



# Contents

<b>1</b>	<b>Introduction</b>	<b>3</b>
1.1	Why learn C++? . . . . .	3
1.2	Modern C++ and the C++ standard . . . . .	3
1.2.1	Modern C++ and C++ Standard . . . . .	4
1.3	How does it all work? . . . . .	4
1.3.1	The C++ build process . . . . .	4
1.3.2	Integrated Development Environments (IDEs) . . . . .	4
<b>2</b>	<b>Installation and setup</b>	<b>5</b>
2.1	Installing C++ Compiler for windows . . . . .	5
<b>3</b>	<b>Getting Started</b>	<b>6</b>
3.1	My first program . . . . .	6

# Chapter 1

## Introduction

### 1.1 Why learn C++?

- Popular:
  - Lots of code is still written in C++.
  - Programming language popularity indexes ranks C++ high.
  - Active community, Github, Stack overflow.
- Relevant:
  - Windows, Linux, MacOSX, Photoshop, Illustrator, MySQL, MongoDB.
  - Amazon, Apple, Microsoft, PayPal, Google, Facebook, MySQL, Oracle, HP, IBM, more...
  - VR, Unreal Engine, Machine learning, networking & telecom, more...
- Powerful:
  - Super-fast, scalable, portable.
  - Supports both procedural and object-oriented programming.
- Good career opportunities:
  - C++ skills always in demand.
  - C++ = Salary++.

### 1.2 Modern C++ and the C++ standard

- |  |                         |
|--|-------------------------|
| • Early 1970s: C programming language; Dennis Ritchie. | • 1998: C++98 Standard. |
| • 1979: Bjarne Stroustrup; 'C with classes'.           | • 2003: C++03 Standard. |
| • 1983: Name changed to C++.                           | • 2011: C++11 Standard. |
| • 1989: First commercial release.                      | • 2014: C++14 Standard. |
|  | • 2017: C++17 Standard. |

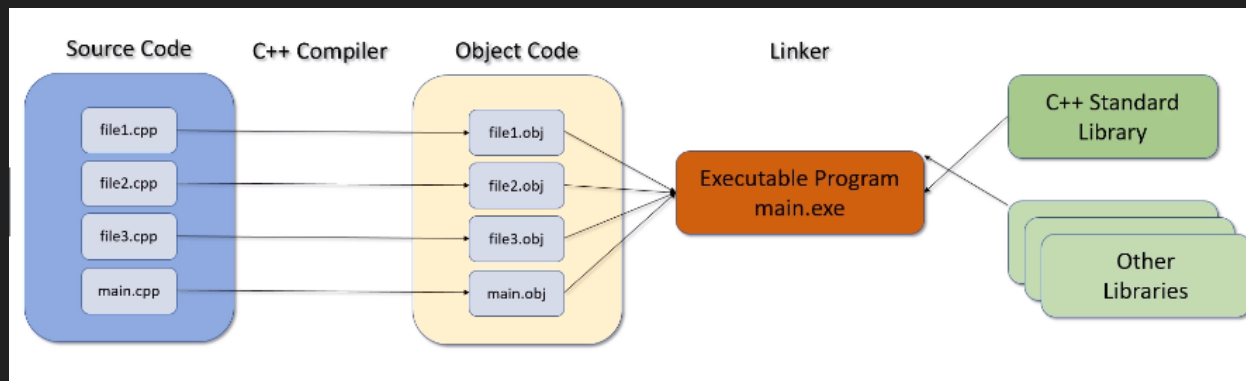
### 1.2.1 Modern C++ and C++ Standard

- Classical C++: Pre C++11 Standard.
- Modern C++:
  - C++11: Lots of new features.
  - C++14: Smaller changes.
  - C++17: Simplification.

## 1.3 How does it all work?

- Use non-ambiguous instructions.
- Programming language: source code, high level, for humans.
- Editor: text editor. *.cpp* and *.h* files.
- Binary or other low level representation: object code for computers.
- Compiler: Translates from high-level to low-level.
- Linker: links together our code with other libraries, creates *.exe*.
- Testing and debugging: finding and fixing program errors.

### 1.3.1 The C++ build process



### 1.3.2 Integrated Development Environments (IDEs)

- Editor.
- Compiler.
- Linker.
- Debugger.
- Keep everything in sync.

#### IDEs

- CodeLite.
- Code::Blocks.
- NetBeans.
- Eclipse.
- CLion.
- Dev-C++.
- KDevelop.
- Visual Studio.
- Xcode.

## Chapter 2

# Installation and setup

### 2.1 Installing C++ Compiler for windows

- Go to: <http://mingw-w64.org/doku.php/download/mingw-builds>
- Go to: Downloads, find the build, download and run executable.
- Set the environment variable:
  - Control panel → Edit system environment variables.
  - Environment variables → System → Path → Edit.
  - New → Browse → < go to your instalation dir > → OK.
- Go to CMD: type `c++ --version` → Should print version.

## Chapter 3

# Getting Started

### 3.1 My first program

```
1 #include <iostream>
2
3 int main() {
4     int favorite_number;
5     std::cout << "Enter your favorite number (1-100): ";
6     std::cin >> favorite_number;
7     std::cout << "Amazing!! That's my favorite number too!" << std::endl;
8     return 0;
9 }
```