

Quick Study COMPUTER

C++ Guide

THE ULTIMATE GUIDE TO C++ A PROGRAMMING LANGUAGE.

Introduction

This Chart Assumes That All Readers:

1. Have a general understanding of programming languages.
2. Understand the PC / Windows environment.

The Programming Process

These are the five simple steps to follow when developing a program:

1. Decide what the program's primary function will be.
2. Decide how the program will execute.
3. Develop the code properly.
4. Test the program.
5. Compile the program.

What is C++?

C++ is a programming language which evolved from C and was developed by AT&T in the 1980s. It is a structured programming language designed to build large programs out of smaller programs.

The program is rather small with only 34 keywords, but it has one of the largest assortments of operators.

C++ does not have any input or output statements. Instead, it has a library of standard I/O functions allowing any computer or device that conforms to C++ standard to execute the program.

Note: This chart is based on a specific C++ compiler. There is no difference in coding between this compiler and all other marketed compilers.

Basic C++

Definitions

Compiler: converts code into low level machine instructions.

Logic Error: an error difficult to find, the computer cannot find them.

Literal: a constant value stated in the program.

Operator: characters that perform specific functions.

Syntax Error: an error in the code structure (i.e. spelling).

Variable: a defined value that holds changeable data.

Basic Lines of Code:

There are at least six lines of code that will appear in every C++ Program:

```
1. //Filename: FILENAME.CPP
2. //Comment about what it does.
3. #include <iostream>
4. using namespace std;
5. void main()
6. {
7.     cout << "Hello World!";
8. }
```

Line 1: designates the name of the file.

Line 2: comment that gives a short explanation of what the file is for.

Line 3: a statement making reference to an existing library. This statement asks the compiler to include the existing library in the compiling process. This library can be one from the standard library or from a recent development.

Line 4: this is needed to make the I/O facilities available.

Line 5: the main() function defines where the rest of the program will stem from. The void before main() should be taken as a given, until a working knowledge of the program exists.

Note: main() is a function. Once it is defined another cannot be defined until the main() function ends.

Line 6 and 8: the opening and closing braces for the entire program. All coding for the main() function will exist inside these braces.

Line 7: the only line that will do anything when the file is executed. It represents the code for main().

Comments

Comments are placed to the right of a line of code. They are designated by a // . The comments are used to explain what is happening within the program.

Numbers and Characters

Data Types

In C++ a programmer must specify the type of information (data) that is to be placed within the variable. C++ has 16 designated data types:

Declaration Name	Data Type	Description
char	Character	
unsigned char	Unsigned character	
signed char	Signed character (same as char)	
int	Integer	
unsigned int	Unsigned integer	
signed int	Signed integer (same as int)	
short int	Short integer	
unsigned short int	Unsigned short integer	
signed short int	Signed short integer (same as short int)	
long	Long integer (same as int)	
long int	Long integer (same as long)	
signed long int	Signed long integer (same as long int)	
unsigned long int	Unsigned long integer	
float	Floating-point (Real)	
double	Double floating-point (Real)	
long double	Long double floating-point (Real)	

Data Type example: `char initial;`

Each data type has a specific range of characters which it can occupy. The table below explains each data type's range:

Data Type	Range
char	-128 to 127
unsigned char	0 to 255
signed char	-128 to 127
int	-2147483648 to 2147483647
unsigned int	0 to 4294967295
signed int	-2147483648 to 2147483647
short int	-32768 to 32767
unsigned short int	0 to 65535
signed short int	-32768 to 32767
long int	-2147483648 to 2147483647
signed long int	-2147483648 to 2147483647
unsigned long int	0 to 4294967295
float	-3.4E+38 to 3.4E+38
double	-1.7E+308 to 1.7E+308
long double	-1.7E+308 to 1.7E+308
float	-1.7E+308 to 1.7E+308
double	-1.7E+308 to 1.7E+308
long double	-1.7E+308 to 1.7E+308

Adding Expressions to Variables

Now that the variable has been designated as a specific data type, an expression is assigned to the variable. An expression is assigned to a variable with the operator '='. The format of assignment looks like this:

`variable = expression;`

The expression can be assigned when defining the variable or later in the program.

Constant variables are variables that cannot change during the program. To designate a variable as a constant follow this example:

`const int day = 5;`

The constant variable expression must be assigned when defining the variable.

Character Literals and String Literals

C++ designates character literals as a single character between single quotation marks: `' '`.

If the character literal does not have single quotation marks around it, C++ will think the program is defining a variable. C++ programs can define a variable with another variable. For example:

```
char initial;
initial = 'A';
initial = firstLetter;
```

A string literal is one or more characters between double quotation marks, i.e. `"hello"`.

C++ places a null zero (`\0`) at the end of a string literal during compiling to designate the end of the string. If the null zero is not added, the string ends and the program will not know where the string ends. This is not necessarily a problem, but it may add memory space.

Escape Sequences

An escape sequence informs the program that the following character(s) is (are) a special control character. The backslash (`\`) operator represents an escape sequence. The following characters may be for an ASCII character or for a special escape sequence character. The following list displays all special escape sequence characters:

Escape Sequence	Meaning
\a	Alarm (a beep from the speaker)
\b	Backspace
\f	Form feed (new page on printer)
\n	New line (carriage return and line feed)
\r	Carriage return
\t	Tab
\v	Vertical tab
\f	Backslash (\)
\?	Question mark
' '	Single quotation mark
" "	Double quotation mark
\ooo	Octal number
\xxx	Hexadecimal number
\0	Terminator (or null zero)

cout and cin

`cout` and `cin` are defined in the `iostream.h`. When the `iostream.h` library is included, I/O's with `cout` and `cin` are possible.

`cout` is for data output and `cin` is for data input. They are pronounced "see out" and "see in".

The insertion operator (`<<`) is used with `cout` and the extraction operator (`>>`) is used with `cin`.

`cout` and `cin` examples:

```
cout << "Hello world!";
cin >> Name; // Waits for users input.
```

Output Options:

All float data types cost a certain number of digits. If the value was 7.8 the `cout` would be 7.800000. The answer is correct, but the extra answer gets in the way.

An I/O manipulator changes the way `cout` works. The output manipulator `precision()` limits the number of digits output for less precision. This is an example for a `cout` of 7.80:

```
cout.setf(ios::fixed);
cout.setf(ios::showpoint);
cout.precision(2);
cout << 7.8;
```

To set a fixed decimal point in any program the only item in the above example that will ever change is the (2) in line 3, depending on the number of decimal places needed.

An easy way to right justify the `cout` output is with the `width()` manipulator. Simply add the highest number of digits beginning output in-between the parentheses:

```
cout.width(10);
cout << 543 << endl;
cout.width(10);
cout << 12345678 << endl;
cout.width(10);
cout << 746782 << endl;
```

Output:

Output
543
12345678
746782

One difference between `width()` and `precision()` is that `precision()` will stay throughout the program unless otherwise changed and `width()` must always be reentered.

Input Options:

If the user requests more than one answer on one line, the user has three different options for placing the information, but each answer must be separated by a space. The user can type an answer and hit the space bar, tab key or return key before entering the next answer.

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Tim Warren



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