

What is C++?

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<i>C++ = C + Java + More..</i>	C	C++	Java
Low-level machine programming	Yes	Yes	No
High-level OO programming	No	Yes	Yes
Generic template programming	No	Yes	Limit-ed
Complexity	Low	High	Med.

Why use C++?

- Combine high-level abstractions with low-level time and memory control.
- Understand the machine.
- Practice learning a complex language.

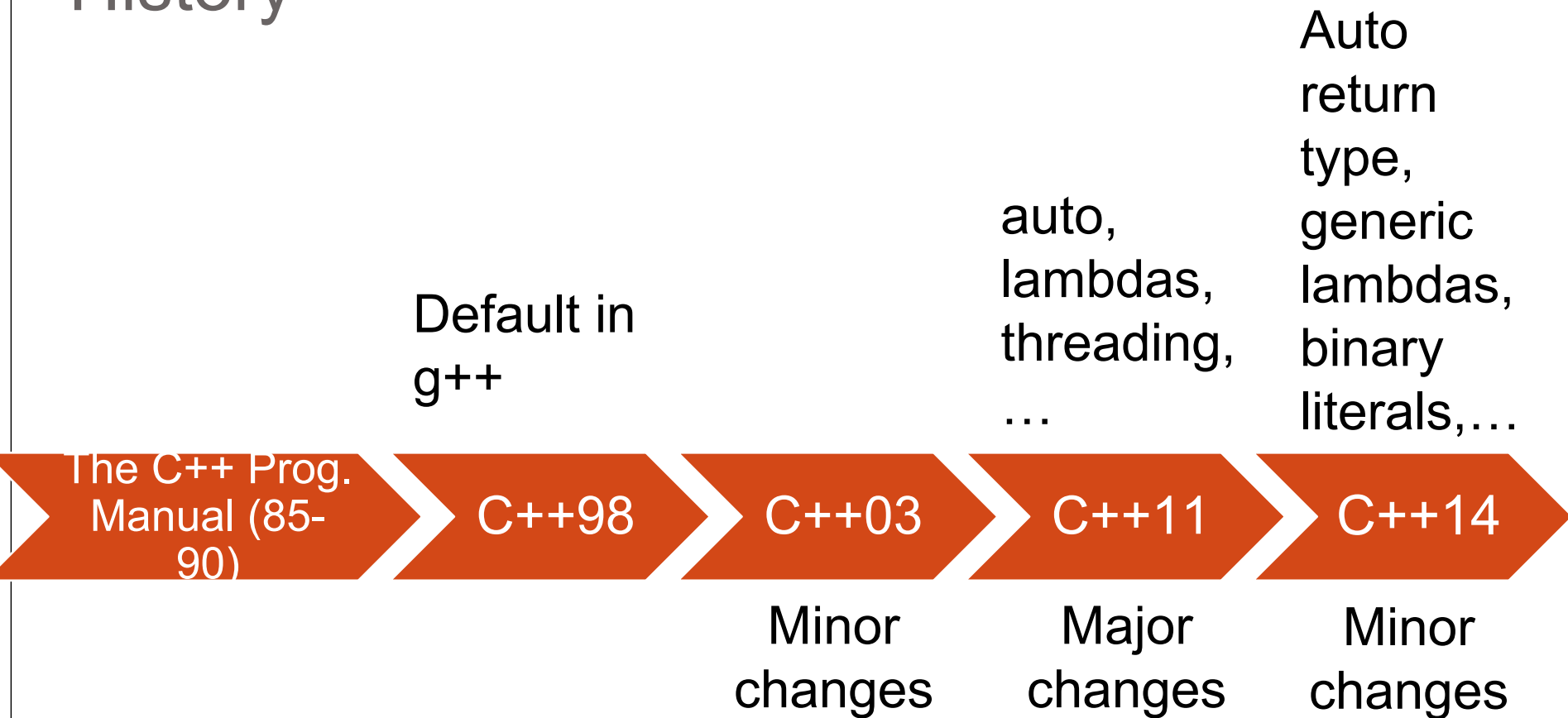
Some software written in C++:

- **Facebook:** <https://github.com/facebook/folly>
- **Bitcoin:** <https://github.com/bitcoin/bitcoin>
- **LibreOffice:** <https://github.com/LibreOffice/core>
- **Unreal:** <https://github.com/EpicGames/UnrealEngine>
- **TensorFlow:** [https://github.com/tensorflow/tensorflow\(+python\)](https://github.com/tensorflow/tensorflow(+python))

C++ vs. Java – memory

- In C++, the memory consumption of a data structure is tight – you get only what you ask for.
- In Java, your data structures might consume much more memory.
- See example in folder 2.
 - *Why is this?*

History



**We'll learn parts of C++-11, 14, 17,
Mostly parts that makes C++ more “pythonic” while keeping it
efficient**

Future



C++17

C++20

...

The missing types

strings in C++

```
#include <iostream>
#include <string>
int main()
{
    std::string str;
    int a;
    double b;
    std::cin >> str >> a >> b;
    if(std::cin.fail())
    {
        std::cerr << "input problem\n";
        return 1;
    }
    std::cout << "I got: " << str << ' '
    << a << ' ' << b << std::endl;
}
```

:More about string functions

<http://www.cppreference.com/cppstring>

Boolean variables

```
#include <iostream>
int main()
{
    int a = 5;
    bool isZero = (a == 0);
    // same conditions
    if(!isZero && isZero==false &&
    isZero!=true && !!! isZero && a )
    {
        std::cout << "a is not zero\n";
    }
}
```

Good
style



C++-11 namespace (folder 3)

- Groups different variables and functions together;
- Reduces danger of name-collision when including different libraries;
- Can span multiple files.
- Standard library namespace: `std`;
- Another example: `folly`
https://github.com/facebook/folly/blob/master/folly/stop_watch.h

Error Handling in C++ *(folders 5-6)*

	Exception	Assert
Used during:	Normal run	Development
Used for:	Handling exceptional conditions.	Spotting internal errors and bugs.
Disabling:	No	With compiler flag