

# CS100 Lecture 0

Introduction

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# Introduction to programming

What is programming?

# Introduction to programming

Computer programming is the process of writing instructions that get executed by computers.

The instructions, also known as **code**, are written in a **programming language** which the computer can *understand* and use to perform a task or solve a problem.

# Machine code

The only language that the computer can directly understand is the **machine code**, which is **binary**!

- For convenience, write binary code in hexadecimal form.

```
gkxx@nodiscard-gkxx ~/tmp> objdump -d a.out
```

```
a.out:      file format elf64-x86-64
```

```
Disassembly of section .init:
```

```
00000000000001000 <_init>:
```

```
1000:  f3 0f 1e fa
1004:  48 83 ec 08
1008:  48 8b 05 d9 2f 00 00
100f:  48 85 c0
1012:  74 02
1014:  ff d0
1016:  48 83 c4 08
101a:  c3
```

Machine code (in hexadecimal form)

Equivalent assembly code  
(more human-readable)

```
endbr64
sub    $0x8,%rsp
mov    0x2fd9(%rip),%rax    # 3fe8 <__gmon_start__@Base>
test   %rax,%rax
je     1016 <_init+0x16>
call   *%rax
add    $0x8,%rsp
ret
```

# Assembly code

The assembly code is just a more human-readable form of the machine code.

- It can be translated into machine code straightforwardly.

```
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```

```
a.out:      file format elf64-x86-64
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```
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Machine code (in hexadecimal form)

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```

# High-level languages

Disadvantages of assembly code:

- Not portable: Different machines (architectures) may have different instruction sets.
- Too difficult to write and understand:
  - Instructions are very primitive and low-level, e.g. load, store, add, jump, ...
  - No high-level structures/abstractions: ~~control-flow statements, classes, ...~~

Learn more about them in senior courses (CS110, CS130, etc.)

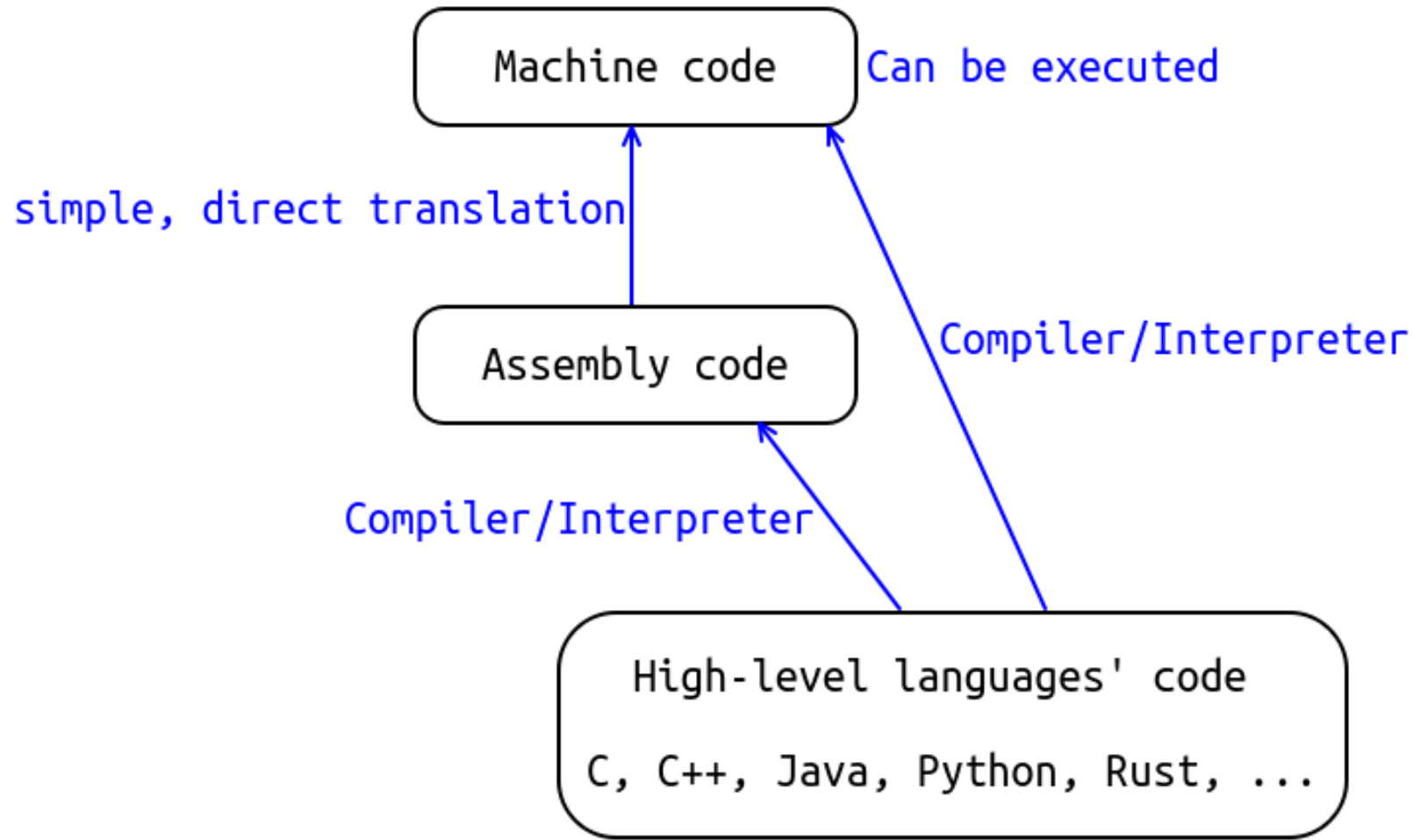
# High-level languages

Examples: C, Java, Python, C++, Rust, JavaScript, ...

- Syntactically rich
- Better abstraction ability
- More structured code
- Easier to code, debug and maintain
- Easier to ensure safety



# High-level languages and compilers (including interpreters)



# High-level languages and compilers

A **compiler** is a special program that **translates** a programming language's source code into machine code, bytecode or another programming language.

- The high-level code cannot be understood by the computer directly! It needs to be translated by a compiler.
  - The C/C++ compiler will translate the program and generate an executable (`.exe` file).
- Some languages (e.g. Python) use **interpreters**, which may be seen as a special kind of compiler.
  - An interpreter reads and executes the program directly, without earlier compiling it into machine code.
  - When executing a Python program, you don't see a `.exe` file!

# High-level languages and compilers

C source #1

A Save/Load + Add new... Vim C

```
1 #include <stdio.h>
2
3 int main(void) {
4     int a, b;
5     scanf("%d%d", &a, &b);
6     printf("%d\n", a + b);
7     return 0;
8 }
```

x86-64 gcc 13.2 (Editor #1)

x86-64 gcc 13.2 Compiler options...

A

```
1 .LC0:
2     .string "%d%d"
3 .LC1:
4     .string "%d\n"
5 main:
6     push    rbp
7     mov     rbp, rsp
8     sub     rsp, 16
9     lea     rdx, [rbp-8]
10    lea     rax, [rbp-4]
11    mov     rsi, rax
12    mov     edi, OFFSET FLAT:.LC0
13    mov     eax, 0
14    call    __isoc99_scanf
15    mov     edx, DWORD PTR [rbp-4]
16    mov     eax, DWORD PTR [rbp-8]
17    add     eax, edx
18    mov     esi, eax
19    mov     edi, OFFSET FLAT:.LC1
20    mov     eax, 0
21    call    printf
22    mov     eax, 0
23    leave
24    ret
```

(6, 27)

Output (0/0) x86-64 gcc 13.2 - 559ms (5352B) ~345 lines filtered Compiler License

# High-level languages and compilers

A **compiler** is a special program that **translates** a programming language's source code into machine code, bytecode or another programming language.

```
#include <stdio.h>
int main(void) {
    puts("hello world");
}
```

`gcc hello.c -o hello.exe`  $\Rightarrow$  Generates an **executable** `hello.exe` .

- `gcc` is the C compiler used here.
- `-o xxx` indicates that the name of the generated file is `xxx` .

`.\hello`  $\Rightarrow$  Prints `hello world` .

# Compilers

Popular C/C++ compilers:

- GCC (**G**NU **C**ompiler **C**ollection)
- MSVC (**M**icrosoft **V**isual **C** compiler)
- Clang
- ICC (**I**ntel **C/C++** **C**ompiler)

# Why C and C++?

- C is a high-level language that is closest to assembly.
- C++ "is as close to C as possible, but no closer".
- C++ is a language that
  - is a better C,
  - supports data abstraction,
  - and supports object oriented programming.
- C and C++ are popular, powerful, general-purpose and efficient, and play an essential role in areas like systems programming, game engines development, high frequency trading, ...

# Standardization of C and C++

# Standardization of C and C++

Both C and C++ have **ISO** standards:

- C: ISO/IEC 9899, since 1990
  - C89/90, C99, C11, C17, C23, ...
  - Since C11 (2011), a new standard every 6 years.
- C++: ISO/IEC 14882, since 1998
  - C++98/03, C++11, C++14, C++17, C++20, C++23, ...
  - Since C++11 (2011), a new standard every 3 years.

CS100 is based on **C17** and **C++17**.



## What is the value of a standard?

- Offers a unique, standard definition of the language.
- Every compiler should accept the programs that conform to the standard, with some possible compiler extensions.
- **If we want our code to be compiled and run with different compilers on different platforms, make it standard-conforming.**

# How to get the standard?

Possible ways:

- Purchase the standard documentation from ISO (or ANSI)  $\implies$  Very expensive
- Download the working drafts (free): Some working drafts are really close to the standards.
  - [Useful resources for C](#) and [for C++](#).
- [cppreference](#)  $\longleftarrow$  RECOMMENDED!

## About **cppreference**

The standard documentations are not friendly for learning:

- They aim to provide a **precise definition** of the language, instead of teaching the language.
- The chapters are not organized in a way suitable for learning.
- Changes between different standards are not shown in-place.

Cppreference is a complete online reference for the C and C++ languages and standard libraries.

- A more convenient and friendly version of the standards.

# Course Information

# Course objectives

Upon completion of the course, you should be able to:

- Know how to analyze simple problems and design programs.
- Know how to write them in C and C++.
- Know C/C++ syntax.
- Understand some basic ideas of programming.
- Understand sequential and OO programming.

# Course Structure

- 16 weeks teaching
  - C: Week 1 ~ 6
  - C++: Week 7 ~ 16
  - 1 midterm exam, in week 13 ~ 15
- 2 lectures every week
  - Tuesday 13:00-14:40
  - Thursday 13:00-14:40
  - Room: SIST 1D-107
- Weekly recitations

# Assessment

Homework 72% + Midterm Exam 22% + Quiz 4% + Recitation attendance checks 2%.

- No final exams
- No projects
- Homework assignments make up a large proportion!

# Recitations

- About 15 recitations
- 2 hours every week
- Include revision of important contents, some extensions, homework/quiz/exam solutions, and some coding examples.
- **Attendance mandatory!** (2% in total)
- Videos will be available on Bilibili.



# Homework assignments

- 8 homework assignments:
  - $7\% + 7\% + 7\% + 11\% + 7\% + 11\% + 11\% + 11\% = \mathbf{72\%}$  (may be adjusted)
- **Submit through Online Judge!!!**
  - Any other forms of submissions are not accepted, unless with special reasons.
  - For every problem, the score of **the last submission** will be taken as the final score.
- **No plagiarism!!!** The penalty will be heavy.
  - The TAs are really experienced. Don't take any chances.

## \*Academic integrity and AI (GPT, Copilot, etc.)

- Anything obtained from AI tools is treated equivalently as the contents from the Internet.
  - If two students copied the same code from the Internet and submitted them  
⇒ **PLAGIARISM!**
  - If two students copied the same answer from AI tools and submitted them  
⇒ **PLAGIARISM!**
- Typical excuses we **don't** accept:
  - "We used the same ChatGPT account, and ChatGPT gave me his code."
  - "Copilot generated the same code for us."

## Quizzes

- 1 or 2 quizzes, 4% in total.
- During regular classes
- **Time will not be announced in advance!**

## Midterm exam

- 22%
- Will be held in the 13th ~ 15th week
- Covers **everything in regular classes and recitations**, unless otherwise stated.
  - Ranging from the beginning to *operator overloading* (C++).
- Will not be too difficult. Don't worry.

## PIAZZA!!

- All the notifications will be announced on Piazza.
- All the course materials will be available on Piazza.
- Ask and answer questions on Piazza.
- In case you miss any important notifications, we suggest **checking Piazza once every 12 hours.**

# Textbooks and references

Recommended textbooks:

- *C++ Primer* (5th edition) (**NOT C++ *Primer Plus!***) (based on C++11)
- *Effective C++* (based on C++98), *Effective Modern C++* (based on C++14)
- *The C++ Programming Language* (4th edition) (based on C++11), written by **Bjarne Stroustrup**, the inventor of C++

All of the course materials conform to the C17 and C++17 standards, based on cppreference and the standard committee's papers.

# Textbooks and references

Note on textbooks:

- You are not required to read the entire books.
- We will recommend (or require) reading some of the chapters/sections when necessary.
- We will upload the materials to Piazza.

# Textbooks and references

Note on cppreference/standard documentations:

- You may find them difficult to read at the beginning. Don't worry!
- We will teach you how to read them (maybe during recitations).
- By the time you have learned some major aspects of the language, you should have less difficulty reading them.



## C/C++ environment setup

- We recommend VSCode + GCC (MinGW on Windows). Follow [this video](#).
- Advanced tools (Visual Studio, CMake, ... ) may be needed in further homework assignments.