

## CSE 143

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### Introduction to C++

[Appendix A]

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## C++ vs. C

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- C++ is a superset of C
  - C++ has a huge number of new features
  - Often criticized as overly
- (Almost) any legal program in C is also a legal C++ program.
- The core of C++ works the
  - basic types, variables, expressions
  - declaring and using functions
  - statements (if, while, for, etc.)

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## C++ vs. C (cont.)

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- Major changes in C++:
  - A "Better C"
  - Support for Data Abstraction (user-defined types)
  - Support for Object-Oriented Programming
- We'll introduce the latter two gradually
- Today we focus on some of the "better C" features

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## A Simple C++ Program

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```
// A first C++ Program
// Print a greeting message
#include <iostream.h>
int main(void) {
    cout << "Welcome to CSE143!" << endl;
    return 0;
}
```

- `//`-comments extend from `//` to end of line
- Operator `<<` writes the value of the right argument to the output stream on the left, here `cout` - the screen.
- `endl` ends a line of output and ensures that it is displayed Right Now!.

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## A Second C++ Program

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```
// Read two integers and print their sum.
#include <iostream.h>
int main(void) {
    int i, j;
    cout << "Please enter a number: ";
    cin >> i;
    cout << "Please enter another number: ";
    cin >> j;
    cout << "The sum of " << i << " and " << j <<
        " is " << i + j << endl;
    return 0;
}
```

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## Second C++ Program (cont.)

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- Operator `>>` reads a value from the stream that is its left argument (here `cin`, the keyboard) and stores it in the variable given as its right argument.
- The `>>` and `<<` operators can be strung together to read or write several items in a single statement.
- **Important:** Place your C++ functions in `.cpp` files (rather than `.c` files).

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## “Better C” Features

- `cin` and `cout` for stream input and output (plus `cerr`)
- New comment style
- Relaxed placement of declarations
- Symbolic constants
- A real logical (Boolean) type: `bool`
- Enumerated types
- Reference parameters

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## Two Styles of Comments

- Old C-style comments  

```
/* This is a comment */
```
- Double-slash comments (comment extends from the `//` to the end of the line)  

```
int id; // student ID number
```
- Which form is better?

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## Declarations Go Anywhere

- C++ declarations can appear anywhere a normal statement can:

```
void something (int x)
{
    if (x == 10)
        x = x / 2;
    int y; // Declaration can occur here
    ...
}
```

- Common usage: `for`-loop index variables

```
for (int k = 0; k < 100; k++) {
    // C++ standard says k is only defined inside this loop
    // (but NOT TRUE in MSVC 6.0)
}
```

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## Symbolic Constants

- Explicit support for constant variables  

```
const double PI = 3.14159;
```
- Do not use `#define ...`  

```
#define PI 3.14159
```
- Why not?
  - Because `#define` is strictly textual substitution.
  - Explicit constants allow compile-time type checking and scope analysis using same rules obeyed by (non-const) variables.
- More about `const` another day

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## New *bool* type

- C++ *bool* has two legal values: *true* and *false*
    - *bool*, *true* and *false* are reserved words
    - Direct implementation of the "Boolean" concept
- ```
bool isBigNumber (double d) {
    if (d > 30e6) return true;
    else return false;
}
```
- Not supported in early C++ compilers (one reason you want to have a recent version)

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## *int* vs. *bool*

- Under the hood, a *bool* value is represented as an *int*
- *bool* and *int* values are usually interchangeable (for backward compatibility).
- But for style and robustness reasons, *don't* interchange them!

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## int vs. bool

- Use *bool* where Boolean values are natural:

```
int i; bool b;
b = (mass >= 10.8); //value is true or false
if (b) ... //OK
while (b && !(i < 15)) ... //OK
```

- Avoid:

```
i = b; //marginally OK: value is 0 or 1
i = true; //OK, but bad style
b = i; //ill-advised (warning)
```

- `cout <<`

- displays 0 or 1 for bool values

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## Enumerated Types

- User-defined type whose constants are meaningful identifiers, not just numbers

```
enum Color { RED, GREEN, BLUE };
```

- Declare like other types; use like other integer values

```
Color skyColor; ...
switch (skyColor) {
  case RED: ...
  case GREEN: ...
  case BLUE: ...
}
```

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## Structs as Types

- Old way:

```
typedef struct {
    ...
    } student_record;
```

- New way:

```
struct student_record {
    ...
};
```

- Convention: New type names are capitalized
- Preview: in C++ we often use *class* instead of *struct*  
Almost identical, but different implications

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## Defining 'main'

- Usual signature for main (CSE142):

```
int main (void) { ... return x; ... }
```

- Also common (but nonstandard!):

```
void main (void) { .... /*no return*/ ... }
```

- A few others are possible, too. For you hackers:

```
int main (int numArgs, char * argArray[ ]);
```

- Allows operating system (OS) to pass command line arguments to the program.

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## Parameters (Review)

- Puzzler: What does this print?

```
#include <iostream.h>
...
// Double the value of k
void dbl(int k) { k = 2 * k; }

void main(void) {
  int n = 21;
  dbl(n);
  cout << n << endl;
}
```

- Output:

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## Passing by Reference

- The default in C/C++ is pass by value

- a copy of the actual argument is made
- exception: arrays

- C technique for passing by reference: pass a pointer to the argument

- Can still do this in C++

- Passing by ref. is more efficient for large objects - why?

- Passing by ref. is less safe than by value -- why?

C++ offers an additional technique...

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## Reference Parameters

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- Use & in parameter declaration to make the parameter an alias for the argument.

```
// Double the value of k
void dbl(int &k) { k = 2 * k; }

int main( ) {
    int n = 21;
    dbl(n);
    cout << n << endl;
}
```

- Output:

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## C++ Reference Parameters

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- The parameter is an **alias** for actual argument
- Achieves same effect as pointer parameters
  - & when parameter declared
  - No explicit & in argument
  - No explicit \* when parameter used
- Assignments to parameter changes argument
  - Why? because one is an alias of the other

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