

EDAF30 – Programming in C++

1. Introduction

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Outline

- 1 About the course
- 2 Presentation of C++
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 - Introduction
 - Statements and operators
 - Functions
- 3 Data types and variables

1. Introduction

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EDAF30: Programmering i C++, 7.5 hp Syfte och mål

Kursens syfte är att ge kunskaper i objektorienterad programmering i C++.

Kunskap och förståelse:

- ▶ känna till och kunna beskriva skillnaderna mellan C++ och Java
- ▶ vara förtrogen med språket C++ och standardbiblioteket STL
- ▶ kunna förklara grundläggande begrepp inom objektorienterad C++-programmering
- ▶ kunna tolka, analysera och förklara befintlig C++-kod.

Färdighet och förmåga:

- ▶ kunna utveckla ett fungerande C++-program från en given specifikation
- ▶ kunna felsöka metodiskt i C++-kod.

About the course

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EDAF30: programming in C++ , 7.5 hp Important differences to Java

New or extended concepts in C++
(compared to Java / introductory courses):

- ▶ Pointers and memory management
- ▶ Functions: call-by-value and call-by-reference
- ▶ Polymorphism: both static and dynamic (compare *templates* to *generics*)
- ▶ Operator overloading

About the course

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EDAF30: programming in C++ , 7.5 hp Examination details

The compulsory course items are

- ▶ laborations
- ▶ project
- ▶ written examination

The final grade is based on the result of the written examination.

About the course

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EDAF30: programming in C++ , 7.5 hp Administration

- ▶ Course plan
- ▶ Registration
- ▶ Sign up for labs
 - ▶ Work in pairs
 - ▶ On the web - link from the course web page
 - ▶ Sign up for a group – same time all weeks

About the course

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History

C++ is a descendent of Simula and C.

1967: Simula (Dahl & Nygaard)

1972: C (Dennis Ritchie)

1978: K&R C (Kernighan & Ritchie)

1980: C with Classes (Bjarne Stroustrup)

1985: C++ (Bjarne Stroustrup)

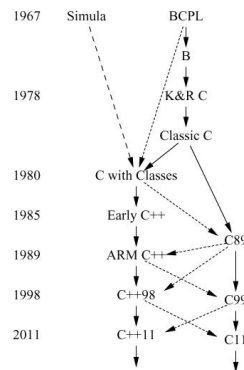
- ▶ ISO standard 1998

Other relatives:

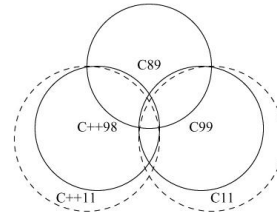
1995: Java (James Gosling et al.)

2000: C# (Anders Hejlsberg)

- ▶ virtual machine
- ▶ automatic memory management
- ▶ *safe* languages



C++ is not a pure extension of C



- ▶ both ISO C and ISO C++ are descendants of K&R C, and are "siblings"
- ▶ some details are incompatible between ISO C och C++
- ▶ Areas are not to scale

In general: Don't write C++ as if it were C

What is C++?

The ISO standard for C++ defines two things

- ▶ *Core language features*, e.g.,
 - ▶ data types (e.g., `char`, `int`)
 - ▶ control flow mechanisms (e.g., `if` and `while` statements).
 - ▶ rules for declarations
 - ▶ templates
 - ▶ exceptions
- ▶ *Standard-library components*, e.g.,
 - ▶ Data structures (e.g., `string`, `vector`, and `map`)
 - ▶ Operations for in- and output (e.g., `<<` and `getline()`)
 - ▶ Algorithms (e.g., `find()` and `sort()`)

The standard library is written in C++

- ▶ Example of what is possible

A minimal program in C++

empty.cc

```
int main( ) { }
```

- ▶ has no parameters
- ▶ does nothing
- ▶ the return value of `main()` is interpreted by the system as an error code
 - ▶ non-zero means error
 - ▶ no explicit return value is interpreted as zero (NB! only in `main()`)
 - ▶ rarely used in Windows
 - ▶ often used on Linux/Mac

The first C++ program Hello, World!

hello.cc

```
#include <iostream>
int main( )
{
    std::cout << "Hello, World!" << std::endl;
    return 0;
}
```

hello.cc

```
#include <iostream>
using std::cout;
using std::endl;

int main( )
{
    cout << "Hello, World!" << endl;
    return 0;
}
```

Statements

Mostly the same syntax as in Java:

- ▶ `if`, `switch`
- ▶ `for`, `while`, `do while`
- ▶ `break`, `continue`

but *goto is spelled differently*:

- ▶ No `break` to a label
- ▶ `goto` (used in C, rarely used in C++)

Operators

Operators and expressions quite similar to Java

The same as in Java

E.g., + - * / % ++ -- += -= *= && || & etc., and [] . ?:

The trinary operator ?: (like in Java)

```
z = (x>y) ? x : y;      if (x>y)
                       z=x;
                       else
                       z=y;
```

Many more, including

Pointer operators: * & ->

Input and output: << >> (overloaded shift operators)

sizeof, decltype (compile-time)

Functions

Declaration and definition

The main way of getting something done in C++:

▶ call a *function*

▶ Declare before use

A function must have been *declared* before it can be called

▶ A function declaration specifies

▶ name

▶ return type

▶ types of the parameters

▶ Example: function declarations

```
int random();           ▶ The compiler ignores parameter names
void exit(int);        ▶ Give names if it increases readability
double square(double);
int pow(int x, int exponent);
```

▶ A function *definition* contains the implementation

▶ Must not occur more than once (*One Definition Rule*)

Difference from Java

Function and variable declarations

▶ In Java functions and variables can only be declared inside a class.

▶ In C++, functions and variables can exist independently of classes.

▶ free functions do not belong to a class
▶ member functions in a class

▶ global variables
▶ member variables

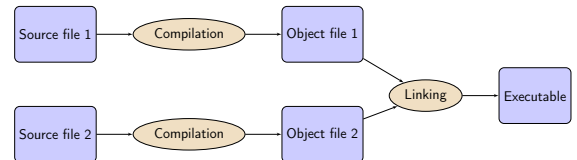
What is a program?

C++ is a compiled language

▶ Source code

▶ Object file(s)

▶ Executable file



Function declaration

Example

▶ Declaration and definition

Example: Mean value – variant 1

```
double mean(double x1, double x2) // Declaration and definition
{
    return (x1+x2)/2;
}

int main()
{
    double a=2.3;
    double b=3.9;
    cout << mean(a, b) << endl;
}
```

Function definition

With previous declaration

▶ *Forward declaration*

▶ Function definition after main()

Example: mean – variant 2

```
double mean(double, double); // declaration (prototype)

int main()
{
    double a=2.3;
    double b=3.9;
    cout << mean(a, b) << endl; // use
}

double mean(double x1, double x2) //definition
{
    return (x1+x2)/2;
}
```

Function definition With previous declaration

- ▶ Forward declaration
- ▶ Function definition after main()

Example: mean – variant 2

```
double mean(double, double);    // declaration (prototype)

#include "mean.h"

int main()
{
    double a=2.3;
    double b=3.9;
    cout << mean(a, b) << endl;    // use
}

double mean(double x1, double x2) //definition
{
    return (x1+x2)/2;
}
```

Data types and variables

- ▶ Every name and every expression has a type
- ▶ some concepts:
 - ▶ a *declaration* introduces a *name* (and gives it a *type*)
 - ▶ a *type* defines the set of possible values and operations (for an *object*)
 - ▶ an *object* is a place in memory that holds a *value*
 - ▶ a *value* is a set of bits interpreted according to a *type*.
 - ▶ a *variable* is a named *object*

An object has

- ▶ a *value* and
- ▶ a *representation*

Unnamed objects

Unnamed objects include

- ▶ temporary values
- ▶ objects on the heap (allocated with *new*)

Data types Primitive types

- ▶ Integral types: `char`, `short`, `int`, `long`, `long long`
 - ▶ `signed` (as in Java)
 - ▶ `unsigned` (*modulo* 2^N "non-negative" numbers, not in Java)
- ▶ Floating point types: `float`, `double`, `long double`
- ▶ `bool` (boolean in Java)
 - ▶ integer values are implicitly converted to `bool`
 - ▶ zero is `false`, non-zero is `true`
- ▶ The type `char` is "the natural size to hold a character" on a given machine (often 8 bits). Its size (in C/C++) is called "a byte" regardless of the number of bits.
- ▶ `sizeof(char) ≡ 1` (1 byte)
- ▶ The sizes of all other data types are multiples of `sizeof(char)`.
 - ▶ sizes are *implementation defined*
 - ▶ `sizeof(int)` is commonly 4.

Variables Declaration and initialization

Declaration without initialization (avoid)

```
int x;    // x has an undefined value (if local)
          // (as local variables in Java)
```

Declaration and initialization

```
int x{7};    // C++ style (recommended if unsure)
int y = {7}; // C++ with extra =
int z = 7;   // C style

vector<int> v{1,2,3,4,5};
```

C style: Beware of implicit type conversion

```
int x = 7.8; // x == 7. No warning
int y {7.8}; // Gives a warning (or error with -pedantic-errors)
```

Suggested reading

References to sections in Lippman

Functions 6.1 (p 201–207)

Types, variables 2.1,2.2,2.5.2 (p 31–37, 41–47, 69)

Type aliases 2.5.1

Arithmetic 4.1-4.5, 4.11

Constants 2.4 2.4.4 (p 59–60, 65–66)

Pointers and references 2.3 (p 50–59)

Next lecture

Function calls. Pointers. User-defined types

References to sections in Lippman

Pointers and references 2.3

Arrays and pointers 3.5

Classes 2.6, 7.1.4, 7.1.5, 13.1.3

`std::string` 3.2

`std::vector` 3.3

Scope and lifetimes 2.2.4, 6.1.1

`const`, `constexpr` 2.4

I/O 1.2, 8.1–8.2, 17.5.2