

Review day

Adam Kohl

What are we going to do?

- Review all the concepts that people aren't too sure of
- Continue with any uncompleted assignments
- Tougher assignments for those who want to do them

Include Statements

- 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

```
4   #include "stdafx.h"  
5   // #include <iostream>  
6  
7  
8   int main()  
9   {  
10  
11     std::cout << "Hello World!" << std::endl; // This is a one line comment  
12
```

What Are Variables?

- Variables are containers for information
- Different types of variables store different types of information
 - bool, char, int, float, double, strings, arrays

```
22  
23 // Programming Basics Cont.  
24 bool aBoolVar;  
25  
26 aBoolVar = true;  
27  
28 bool anotherBoolVar = false;  
29
```

User Command Line Input

- What if the user wants to assign a variable value?
- We use the cin stream

```
// Reading in a user defined value
float aFloat; // Create a variable that holds type float

std::cout << "Enter a float value: " << std::endl; // Prompt the user to enter a value

std::cin >> aFloat; // Use cin to read in the value and assign it to the variable aFloat

std::cout << "The float entered is: " << aFloat << std::endl; // Print the value back out to the user
```

```
Enter a float value:
3.5
The float entered is: 3.5
Press any key to continue . . .
```



If statements

- Allows for changing code flow depending on conditions
- If (condition is true) { execute something } else {execute something else}

- Elseif

```
if (bank_account < 0){  
    cout << "Huh?" << endl;  
}  
elseif (bank_account > 1000000){  
    cout << "WHAAAAAAAAAT?" << endl;  
}  
else{  
    cout << "Welcome to the 99%" << endl;  
}
```



For loop

- Convenience function that does a lot for us

for (initialize loop variable ; check condition is true ; increment loop variable) { execute something }

C++ takes care to execute everything properly and in order

```
for (int count = 10; count > 0; count = count - 1){  
    //Do something  
    cout << count << endl;  
}
```

Function definition

```
int add_me_twice(int a){  
    int b = a + a;  
    return b;  
}
```

Return value

Returns only one thing at a time

Can be anything (int, char, double)

Function name has to be a new name never defined before with the same parameters

Input parameters

FILE I/O – Writing to a file

```
fstream fpout("test.txt", ios::out);  
fpout << "New Text" << endl;  
fpout << "Newer Text" << endl;  
fpout.close();
```

Variable name of the file handler

File name

Type of access
Mode Flag

Same way that we use cout
can be used here



FILE I/O – Reading from a file

- Pretty much the same concept
- Only some things are flipped

```
std::string str="";  
fstream fpin;  
fpin.open("test.txt",ios::in);  
fpin >> str;  
cout << str << endl;  
fpin >> str;  
cout << str << endl;  
fpin.close();
```



Class Syntax

```
class Square    // Class keyword tells compiler to expect a class definition
{
public:
    Square(float w){    // Class constructor
        width = w;
    };

    ~Square(){    // Class destructor
    };

    float area(){    // Area function definition
        return width*width;
    };

protected:
    float width;    // Width variable used in the constructor and the area calculation
};
```

```
Square s = Square(5.0); // Instantiating a square object
std::cout << s.area() << std::endl; // Prints out 25.0
```

Challenge: Inheritance

```
class Shape
{
public:
    Shape() {
    };

    ~Shape() {
    };

    void setColor(std::string aColor)
    {
        color = aColor;
    };

    std::string returnColor()
    {
        return color;
    };

protected:
    std::string color;
};
```

```
class Square:public Shape
{
public:
    Square(float w){    // Class constructor
        width = w;
    };

    ~Square(){    // Class destructor
    };

    float area(){    // Area member function definition
        return width*width;
    };

protected:
    float width;    // Width is a memeber variable
};
```

```
Square s3 = Square(10.0);    // Instantiating a square object
std::cout << s3.area() << std::endl;    // Prints out 100.0
s3.setColor("blue");    // Inhereted from shape
std::cout << s3.returnColor() << std::endl;    // Returns blue
```

Challenge: Header and Source Files

- Let us split up our code into multiple files

```
#ifndef RECTANGLE_H
#define RECTANGLE_H

class Rectangle {

public:
    Rectangle();    // The constructor prototype
    ~Rectangle();  // The destructor prototype

    void setArea(float area); // Setter
    float returnArea(); // Getter

protected:
    float m_area; // Member variable
};

#endif RECTANGLE_H
```

```
// main.cpp : Defines the entry point for the console application.
//
#include "Rectangle.h" // Copies all the rectangle code into this file
#include <iostream>

int main()
{
    Rectangle aRec;
    aRec.setArea(45.0);
    std::cout << "Area: " << aRec.returnArea() << std::endl;

    return 0;
}
```

```
#include "Rectangle.h"

Rectangle::Rectangle()
{
    // This is the constructor it is called every time
}

Rectangle::~~Rectangle()
{
    // This is the destructor
}

void Rectangle::setArea(float area)
{
    m_area = area;
}

float Rectangle::returnArea()
{
    return m_area;
}
```

Assignment

- Make classes for rectangle, circle, triangle that inherit from shape
- Use the functions you have been working on in your classes
- Prompt the user to select a shape and to input values to calculate the area of the shape
- Challenge: Look up model, view, controller and structure your code that way