

# INTRO TO GIT

# FLOATS AND LOOPS

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Problem Solving with Computers-I

C++

```
#include <iostream>
using namespace std;

int main()
{
    cout << "Hola Facebook!";
    return 0;
}
```

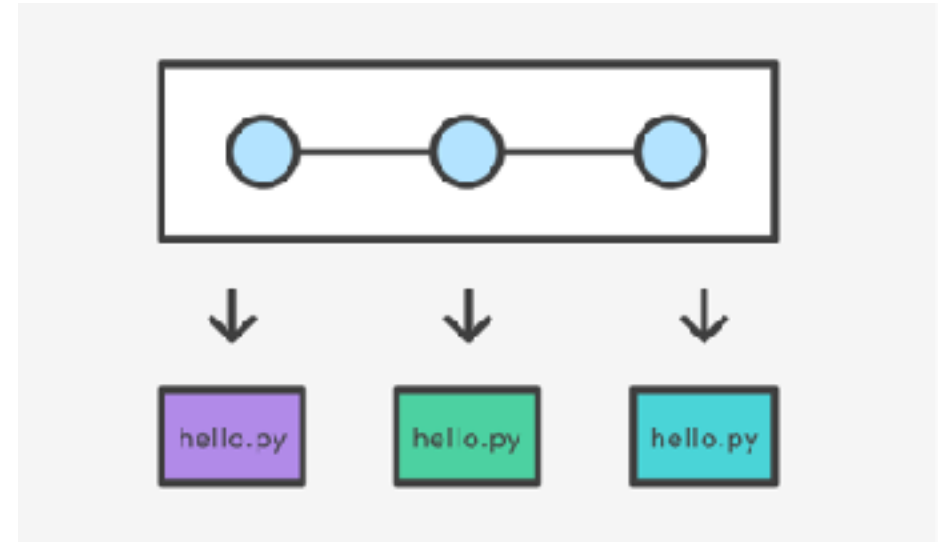


# What is git?

Git is a version control system (VCS).

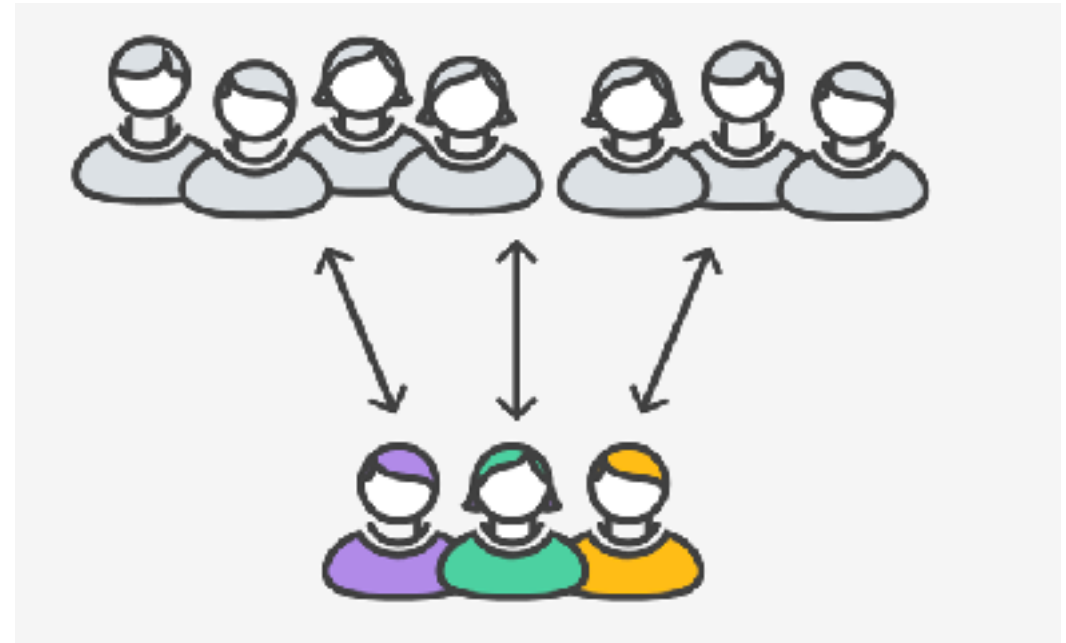
A VCS allows you to keep track of changes in a file (or groups of files) over time

Git allows you to store code on different computers and keep all these different “copies” in sync



# Why are we learning git in this class?

- Collaborate
- Share code ownership
- Work on larger projects
- Provide feedback on work in progress
- Learn professional software development tools



# Git Concepts

**repo** (short for repository): a place where all your code and its history is stored

# Creating a repo on the cloud ([www.github.com](https://www.github.com))

Navigate to [www.github.com](https://www.github.com) and create a repo on the internet

## Create a new repository

A repository contains all the files for your project, including the revision history.

Owner

ucsb-cs24-s18 ▼

Repository name

lab00\_jgaucho\_alily

Great repository names are short and memorable. Need inspiration? How about **potential-lamp**.

Description (optional)



Public

Anyone can see this repository. You choose who can commit.



Private

You choose who can see and commit to this repository.

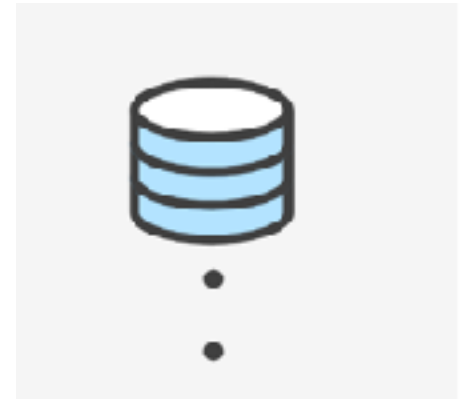
- ☒ **Initialize this repository with a README**  
This will let you immediately clone the repository to your computer. Skip this step if you're importing an existing repository.

Add .gitignore: C++ ▼

Add a license: None ▼



Create repository



## Remote repo

You may submit new versions of your code via [www.github.com](https://www.github.com).

Git will remember all the different version

# Cloning a repo

```
git clone <repo>
```

To get a copy of your code on your local machine, you may either download the zip file or clone the repo



# Git Concepts: REPO

How is a directory different/similar to a git repository?

- A. Files are tracked in a directory but not in a repository
- B. Files are tracked in a repository but not in a directory
- C. Files are tracked in both a directory and repository

## C++ types in expressions

```
int i =10;
```

```
double sum = 1/i;
```

What is printed by the above code?

A. 0

B. 0.1

C. 1

D. None of the above



# Setting up output when printing doubles

See pages 91 and 190 of textbook

```
int i =10;
double j = 1/static_cast<double>(i);
cout.setf(ios::fixed);      // Using a fixed point representation
cout.setf(ios::showpoint); //Show the decimal point
cout.precision(3);
cout<<j;
```

What is printed by the above code?

- A. 0
- B. 0.1
- C. 0.10
- D. 0.100
- E. None of the above

# C++ for loops

A for loop is used to repeat code (usually a fixed number of time)

C++ syntax:

Write a program that calculates the series:  
 $1 + \frac{1}{2} + \frac{1}{3} + \dots + \frac{1}{n}$ ,  
where `n` is specified by the user

# While loops

A while loop is used to repeat code while some condition is true

C++ syntax:

# do-while loops

A while loop is used to repeat code until some condition is no longer true

C++ syntax:

# Nested for loops – ASCII art!

Write a program that draws a square of a given width

```
./drawSquare 5
```

```
* * * * *  
* * * * *  
* * * * *  
* * * * *  
* * * * *
```

# Draw a triangle

Which line of the drawSquare code  
(show on the right) would you modify  
to draw a right angled triangle

```
./drawTriangle 5
```

```
*
* *
* * *
* * * *
* * * * *
```

```
6   for(int j = 0; j < n; j++){ //A
7       for(int i=0; i < n; i++){ //B
8           cout<<"* "; //C
9       }
10      cout<<endl; //D
11  }
12  cout<<endl; //E
13
```

# Infinite loops

```
for(int y=0;y<10;y--)  
    cout<<"Print forever\n";
```

```
int y=0;  
for(;;y++)  
    cout<<"Print forever\n";
```

```
int y=0;  
for(;y<10;);  
    y++;
```

```
int y=0;  
while(y<10)  
    cout<<"Print forever\n";
```

```
int y=0;  
while(y=2)  
    y++;
```



# How is the pace of the class?

- A. Too fast
- B. Fast, but I am able to catch up once I do the labs
- C. Slow
- D. Too slow
- E. Its fine for me

# Next time

- C++ functions and function call mechanics
- Passing parameters to programs