## **Third School on LHC Physics**

C++ Handouts

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## Use of cout:

```
#include <iostream>
using namespace std;
int main() {
    cout << "Hello ";
    cout << "World.\n";
    cout << "Hello World.\n";
    int a = 5;
    cout << "a = ";
    cout << a;
    cout << "\n";
    int b = 23;
    cout << "b = " << b << "\n";
}</pre>
```

## Input/Output

```
#include <iostream>
using namespace std;
int main() {
    int year, age;
    cout << "What year were you born? ";
    cin >> year;
    age = 2002 - year;
    cout << "You are " << age << " years old.\n";
}</pre>
```

## Use of string:

```
#include <iostream>
#include <iostream>
#include <string>
using namespace std;
int main() {
    cout << "Please enter your name: ";
    string name;
    cin >> name;
    cout << "Your name is " << name << "\n";
}</pre>
```

### Use of getline: #include <iostream>

```
#include <string>
using namespace std;
int main() {
   cout << "Please enter your name: ";
   string name;
   getline(cin, name);
   cout << "Your name is " << name << "\n";
}</pre>
```

## Use of if Statement

```
#include <iostream>
using namespace std;
int main() {
   cout << "Enter your age: ";
   int age;
   cin >> age;
   if (age < 20)
      cout << "You are still young!\n";
}</pre>
```

```
}
```

### Use of if-else statement:

```
#include <iostream>
using namespace std;
int main() {
   cout << "Enter your age: ";
   int age;
   cin >> age;
   if (age < 20)
      cout << "You are still young!\n";
   else
      cout << "You are not so young anymore.\n";
}</pre>
```

### Simple Program to understand switch statement:

#include <iostream>
using namespace std;
int main() {
 cout << "What would you like to do:\n";
 cout << "1. Add an entry to the address book\n";
 cout << "2. Look up an address\n";
 cout << "3. Remove an entry\n\n";
 cout << "Your choice: ";
 int selection;
 cin >> selection;

```
switch (selection) {
case 1:
   cout << "Sorry, this feature has yet to be "
      << "programmed.\n";</pre>
  break:
case 2:
   cout << "Sorry, this feature was not yet "
      << "implemented.\n";</pre>
  break:
case 3:
  cout << "Access denied.\n";
  break;
default:
   cout << "You can't do that. You must choose "
      << "1, 2 or 3.\n";</pre>
  break:
}
```

}

```
Write a program which takes the input of two numbers and asks you whether
you want to multiply or add them: Use if else statement.
#include <iostream>
using namespace std;
int main() {
  cout << "1. Calculate a sum\n";</pre>
  cout << "2. Calculate a product \n";</pre>
  cout << "Your choice: ";
  int selection:
  cin >> selection;
  if (selection == 1) {
     cout << "Enter the two numbers to sum "
        << "separated by a space: ";</pre>
     int first, second;
     // Notice how cin can be used to input more
     // than one value in a single call
     cin » first » second:
     cout << "The sum is: " << first + second
        << "\n":
  }
  else {
     cout << "Enter the two numbers to multiply "
        int first, second;
     cin » first » second;
```

# Write a program which calculates Area of square and circle, by giving you choice of which one to calculate. Use Switch Statement:

#include <iostream> using namespace std; int main() { // First display the menu. cout << "What do you want to do:\n"; cout << "1. Calculate the area of a square \n"; cout << "2. Calculate the area of a circle\n"; cout << "Your choice: ": // Take the user's selection. int choice: cin » choice; // Do the right thing based on the user's // selection. switch (choice) { case 1: { // We need braces here because otherwise we // cannot declare the variable 'side' below. cout << "Please enter the side length: "; double side: cin » side; // We do not accept negative side lengths. if (side < 0) cout << "There can be no squares with " « "negative side lengths. Bye.\n"; else cout << "The area is " << side \* side << ".\n": break; } case 2: { // This is all the same as above, just for // circles. cout << "Please enter the radius: "; double radius: cin » radius:

```
if (radius < 0)
```

### Generate numbers from 1 to 9 by using while loop

```
#include <iostream>
using namespace std;
int main() {
    int i = 0;
    // Execute the loop until (i < 10) is not true
    // anymore, in other words until i >= 10
    while (i < 10) {
        // Print the number
        cout << i << " ";
        // Increase i by one
        i = i + 1;
    }
}</pre>
```

```
Use of do-while loop
```

```
Use of for loop: Produce integers from 0 to 9 by using for loop
#include <iostream>
using namespace std;
int main() {
   for (int i = 0; i < 10; ++i) {
      cout << i << " ";
   }
}</pre>
```

### Break and Continue Statements:

Let the user enter 100 positive numbers, or a negative number

```
#include <iostream>
using namespace std;
int main() {
  cout << "Enter 100 positive numbers, or a "
      <<" negative number to abort.\n";</pre>
  // Notice that here we declare i *outside* of the
  // loop. You'll see later why.
  int i;
  // Here we start counting at 1 and not at 0 because
  // otherwise the program would ask for number #0,
  // then for number #1, but we want it to start at
  // 1.
  for (i = 1; i <= 100; ++i) {
     cout << "Enter the number #" << i << ": ";
     int n;
     cin \gg n;
     if (n < 0)
        break;
  }
  // If we hadn't declared i outside the loop, we
  // couldn't access it here because it'd be out of
  // scope.
  if (i == 100)
     cout << "You are a real man.\n";
  else
     cout << "You stopped after " << i
        << " numbers, coward!\n";</pre>
}
```

Print all numbers from 0 to 100 except the multiples of 7. #include <iostream>

```
using namespace std;
int main() {
  for (int i = 0; i < 100; ++i) {
     // Skip all the multiples of 7
     // Operator % calculates the modulo (remainder)
     // of a division; if (i % 7) is equal to zero
     // this means that i is a multiple of 7.
     if ((i % 7) == 0)
        continue;
     cout << i << " ";
  }
}
```

```
Nested Loops:
```

This program prints out a multiplication table as follows: 1 2 3 2 4 6

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You could use more numbers than just from one to three, but then there'd be problems with the alignment (because there'd be numbers with one and with two digits).

```
#include <iostream>
using namespace std;
int main() {
  for (int y = 1; y <= 3; ++y) {
    for (int x = 1; x <= 3; ++x) {
        cout << x * y << " ";
      }
      cout << "\n";
    }
}</pre>
```

Following program calculates factorials. (The factorial of a positive integer number n is mathematically written as n! and is the product of all numbers from 1 to n; Mathematically  $n! = 1 \times 2 \times ... \times n$  $7! = 1 \times 2 \times 3 \times 4 \times 5 \times 6 \times 7 = 5040$ 

#include <iostream>

```
using namespace std;
int main() {
   cout << "This program calculates the factorial "
       << "of n.\n";</pre>
   cout << "Please enter n: ";</pre>
   int n;
   cin » n;
   if (n < 0)
      cout << "n must be non-negative.\n";
   else {
      int factorial = 1;
      for (int i = 1; i <= n; ++i)
         factorial = factorial * i;
      cout << n << "! = " << factorial << "\n";</pre>
   }
}
```

## Use of Functions:

```
#include <iostream>
using namespace std;
int square(int n) {
  return n * n;}
int main() {
    int num;
    do {
        cout << "What do you want to know the square "
            << "of (enter 0 to quit): ";
        cin >> num;
        cout << "The square of " << num << " is "
            << square(num) << ".\n";
        } while (num != 0);
}</pre>
```

## Examples of some functions

```
1.// A silly function which always returns 3
int three() {
   return 3;
}
```

```
2. // Calculates the average of 2 numbers
double average(double n1, double n2) {
    return (n1 + n2) / 2;
}
```

```
3. // Returns the string s n times
```

```
// For example mult_string("hello", 3) would return
// "hellohellohello".
string mult_string(string s, int n) {
    string total;
    for (int i = 0; i < n; ++i)
        total = total + s;
    return total;</pre>
```

}

#### Complete program using functions

```
#include <iostream>
using namespace std;
// M is a global variable
int m:
int f(int n) {
  // Here a *copy* of the argument is modified, *not*
  // the object which was passed
  n = n + 1:
  return n;
}
int q() {
  // Here the global variable m is increased
  m = m + 1;
  return m;
}
int main() {
  // This n is local to this function, and *not* the
  // same thing as the n in the function f.
  int n = 5;
  cout << "n = " << n << "\n";
  cout << "f(n) = " << f(n) << "\n";
  cout << "n = " << n << "\n";
  // This is the global m declared at the beginning
  // of the program. It is the same m which is
  // modified in the function g.
  m = 5;
  cout << "m = " << m << "\n";
  cout << "g() = " << g() << "\n";
  cout << "m = " << m << "\n";
}
```

*gives the output* n = 5 f(n) = 6 n = 5 m = 5 g() = 6 m = 6

## Average of user defined numbers:

```
#include <iostream>
using namespace std;
// Print a line of '-' to divide one average from the
// other.
void delimiter() {
  for (int i = 0; i < 79; ++i)
     cout << "-";
  cout << "\n";</pre>
}
// Ask for n numbers and calculate their average.
void average(int n) {
  double sum = 0;
  for (int i = 1; i <= n; ++i) {
     // Ask for a number
     cout << "Enter number " << i << " of " << n
         << ": ":
     double num;
     cin >> num;
     // Add the number to the sum
     sum = sum + num;
  }
  // Print the average
  cout << "The average is: " << sum / n << ".\n";</pre>
}
int main() {
  // A for(;;) loop repeats for ever. We use 'return'
  // to jump out of the function directly
  for (;;) {
     cout << "How many numbers do you want to "
         <<"calculate the average of (0 to exit): ";</pre>
     int num;
     cin >> num;
     // Jump out of the function if the user entered zero
     if (num == 0)
        return 0;
```

```
// Do the average and display a delimiter (line)
     average(num);
     delimiter();
  }
}
Use of Structures:
#include <iostream>
#include <string>
using namespace std;
struct Data {
     string name;
     int age;
  };
int main() {
  Data person;
  person.name = "Sajid";
  person.age = 123;
  cout << person.name << " is " << person.age << " years old.\n";
}
```

```
Use of Classes
```

```
#include <iostream> // for cin and cout
#include <string>
using namespace std;
class Data {
public:
  void read() {
     cout << "Name: ";</pre>
     cin » name;
     cout << "Age: ";</pre>
     cin » age;
  }
  void print() const {
     cout << "Name: " << name << "\nAge: " << age
        << '\n';
  }
private:
  string name;
  int age;
};
```

```
void f(const Data& data) {
   Data.print();
}
int main() {
   Data some_data;
   some_data.read();
   f(some_data);
}
```