CS1428 Review

Chapters 1-5

CS 2308
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Structure of a C++ Program

- Hello world:

```
//This program outputs a message to the screen
#include <iostream>
using namespace std;

int main() {
    cout << "Hello world!" << endl;
}
```

- In general:

```
//This is a comment
#include <includefile> ...
using namespace std;

int main() {
    statements ...
}
```

Variables, Data Types

- **Variable**: portion of memory that stores a value
- Identifier: name of a program element
- Fundamental data types

```
char        float        bool
short       double       char
int         long double
long
```

- **Variable Declaration** statement

```
datatype identifier;
```
```
float hours;
```

- **Variable Initialization** statement:

```
datatype identifier = constant;
```
```
int count = 0;
```

Constants

- **Literals** (specific value of a given type)

```
1
75
-2
```
```
12.45
-3.8
6.25e-5
```
```
true
false
```
```
'A'
'2'
```

- **Named Constants**:
  variable whose value cannot be changed

```
const datatype identifier = constant;
```

```
const double TAX_RATE = 0.0675;
```

Assignment statement, expressions

- To change the value of a variable:

  `variable = expression;`   `count = 10;`

  - The lefthand side must be a variable
  - The righthand side is an expression of the right type
- What is an expression?
  - an expression has a type and evaluates to a value
    - literal
    - named constant
    - variable
    - arithmetic expression
    - etc.

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Arithmetic and Relational Operations

- arithmetic operators:

  + addition
  - subtraction
  * multiplication
  / division
  % modulo

  ```
  x + 10
  7 % 2
  8 + 5 * 10
  ```

  Watchout: Integer division!!

- relational operators (result is bool):

  == Equal to
  != Not equal to
  > Greater than
  < Less than
  >= Greater than or equal to
  <= Less than or equal to

  ```
  7 < 25
  89 == x
  x % 2 != 0
  8 + 5 * 10 <=100 * n
  ```

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Logical Operations, precedence

- logical operators (values and results are bool):

  ! not
  && and
  || or

  ```
  x < 10 && x > 0
  y == 10 || y == 20
  !(a == b)
  ```

- operator precedence (which happens first?):

  !
  + - (unary)
  * / %
  + - (binary)
  < > <= >=
  == !=
  &&
  ||

  ```
  !(y == 10) || y == 20 && x > 3 * z
  ```

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More assignment statements

- Compound assignment

+=	x += e;	x = x + e;
-=	x -= e;	x = x - e;
*=	x *= e;	x = x * e;
/=	x /= e;	x = x / e;

- increment, decrement

++	x++; ++x;	x = x + 1;
--	x--; --x;	x = x - 1;

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Basic Input/Output

- Output (cout and <<)

```
cout << expression;
cout << expr1 << expr2;
```

```
cout << "hello";
cout << "Count is: " << count << endl;
```

- Input (cin and >>)

```
cin >> variable;
cin >> var1 >> var2;
```
right hand side must be a variable!

```
cin >> x;
cout << "Enter the height and width: ";
cin >> height >> width;
```

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Control structures: if else

- if and else

```
if (expression)
    statement1
else
    statement2
```
statement may be a compound statement (a block: {statements})

  - if expression is true, statement 1 is executed
  - if expression is false, statement2 is executed

- the else is optional:

```
if (expression)
    statement
```

- nested if else

```
if (expression1)
    statement1
else if (expression2)
    statement2
else if (expression3)
    statement3
else
    statement4
```

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Control structures: loops

- while

```
while (expression)
    statement
```
statement may be a compound statement (a block: {statements})

  * if expression is true, statement is executed, repeat

- for:

```
for (expr1; expr2; expr3)
    statement
```

  * equivalent to:

```
expr1;
while (expr2) {
    statement
    expr3;
}
```

- do while:

```
do
    statement
while (expression)
```
statement is executed, if expression is true then repeat

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Control structures: switch

- switch stmt:

```
switch (expression) {
    case constant: statements
    ...
    case constant: statements
    default: statements
}
```

  - execution starts at the case labeled with the value of the expression.
  - if no match, start at default
  - use break to exit switch (usually at end of statements)
- example:

```
switch (ch) {
    case 'a':
    case 'A': cout << "Option A";
            break;
    case 'b':
    case 'B': cout << "Option B";
            break;
    default: cout << "Invalid choice";
}
```

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File Input/Output

- #include <fstream>

- Output (ofstream)

```
ofstream fout;
fout.open("filename.txt");
fout << "hello";
fout << "Count is: " << count << endl;
fout.close();
```

- Input (ifstream)

```
ifstream fin;
fin.open("data.txt");
if (!fin) {              Check for file open errors
    cout << "error opening file" << endl;
    return (0);
}
int x;
fin >> x;          right hand side must be a variable!
cout << "x is " << x << endl;
fin.close();
```

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File Input: read to end of file
pp 279-281 in Gaddis, 7th ed.

- \>> returns true when a value is successfully read, false otherwise.

```
ifstream fin;
fin.open("data.txt");
int x;
while (fin >> x) {
    cout << "next number is " << x << endl;
}
fin.close();
```

NOTE:
DO NOT USE: fin.eof()

- How the while loop works:

  - executes `fin >> x`
  - If a value can be read in, it's assigned to x, and it returns true.
  - If a value cannot be read in (ie nothing else in file), nothing happens except that it returns false. 14

Type conversions

- Implicit

  - assignment:
  ```
  int x;
  double d = 3.1415;
  x = d;
  cout << x << endl;
  ```
  the type of expression on the right will be converted to type of variable on left, possibly losing information.

  - binary operations:
  ```
  int x = 10;
  double d = 2.3;
  cout << x + d << endl;
  ```
  the operand with the lower ranking type is converted to the type of the other.

- Explicit

  ```
  int x, y;
  ...
  float avg = static_cast<float>(x)/y;
  ```
  or
  ```
  float avg = x/(float)y;   //c-style notation
  ```

  Order of types:
  ```
  long double
  double
  float
  unsigned long
  long
  unsigned int
  int    15
  ```