Review

CS 115

Dr. Joseph Eremondi, adapted from Dr. Shakil Khan, Dr. Philip Fong, and Dr. Howard Hamilton

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Basic program structure, local/global variables, value passing semantics, strings, program dev. process

Hello world!

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#include <iostream>
using namespace std;

int main( ){
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  - conditionals
  - loops
  - function invocations

Functional abstraction

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// Declaration of the triple function
int triple(int x);

int main( ){
  int answer;
  answer = triple(5);
  cout << answer << endl;
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// Definition of the triple function
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  return 3 * x;
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- use function prototype /header
- OR declare before 1st use
- Scope of a function = file scope
- Can a function call itself?!

Local and global variables and constants

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```
// Declaration of a global variable
int g;

// Declaration of a global constant
const int THREE = 3;

int main( ){
  const int LOC = 29;
  int loc = LOC;
  g = 42;
  cout << g << endl;
  tripleGlobal();
  cout << g << endl;
  return 0;
}
```

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  tripleGlobal();
  cout << g << endl;
  return 0;
}
```

```
void tripleGlobal( ){
  // The local var loc is not acc.
  // The global var g is accessible
  g = THREE * g;
}
```

- Use “extern” to access global variables declared in other files

Conditionals (if-then-else branching)

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```
int max(int a, int b){
  if (a >= b)
    return a;
  else
    return b;
}



int main( ){
  cout << max(-1, 2) << endl;
  cout << max(1, -2) << endl;
  return 0;
}
```

Conditionals (ternary operator cond ? b1 : b2)

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int max(int a, int b){
  if (a >= b)
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}

int max(int a, int b) {
  return (a >= b) ? a : b;
}
```

Conditionals (nesting)

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```
int inRange(int num, int low, int high) {
  if(num>=low)
    if(num<=high)
      return 1;
  return 0;
}
```

- Note: could have used a compound conditional statement instead

Conditionals (else-if and switch cases)

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```
int sign(int a){
  if (a > 0)
    return 1;
  else if (a < 0)
    return -1;
  else
    return 0;
}
```

Conditionals (else-if and switch cases)

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```
switch (month){
 case 1: case 2: case 3: case 4:
   cout << "Winter";
   break;
 case 5: case 6: case 7: case 8:
   cout << "Spring";
   break;
 case 9: case 10: case 11: case 12:
   cout << "Fall";
   break;
 default:
   cout << "Error, universe broken";
 }
```

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```
unsigned int triangular(unsigned int n){
  unsigned int result = 0;
  for (unsigned int i = 1; i <= n; i++){
    result += i;
  }
  return result;
}
```

- Order of execution?

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- Order of execution?
- Can have an empty body!

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```
const unsigned int BASE = 10;

unsigned int sumOfDigits(unsigned int m){
  unsigned int sum = 0;
  while (m != 0) {
    unsigned int digit;
    digit = m % BASE;
    sum = sum + digit;
    m = m / BASE;
  }
  return sum;
}
```

- More explicit than for loops

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- More explicit than for loops
- Do-while: like while, but executes at least once
- Loops can be nested

Value passing semantics

- Call by value (arguments evaluated)

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```
void doubleV(int a){
  a = a*2;
}

int main( ){
  int a = 2;
  doubleV(a+a);
  cout << a << endl;

  return 0;
}
```

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```
void doubleR(int &a){
  a = a*2;
}

int main() {
  int a = 4;
  doubleR(a);
  cout << a << endl;

  return 0;
}
```

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```
void doubleP(int *a){
  *a = (*a)*2;
}

int main( ){
  int a = 4;
  doubleP(&a);
  cout << a << endl;

  return 0;
}
```

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  - those that persist
- e.g., printing stuff using cout, changing a global variable, changing a local variable via call by reference/pointer, etc.

Strings

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```
#include <string>

int main( ){
  string h = "hello";
  string w = "world";
  string msg = h + ' ' + w;
  cout << msg << endl;
  return 0;
}
string s = "hello world";
for (int i = 0; i < s.length(); i++)
  cout << s[i] << endl;
```

Strings

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```
char charToUpper(char c){
  if ('a' <= c && c <= 'z')
    return c - 'a' + 'A';
  else
    return c;
}
```

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```
const string &chooseFirst(const string &s1, const string &s2) {
   if (s1 < s2)
     return s1;
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- Compiler *checks* this intention
  - Gives you an error if you violate it

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  cout << s1;
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- main( ) prints PQR! since s1=PQR!

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  - Code structured into modules
    - separates interface from implementation

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- See notes for how
- `getline(cin, <string>)` and `cin.get(<char>)` can be used to read input from a file

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```
#include "my_util.h"
#pragma once preprocessor
```

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```
#include <cassert>
...
assert (n>0); //prog. Terminates if not
```