

# Lecture I

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Week 1

# Outline

Introduction to code structure

Compiling and executing program

Introduction to data types

Primitive data types: int, double, float

Comments

Introduction to piazza

Laboratory work 1

# Introduction to code structure

```
1  #include <iostream>
2
3  using namespace std;
4
5  int main(){
6
7      cout << "hello world!";
8
9      return 0;
10 }
```

## Compiling and executing program

1. `g++ file.cpp //compiling`
2. for mac and linux: `./a.out //executing`
3. for windows: `a.exe //executing`

## Introduction to data types

Type	Size
bool, char, unsigned char, signed char	1 byte
short, unsigned short	2 bytes
float, int, unsigned int, long, unsigned long	4 bytes
double, long double, long long	8 bytes

## Representing Numbers: int, double, float

```
int a;  
double b;  
float c;
```

# Comments

```
1  #include <iostream>
2
3  using namespace std;
4
5  int main(){
6
7
8      //print some text to the console
9      cout << "hello world!";
10
11     /*
12     some multiline comment
13     some multiline comment
14     */
15
16
17     return 0;
18 }
```

# Introduction to piazza

<https://bit.ly/2wtGLFa>

or

[piazza.com/kazak\\_british\\_technical\\_university/  
fall2018/pp1](https://piazza.com/kazak_british_technical_university/fall2018/pp1)

access code: **pp1**



# Laboratory work 1

details in piazza