



# C++ Basics

MCA -111

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# Evolution of c++

- First Generation: Machine language
- Second Generation: Assembly language
- Third Generation: C language
- Fourth generation: C++ language

# c++ language

- C++ is an object oriented programming language & is an extension of c.
- It was developed by Bjarne Stroustrup at AT&T Bell Lab, USA, in 1979.
- C++ is a superset of C. Almost all c programs are also C++ programs.
- The most important facilities that C++ offers are objects, classes, inheritance, function overloading and operator overloading.

# General structure of a c++ program

**SECTION 1** is optional. It contains the description about the program.

`// on the same line is considered comment`

**SECTION 2** contains the preprocessor directives. The frequently used preprocessor directives are include and define.

`#include <iostream.h>`

**SECTION 3** is optional. It contains the global declarations. These declarations usually include the declaration of the data items which are to be shared between many functions in the program.

# General structure of a c++ program

**SECTION 4** contains the main function. The execution of the program always begins with the execution of the main function.

```
#include <header file>  
global declarations  
Void main  
{  
local declarations  
statements  
}
```

**SECTION 5** is also optional. If present, it contains the other functions as required.

# Notes

- All statements ended by semicolon (;)
- # include statement does not end with a semicolon
- Lower vs. upper case matters!!
  - Void is different than void
  - Main is different that main

# Hello world program

Comment

```
//include this file for cout  
/*My first program in this course  
Introduction to C++, Electrical  
Department, POLISAS*/
```

Preprocessor  
directive

```
#include <iostream.h>
```

Function name

```
main ()
```

Begin Block

```
{
```

Function Body

```
/*print out the text string, "Hello,  
World!\"
```

```
cout << "Hello, World!" << endl;
```

```
return 0;
```

End Block

```
}
```

# Input statements

**cin >> variable-name;**

Meaning: read the value of the variable called <variable-name> from the user

Example:

```
cin >> a;
```

```
cin >> b >> c;
```

```
cin >> x;
```

```
cin >> my-character;
```



# Output statements

**cout << variable-name;**

Meaning: print the value of variable <variable-name> to the user

**cout << “any message “;**

Meaning: print the message within quotes to the user

**cout << endl;**

Meaning: print a new line

Example:

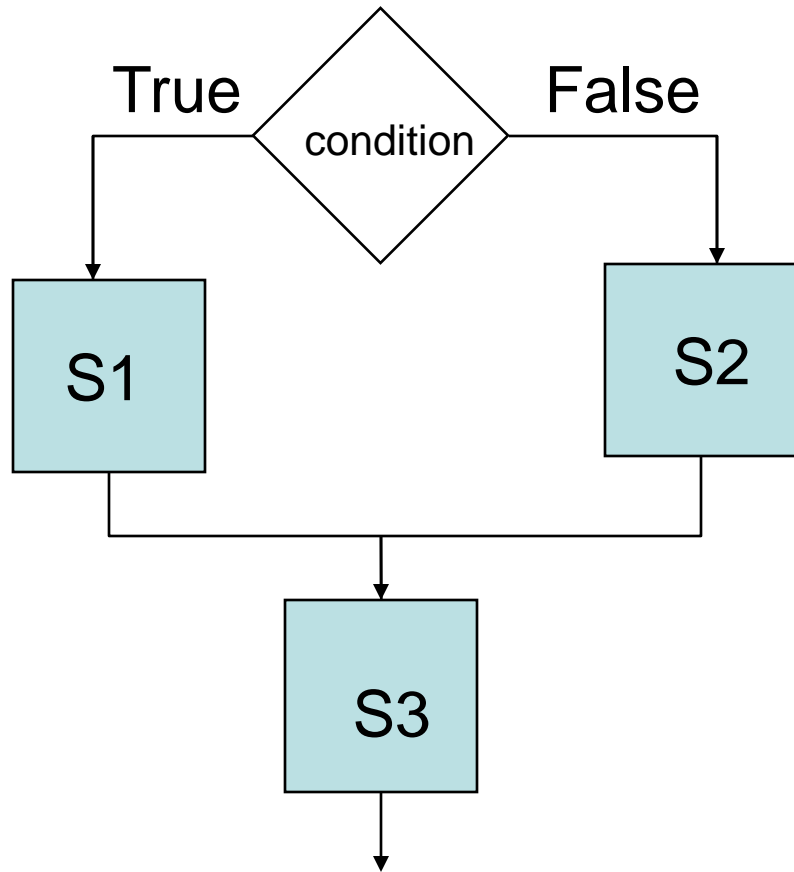
```
cout << a;
```

```
cout << b << c;
```

```
cout << “This is my character: “ << my-character << “ he he he”  
    << endl;
```

# If statements

```
if (condition) {  
    S1;  
}  
else {  
    S2;  
}  
S3;
```

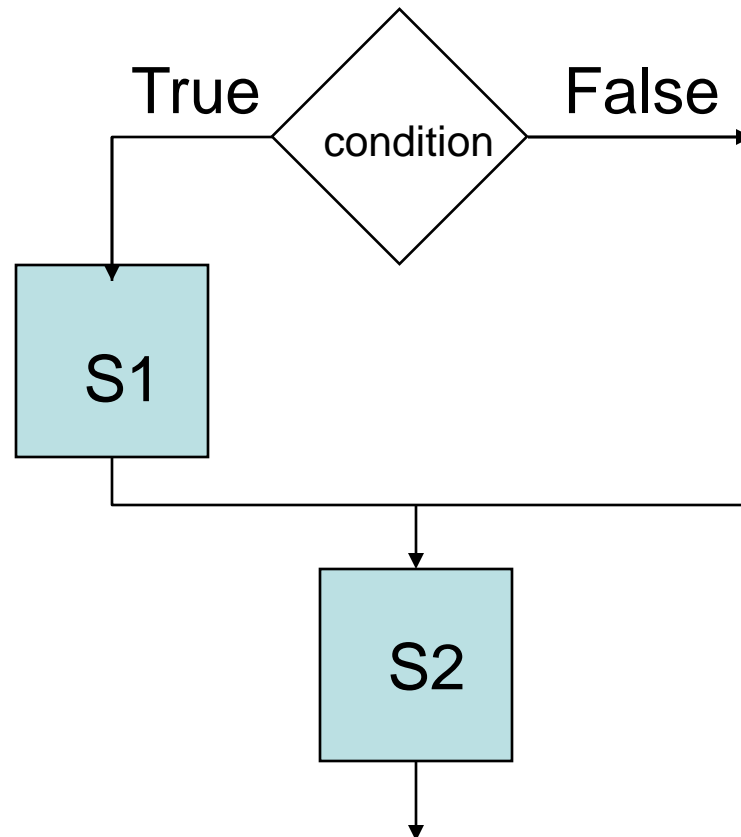


# If example

```
#include <iostream.h>
void main() {
int a,b;
Cout<<"enter the value of a and b"
cin >> a >> b ;
if (a <=b) {
    cout << "min is " << a << endl;
}
else {
    cout << " min is " << b << endl;
}
cout << "happy now?" << endl;
}
```

# While statements

```
while (condition) {  
    S1;  
}  
S2;
```



# While example

```
//read 10 numbers from the user and output their sum
#include <iostream.h>
void main() {
int i, sum, x;
sum=0;
i=1;
while (i <= 10) {
    cout<< enter the 10 numbers;
    cin >> x;
    sum = sum + x;
    i = i+1;
}
cout << "sum is " << sum << endl;
}
```