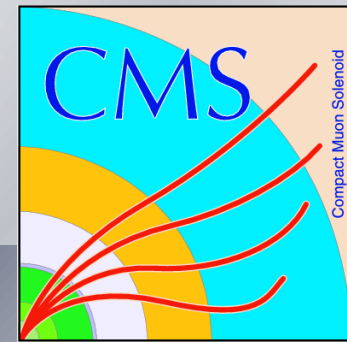


Introduction to C++ Programming

Presented by

DR. MOHAMMED ATTIA MAHMOUD

- PhD, Fayoum University, Egypt and Antwerp University, Belgium.
- Researcher in ENHEP, ASRT, Fayoum Uni, and BUE.
- FSQ Gen-Contact, CMS experiment, CERN, Geneva, Switzerland.



Outline

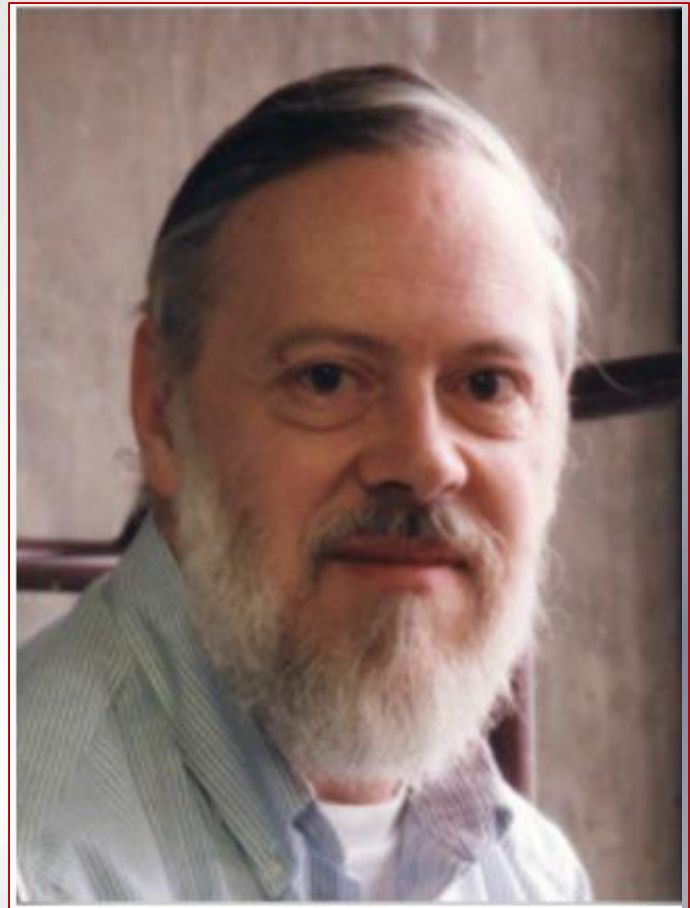
- **The Task of Programming**
- **History of C and C++**
- **Basics of a Typical C++ Environment**
- **A Simple Program: Printing a Line of Text**
- **Welcome to C++!**
- **Another Simple Program: Adding Two Integers**

The Task of Programming

- Programming a computer involves writing instructions that enable a computer to carry out a single task or a group of tasks.
- A computer programming language requires learning both vocabulary and syntax.
- Programmers use many different programming languages, including BASIC, Pascal, COBOL, RPG, python, JAVA and C++.
- The rules of any language make up its syntax.
- Machine language is the language that computers can understand; it consists of 1s and 0s

History of C and C++

- During 1970 Dennis Ritchie created C Programming language to develop the UNIX operating system at Bell Labs.
- C is a general-purpose, high-level language.
- C was originally first implemented on the PDP-11 computer in 1972



History of C and C++

- C++ Development started in 1979.
- During the creation of Ph.D. thesis, *Bjarne Stroustrup* worked with language called Simula.
- Simula is programming language basically useful for the simulation work.



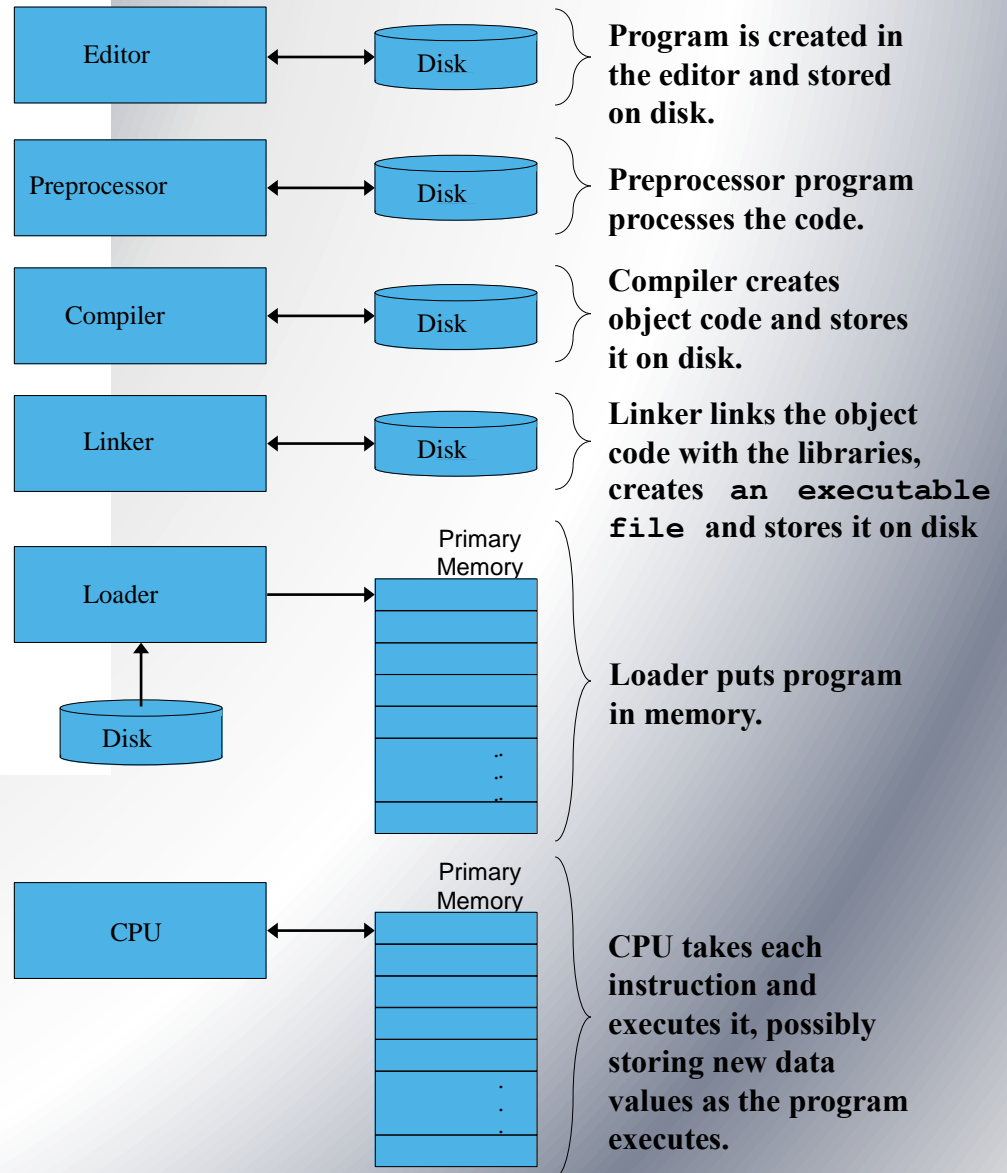
Basics of a Typical C++ Environment

- **C++ systems**
 - Program-development environment
 - Language
 - C++ Standard Library
- **C++ program names extensions**
 - .cpp
 - .cxx
 - .cc
 - .C

Basics of a Typical C++ Environment

Phases of C++ Programs:

1. Edit
2. Preprocess
3. Compile
4. Link
5. Load
6. Execute



Basics of a Typical C++ Environment

- Common Input/output functions

- **cin**

- Standard input stream
 - Normally keyboard

- **cout**

- Standard output stream
 - Normally computer screen

- **cerr**

- Standard error stream
 - Display error messages

A Simple Program: Printing a Line of Text

- Before writing the programs
 - Comments
 - Document programs
 - Improve program readability
 - Ignored by compiler
 - Single-line comment
 - Use C's comment `/* .. */` OR Begin with `//` **or**
 - Preprocessor directives
 - Processed by preprocessor before compiling
 - Begin with **#**

Welcome to C++!

```
• 1 // Fig. 1.2: fig01_02.cpp
• 2 // A first program in C++.
• 3 #include <iostream>
• 4
• 5 // function returns integer value.
• 6 int main()
• 7 {
• 8     std::cout << "Welcome to C++!\n";
• 9
• 10    return 0;
• 11 }
• 12 // end function main
```

Single-line comments.

processor directive to include `<iostream>` header file

Function **main** returns an integer value.

Left brace **{** begins function body.

statements end with a semicolon **;**.

Corresponding right brace **}** ends function body.

Name of Stream insertion operator: `<<` namespace `std`.

successfully

Keyword **return** is one of several means to exit function; value **0** indicates program terminated successfully.

A Simple Program: Printing a Line of Text

- **Standard output stream object**
 - `std::cout`
 - “Connected” to screen
 - `<<`
 - Stream insertion operator
 - Value to right (right operand) inserted into output stream
- **Namespace**
 - `std::` specifies using name that belongs to “namespace”
`std`
 - `std::` removed through use of `using` statements
- **Escape characters**
 - `\`
 - Indicates “special” character output

A Simple Program: Printing a Line of Text

Escape Sequence	Description
<code>\n</code>	Newline. Position the screen cursor to the beginning of the next line.
<code>\t</code>	Horizontal tab. Move the screen cursor to the next tab stop.
<code>\r</code>	Carriage return. Position the screen cursor to the beginning of the current line; do not advance to the next line.
<code>\a</code>	Alert. Sound the system bell.
<code>\\</code>	Backslash. Used to print a backslash character.
<code>\"</code>	Double quote. Used to print a double quote character.

Another Simple Program: Adding Two Integers

- **Variables**

- Location in memory where value can be stored
- Common data types
 - `int` - integer numbers
 - `char` - characters
 - `double` – floating point numbers
 - `float` -
- Declare variables with name and data type before use

```
int integer1;  
int integer2;  
int sum;
```

- Can declare several variables of same type in one declaration
 - Comma-separated list
- ```
int integer1, integer2, sum;
```

# Another Simple Program: Adding Two Integers

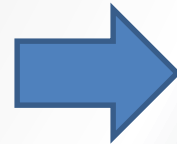
- **Input stream object**
  - `>>` (stream extraction operator)
    - Used with `std::cin`
    - Waits for user to input value, then press *Enter* (Return) key
    - Stores value in variable to right of operator
      - Converts value to variable data type
- **= (assignment operator)**
  - Assigns value to variable
  - Binary operator (two operands)
  - Example:

```
sum = variable1 + variable2;
```

Here is the complete list of fundamental types in C++:

| Group                    | Type names*                         | Notes on size / precision                                  |
|--------------------------|-------------------------------------|------------------------------------------------------------|
| Character types          | <code>char</code>                   | Exactly one byte in size. At least 8 bits.                 |
|                          | <code>char16_t</code>               | Not smaller than <code>char</code> . At least 16 bits.     |
|                          | <code>char32_t</code>               | Not smaller than <code>char16_t</code> . At least 32 bits. |
|                          | <code>wchar_t</code>                | Can represent the largest supported character set.         |
| Integer types (signed)   | <code>signed char</code>            | Same size as <code>char</code> . At least 8 bits.          |
|                          | <code>signed short int</code>       | Not smaller than <code>char</code> . At least 16 bits.     |
|                          | <code>signed int</code>             | Not smaller than <code>short</code> . At least 16 bits.    |
|                          | <code>signed long int</code>        | Not smaller than <code>int</code> . At least 32 bits.      |
|                          | <code>signed long long int</code>   | Not smaller than <code>long</code> . At least 64 bits.     |
| Integer types (unsigned) | <code>unsigned char</code>          | (same size as their signed counterparts)                   |
|                          | <code>unsigned short int</code>     |                                                            |
|                          | <code>unsigned int</code>           |                                                            |
|                          | <code>unsigned long int</code>      |                                                            |
|                          | <code>unsigned long long int</code> |                                                            |
| Floating-point types     | <code>float</code>                  |                                                            |
|                          | <code>double</code>                 | Precision not less than <code>float</code>                 |
|                          | <code>long double</code>            | Precision not less than <code>double</code>                |
| Boolean type             | <code>bool</code>                   |                                                            |
| Void type                | <code>void</code>                   | no storage                                                 |
| Null pointer             | <code>decltype(nullptr)</code>      |                                                            |

```
1 // operating with variables
2
3 #include <iostream>
4 using namespace std;
5
6 int main ()
7 {
8 // declaring variables:
9 int a, b;
10 int result;
11
12 // process:
13 a = 5;
14 b = 2;
15 a = a + 1;
16 result = a - b;
17
18 // print out the result:
19 cout << result;
20
21 // terminate the program:
22 return 0;
23 }
```





*Thanks!*