

Welcome to Course
Programming Fundamentals

Week #3– Lecture 1 - 2

Comments

Comments

- Used to document parts of the program
- Intended for persons reading the source code of the program:
 - Indicate the purpose of the program
 - Describe the use of variables
 - Explain complex sections of code
- Are ignored by the compiler

Single-Line Comments

Begin with // through to the end of line:

```
int length = 12; // length in  
inches  
  
int width = 15; // width in inches  
int area; // calculated area  
  
// calculate rectangle area  
area = length * width;
```

Multi-Line Comments

- Begin with `/*`, end with `*/`
- Can span multiple lines:

```
/* this is a multi-line  
comment  
*/
```

- Can begin and end on the same line:

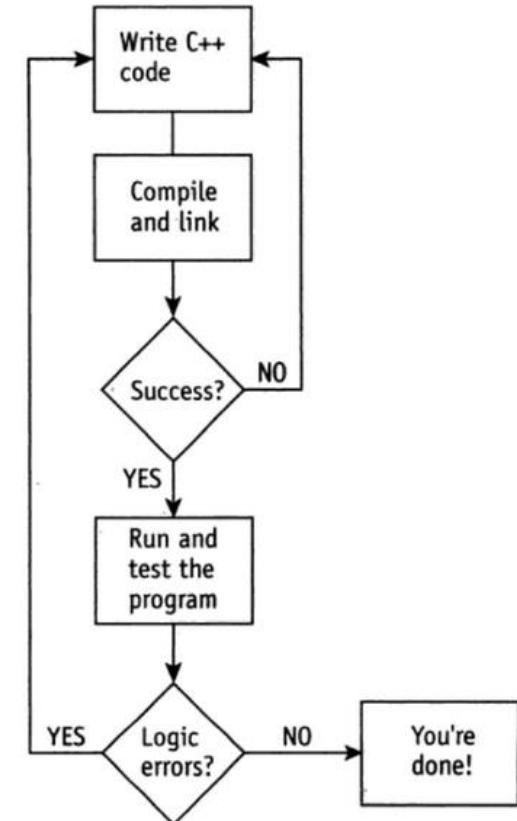
```
int area; /* calculated area */
```

Bugs and Debugging

- Programming errors are called bugs
- The process of tracking bugs and correcting them is called debugging.
- Three kinds of errors can occur in a program:
 - Syntax errors
 - Logical errors
 - Runtime errors
- It is useful to distinguish between them in order to track them down more quickly

Program process

- Step1: Clearly define what the program is to do
- Step2: Visualize the program running on the computer
- Step3: Use design tools such as a hierarchy chart, flowcharts or pseudocode to create a model of the program
- Step4: Check the model for logical errors
- Step5: Type the code, save it, and compile it
- Step6: Correct any errors found during compilation and repeat steps 5 and 6 as many times as necessary
- Step7: Run the program with test data for input
- Step8: Correct any errors found while running the program and repeat steps 5 through 8 as many times as necessary
- Step9: Validate the results of the program

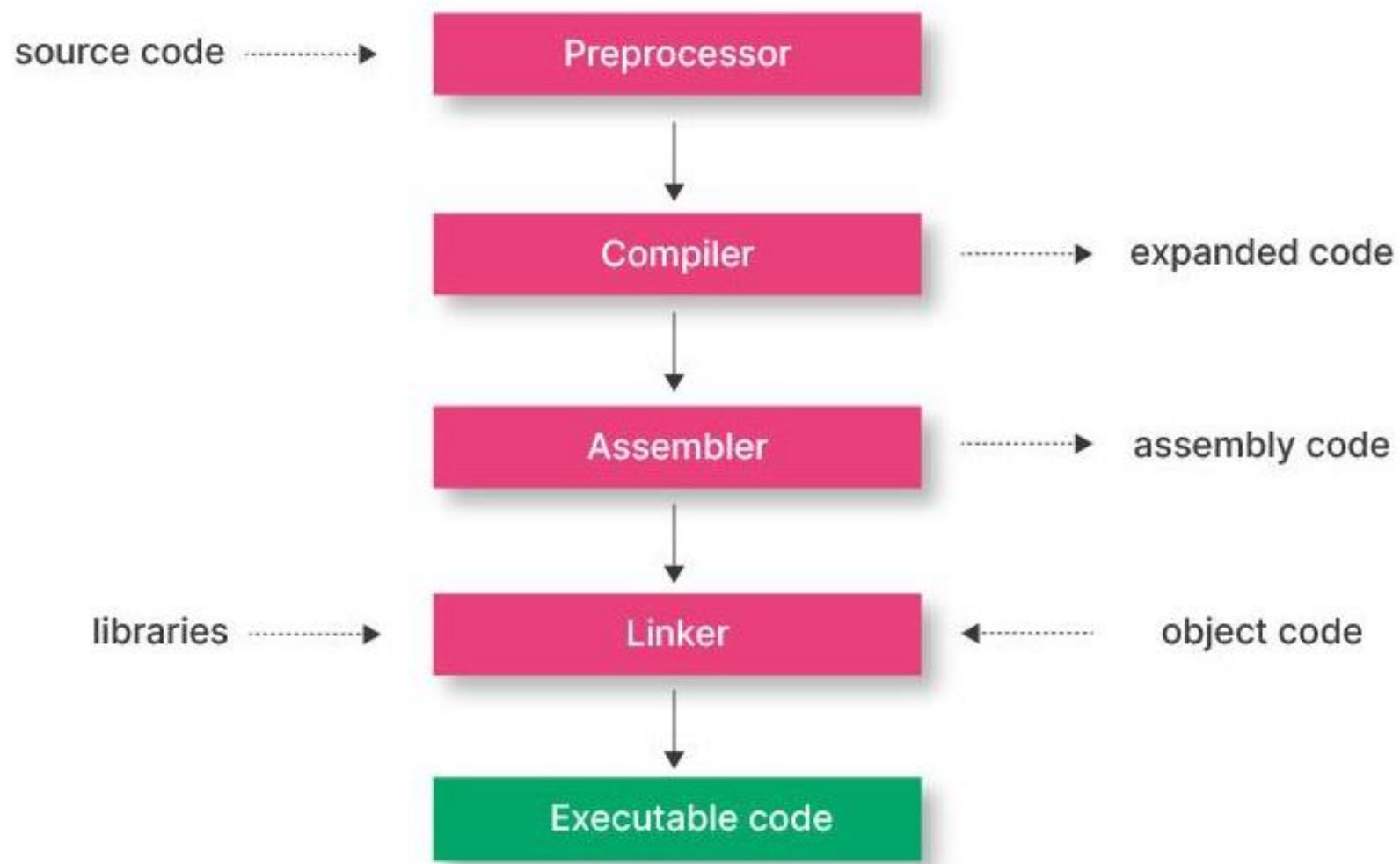


If the program run correctly, you are done. If it has program logic errors, you need to determine the source of error, make changes to the program, and rebuild it.

C++ code (first write the code and then run it)

- C++ is a general-purpose programming language
- Source code
 - Program files written with a text editor (e.g., program.cpp or .cc, cxx, .cp)
- Modified source code
 - Run pre-processor to convert source file directives to source code program statements (includes header files from standard or external libraries which contain declarations of features e.g., iostream or program.hpp files)
- Object code
 - Run compiler to convert source program into machine instructions
- Executable code
 - Run linker to connect hardware-specific code to machine instructions, producing an executable file

From a High-Level Program to an Executable File



From a High-Level Program to an Executable File

Step	Name	Description
1	Preprocessing	The preprocessor handles directives like <code>#include <iostream></code> . It expands header files, removes comments, and performs macro substitution. The output is a pure C++ source file without preprocessor directives.
2	Compilation	The compiler translates the preprocessed code into assembly language for the target machine (CPU architecture). Errors like syntax or type errors are caught here.
3	Assembly	The assembler converts the assembly code into machine code (object file, e.g., .o or .obj) containing binary instructions.
4	Linking	The linker combines the object file with required libraries (like the C++ Standard Library that defines <code>cout</code>). It resolves external references and produces an executable file (e.g., <code>a.exe</code> on Windows or <code>a.out</code> on Linux).
5	Execution	Finally, the OS loads the executable into memory, and the CPU executes instructions. The program prints "Hello, World!" on the screen.

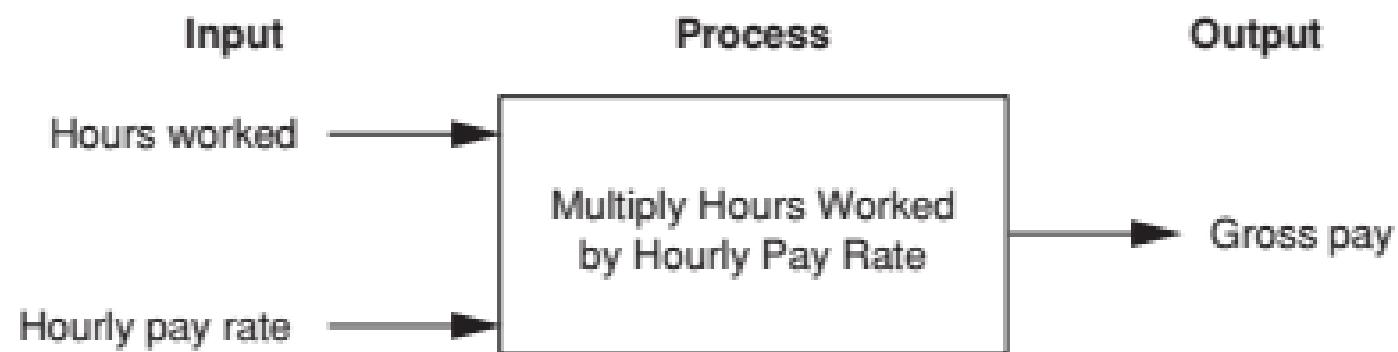
Integrated Development Environments (IDEs)

- An integrated development environment, or IDE, combine all the tools needed to write, compile, and debug a program into a single software application.
- Examples are Microsoft Visual C++, Dev C++, Turbo C++ Explorer, CodeWarrior, etc.

Basic Program Structure

- Any computer program usually has the following structure:
 1. Receive input
 2. Process input
 3. Produce output

Figure 2-3 The input, processing, and output of the pay calculating program



Control Structure of a Program

- In the 1960s, a group of mathematicians proved that only three program structures are needed to write any type of program.
- **Sequence Structure:**
 - The simplest structure of a program is to run instructions one after the other in the sequence that they are written
- **Decision structures**
 - A program may (or may not) run a few instructions in the sequence based on some condition
- **Repetition structures**
 - A program may repeat a set of instructions a number of times

Variables, String, Input, and Prompt

- A *variable* is a named memory location
- A *string* is a sequence of characters and is enclosed inside double quotes in a program
- An *input* command is used to read data from keyboard into a variable
- A *prompt* is a *display* command to tell the user what input is required

```
1 Display "What is your age?"  
2 Input age  
3 Display "Here is the value that you entered:"  
4 Display age
```

Program Output (with Input Shown in Bold)

```
What is your age?  
24 [Enter]  
Here is the value that you entered:  
24
```

Variable Assignment

- You can store a value in a variable with an assignment statement

```
1 Set dollars = 2.75  
2 Display "I have ", dollars, " in my account."
```

Program Output

I have 2.75 in my account.

```
1 Set dollars = 2.75  
2 Display "I have ", dollars, " in my account."  
3 Set dollars = 99.95  
4 Display "But now I have ", dollars, " in my account!"
```

Program Output

I have 2.75 in my account.
But now I have 99.95 in my account!

Variable Assignment

- You can store a value in a variable with an assignment statement
- The value can be the result of a calculation, which is created with math operators

Table 2-1 Common math operators

Symbol	Operator	Description
+	Addition	Adds two numbers
-	Subtraction	Subtracts one number from another
*	Multiplication	Multiplies one number by another
/	Division	Divides one number by another and gives the quotient
MOD	Modulus	Divides one number by another and gives the remainder
^	Exponent	Raises a number to a power

Calculations on a Variable

- You can store a value in a variable with an assignment statement
- The value can be the result of a calculation, which is created with math operators

```
1 Set price = 100  
2 Set discount = 20  
3 Set sale = price - discount  
4 Display "The total cost is $", sale
```

Program Output

```
The total cost is $80
```

Variables and Data Types

- All variables are declared before they are used in a program.
- The declared variables need to know the type of the memory that they point to, in order to allow any operation on the data.
 - Integer, Real, String, Character, etc.

Program 2-13

```
1 Declare Real test1
2 Declare Real test2
3 Declare Real test3
4 Declare Real average
5
6 Set test1 = 88.0
7 Set test2 = 92.5
8 Set test3 = 97.0
9 Set average = (test1 + test2 + test3) / 3
10 Display "Your average test score is ", average
```

Program Output

```
Your average test score is 92.5
```

Hand Tracing a Program

- A simple debugging technique that helps in understanding the logic of a program.

Figure 2-15 Program with the hand trace chart completed

```
1 Declare Real test1
2 Declare Real test2
3 Declare Real test3
4 Declare Real average
5
6 Set test1 = 88.0
7 Set test2 = 92.5
8 Set average = (test1 + test2 + test3) / 3
9 Display "Your average test score is ", average
```

	test1	test2	test3	average
1	?	?	?	?
2	?	?	?	?
3	?	?	?	?
4	?	?	?	?
5	?	?	?	?
6	88	?	?	?
7	88	92.5	?	?
8	88	92.5	?	undefined
9	88	92.5	?	undefined

What is a Program Made of?

- **Keywords or reserved words:** Words that have a special meaning
- **Programmer-defined identifiers:** Words or names defined by the programmer (refer to **variables** or **programming routines**)
- **Operators:** Operators perform operations on **one or more operands**
- **Punctuation:** Punctuation characters that mark the **beginning** or **ending** of a statement, or **separate items** in a list
- **Syntax:** Rules that must be followed when **constructing a program** (how **keywords** and **operators** may be used, and where **punctuation symbols** must appear)
- **Line:** A single line appears in the **body** of a **program**
- **Statement:** an **instruction** that **cause computer** to **perform some action**

What Is a program made of?

```
1. // This program calculates the user's pay.  
2. #include <iostream>  
3. using namespace std;  
4.  
5. int main()  
6. {  
7.     double hours, rate, pay;  
8.  
9.     // Get the number of hours worked.  
10.    cout << "How many hours did you work? ";  
11.    cin >> hours;  
12.  
13.    // Get the hourly pay rate.  
14.    cout << "How much do you get paid per hour? ";  
15.    cin >> rate;  
16.  
17.    // Calculate the pay.  
18.    pay = hours * rate;  
19.  
20.    // Display the pay.  
21.    cout << "You have earned $" << pay << endl;  
22.    return 0;  
23. }
```

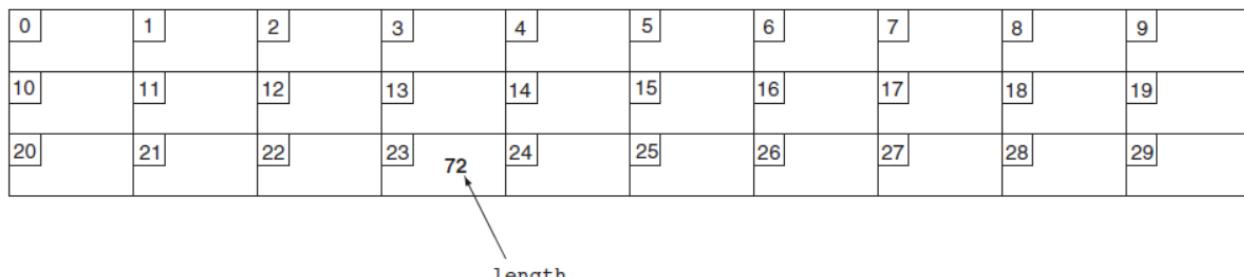
Identify keywords?
lines (3 and 5)
using, namespace, int
Identify punctuations?
lines (3, 7, 10, 11, 14, 15, 18, 21, 22)
;
Identify operators?
lines (18)
*, =
Identify programmer defined identifiers?
lines (7),
hour, rate, pay
Any syntax?
Line ? Lines from 1-23
Statement? Line 14, 15 etc.,

Variables and identifier

- A **variable** is a named **storage location** in the **computer's memory** for holding a **piece of information**
 - Or a **quantity** whose **value** may change during **execution** of the **program** is called **variable**
 - It represented by **symbol** or a **name** (e.g., `length = 72`)
 - Data is stored into the **memory location** on a **specific address**
 - Variable **name** remains **fixed** during the execution of the program, but the data stored in that **location** may change from **time** to **time**
 - A **variable name** consists of **alphabets** and **digits**
 - An **identifier** is a **programmer-defined** name for some part of a **program**: variables, functions, etc.

0	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29

length



Rules for naming a variable or identifiers

- First **character** of variable name must be an **alphabetic character** or **underscore** e.g., Length or _length
- After first **character** you may use the **digits** from 0 to 9, e.g., value1
- Blank spaces are not allowed in a **variable name** e.g., first name should be first_name or firstName etc.,
- Special characters (arithmetic operators, #, ^) cannot be used in a **variable name**
- Reserved words cannot be used as a **variable names**
- A **variable name** declared for one **data-type** cannot be used to **declare** another data-type
- C++ is a **case sensitive** language, so a length and LENGTH are treated as **different**
- A **variable name** should represent the **purpose** of the **variable**. For example: **itemsOrdered** The purpose of this variable is to **hold** the **number** of **items ordered**

C++ Keywords

- You cannot use any of the C++ keywords as an identifier. These words have reserved meaning.

and	continue	goto	public	try
and_eq	default	if	register	typedef
asm	delete	inline	reinterpret_cast	typeid
auto	do	int	return	typename
bitand	double	long	short	union
bitor	dynamic_cast	mutable	signed	unsigned
bool	else	namespace	sizeof	using
break	enum	new	static	virtual
case	explicit	not	static_cast	void
catch	export	not_eq	struct	volatile
char	extern	operator	switch	wchar_t
class	false	or	template	while
compl	float	or_eq	this	xor
const	for	private	throw	xor_eq
const_cast	friend	protected	true	

Legal and illegal variable names

Variable Name	Legal or Illegal?
dayOfWeek	<input type="text"/>
3dGraph	<input type="text"/>
_employee_num	<input type="text"/>
June1997	<input type="text"/>
Mixture#3	<input type="text"/>

Valid and Invalid Identifiers

IDENTIFIER	VALID?	REASON IF INVALID
totalSales	<input type="checkbox"/>	
total_Sales	<input type="checkbox"/>	
total.Sales	<input type="checkbox"/>	
4thQtrSales	<input type="checkbox"/>	
totalsale\$	<input type="checkbox"/>	