

C++heatsheet(s)

Paolo Burgio

paolo.burgio@unimore.it



UNIMORE
UNIVERSITÀ DEGLI STUDI DI
MODENA E REGGIO EMILIA

High Performance
Real Time **Lab**

Where's Timmy?

He's trying to learn c++
after finishing his python course



OH GOD NO





Outline

- › My first *Hello world* in C++/Unix
 - GCC compiler flags

- › Headers, libraries
 - Compilation chain
 - Namespaces
 - Other feature (macros)

- › Arrays, vectors (std::vector), ..
 - Static vs. Dynamic memory

- › AoB





My first *Hello world* in C++/Unix

Write your .cpp file, compile with GCC/G++

- › `$ gcc helloworld.cpp -o helloworld`
- › In Cygwin, produces helloworld.exe

GCC useful flags

- › `-I <INCLUDE-FOLDER>` (capital 'i')
- › `-l <LIBNAME>` ('l' di Livorno) : link specific library (libstdc++ => `-l stdc++`)
- › `-o <EXEC-NAME>` [Default `a.out`]
- › `-Wall` : enable all Warning messages



Headers, libraries

Include headers to let compiler find the symbols

- › Es: We want to use `cout`, `endl`
- › `#include <iostream>`

Grouped in namespaces

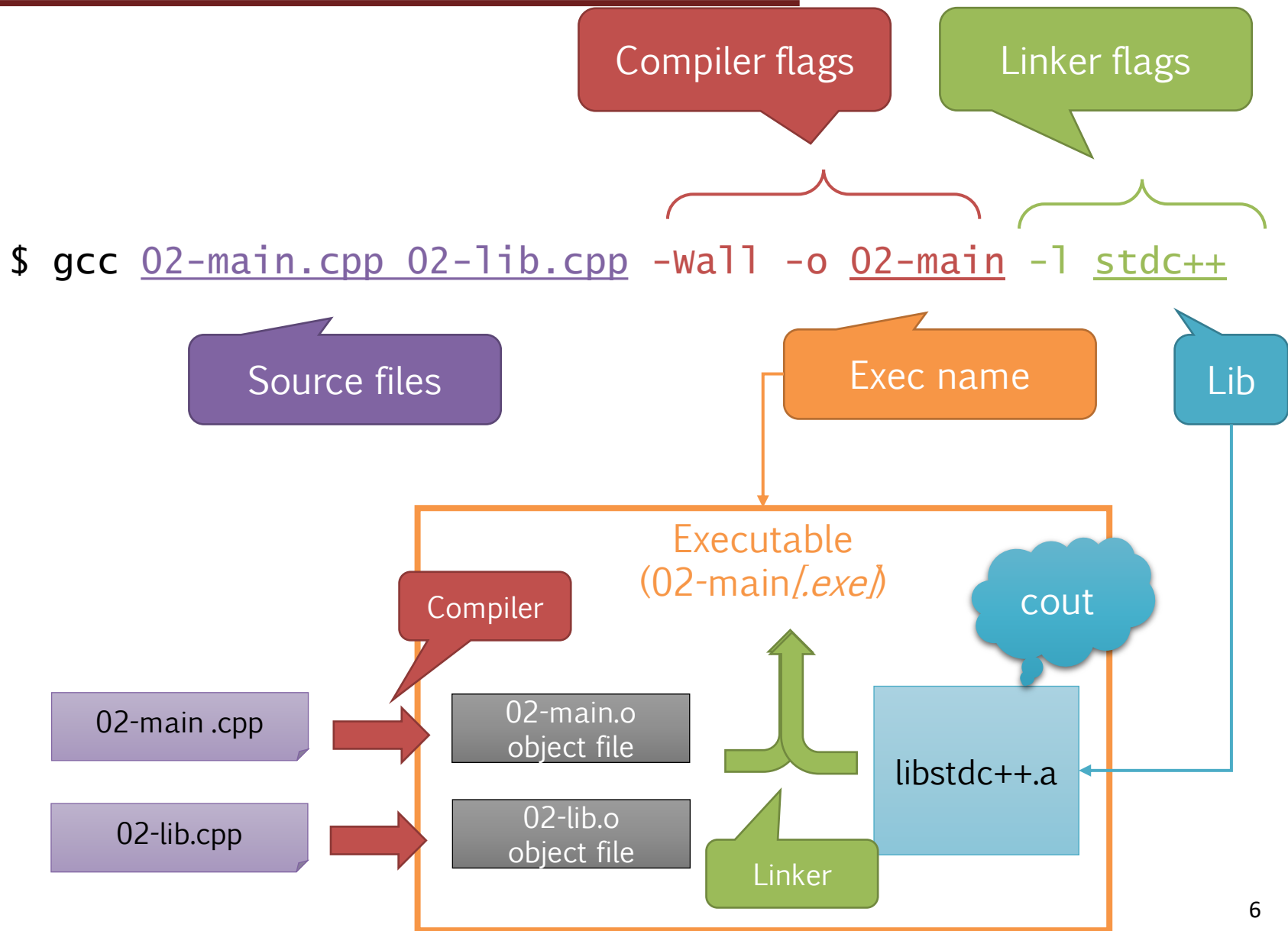
- › `using namespace std;`
- › `std::cout` `std::endl`

Then, link to library

- › Es: to let linker (**ld**) find the **libstdc++**
- › `-l stdc++`
- › `-l always last flag` in compilation line!



Compilation chain



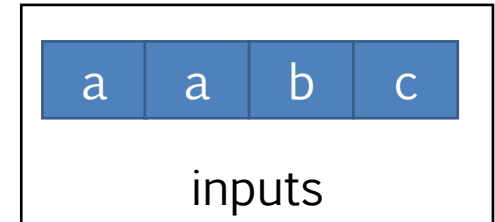


Arrays vs. pointers

```
const char inputs[] = {'a', 'a', 'b', 'c'};
```

Type

Size is implicit in declaration



inputs[1] = ...

Object on heap memory

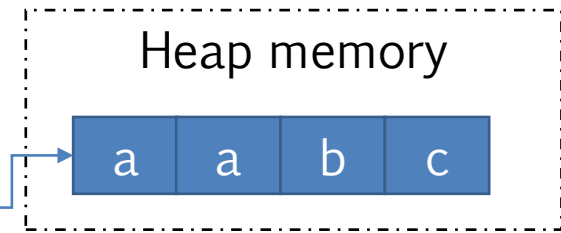
```
char *inputs = new char[];
```

Another variable
(32- or -64-bit
pointer type)

inputs

indirizzo

inputs[1] = ...





C vs. C++

	C	C++
Memory allocation	<code>malloc</code>	<code>new</code>
Memory disposal	<code>free</code>	<code>delete, delete[]</code>
Stdout	<code>printf</code>	<code>cout << ...</code>
stdin	<code>scanf</code>	<code>cin >> ..</code>
Includes	<code>#include <stdio.h></code>	<code>#include <iostream></code>
Namespaces	N/A	<code>Using namespace std;</code>



Preprocessor macros

#include <*SYSTEM-HEADER*>

- › Located in (default) system folders
- › /usr/include - /usr/local/include - /usr/share/include

#include "*MY-HEADER.H*"

- › Relative (to where you **compile**) or absolute path

#define *SYMBOL* [*VALUE*]

- › You can use this symbol: it's a macro/replacement, not a variable!
- › You can check it exists
 - #ifdef *SYMBOL* - #ifndef *SYMBOL* - #if defined(*SYMBOL*)
 - #endif
 - Can comment away portions of code!!
- › Also, can use **-DSYMBOL** in compilation line



Other stuff

- › Ternary operator (used mainly in assignments)

`<COND> ? <VALUE-IF-TRUE> : <VALUE-IF-TRUE>`

```
bool b = true;
std::string s = b ? "TRUE" : "FALSE"; // s is "TRUE"
```

- › Passing (and consuming) arguments to (within) your program

`$./myprogram parameter`

```
int main(int argc, char **argv)
{
    // argc is 2
    // argv[0] is "myprogram"
    // argv[1] is "parameter"
```



How to run the examples

Let's
code!

- › Find them in Code/ folder from the course website

For C++: compile

```
› $ gcc code.cpp -o code -Wall -lstdc++
```

Run (Unix/Linux)

```
$ ./code
```

Run (Win/Cygwin)

```
$ ./code.exe
```





References



Course website

- › http://hipert.unimore.it/people/paolob/pub/Industrial_Informatics/index.html

My contacts

- › paolo.burgio@unimore.it
- › <http://hipert.mat.unimore.it/people/paolob/>

Resources

- › Programmazione I course @FIM UNIMORE
 - https://algogroup.unimore.it/people/paolo/courses/programmazione_I/
- › Practice, practice, practice
- › A "small blog"
 - <http://www.google.com>