
- What happens?

```
⊟#include "stdafx.h"
      |#include <iostream>
     □int main()
10
           std::cout << "Hello World!" << std::endl;</pre>
11
12
           return 0;
13
14
```





Comments

- Good programmers comment their code
- o Comments explain in plain language what a portion of code does
- o Comments are helpful to yourself and others when reading code

```
sint main()
{
    std::cout << "Hello World!" << std::endl; // This is a one line comment

    /*Tthis is a multi line comment.
    I
    I can
    I can go
    I can go on
    I can go on forever
    I can go on forever and
    I can go on forever and
    I can go on forever and ever.....*/
    return 0;
}</pre>
```





- Add your own comments to your Hello World program
- What happens when you run the program without the // or /**/ with the text?



Include Statements

- Remember C++ complies syntax line-by-line
- o If we want to do something we need the syntax or machine code
- There are common operations that users want to perform
- o Don't want to reinvent the wheel every time we want a printout
- o Sooooo we use the standard library and include statements





Include Statements

- o To specify what standard features we want we use #include
- Lets us call and use all the functionality in our own program without having to write the code ourselves
- For example in our Hello World program we used #include
 <iostream> to print to the command line





• Uncomment the #include <iostream> and try to run the program

```
#include "stdafx.h"
      //#include <iostream>
    ⊡int main()
          std::cout << "Hello World!" << std::endl; // This is a one line comment</pre>
11
12
          /*Tthis is a multi line comment.
13
15
17
          I can go on forever
          I can go on forever and ever.....*/
21
          return 0;
```





Questions?





Assignment

• Play with different wording in your Hello World application

o Challenge: Can you split the words onto different lines?



