



# Lab 1

## Introduction of Programming Environment


# C++ Programming Environment Setup


- Visual Studio Code for C++ Programming
- <https://code.visualstudio.com/download>




 **Windows**  
Windows 7, 8, 10


User Installer	64 bit	32 bit
System Installer	64 bit	32 bit
.zip	64 bit	32 bit




 **.deb**  
Debian, Ubuntu

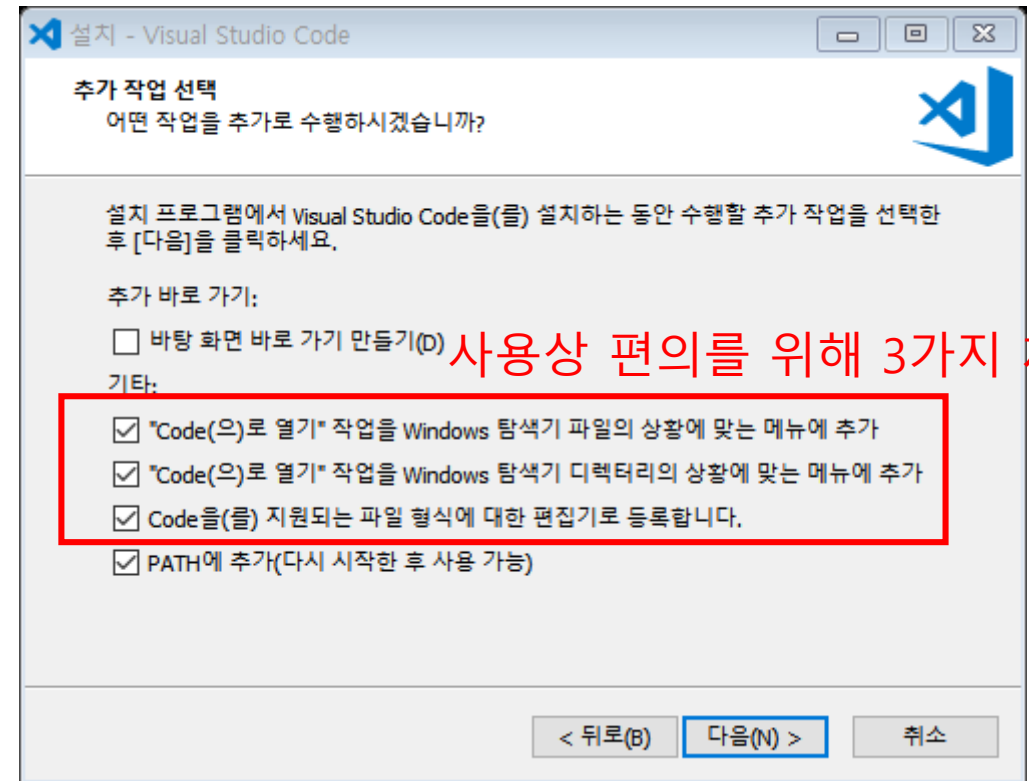
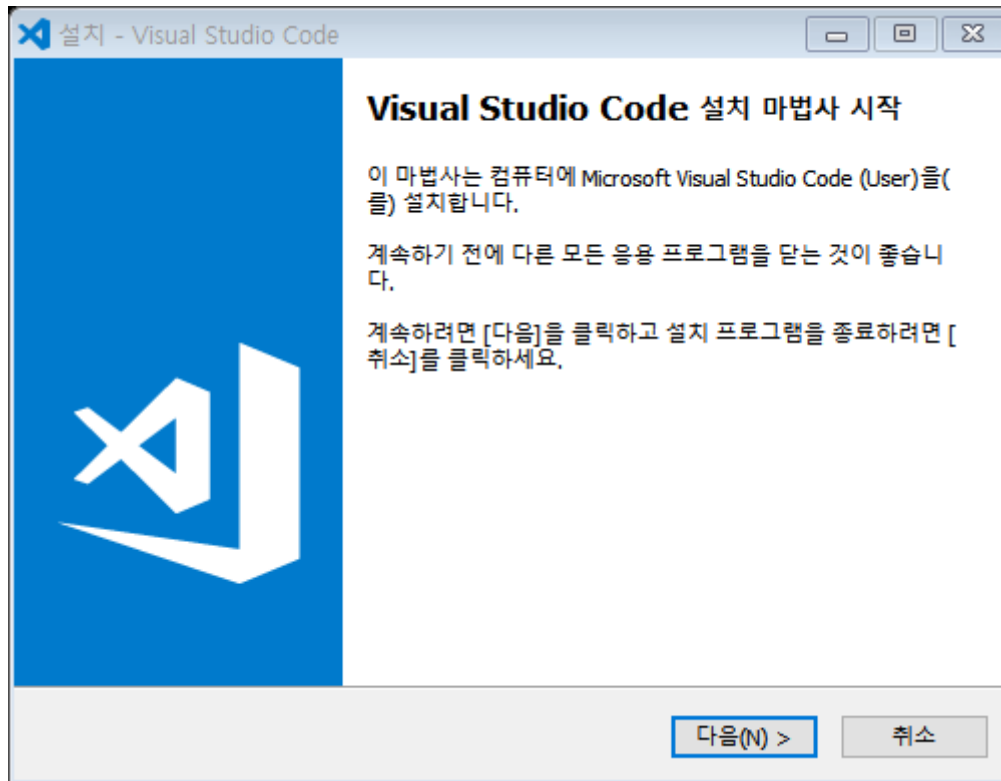
 **.rpm**  
Red Hat, Fedora, SUSE

.deb	64 bit	32 bit
.rpm	64 bit	32 bit
.tar.gz	64 bit	32 bit

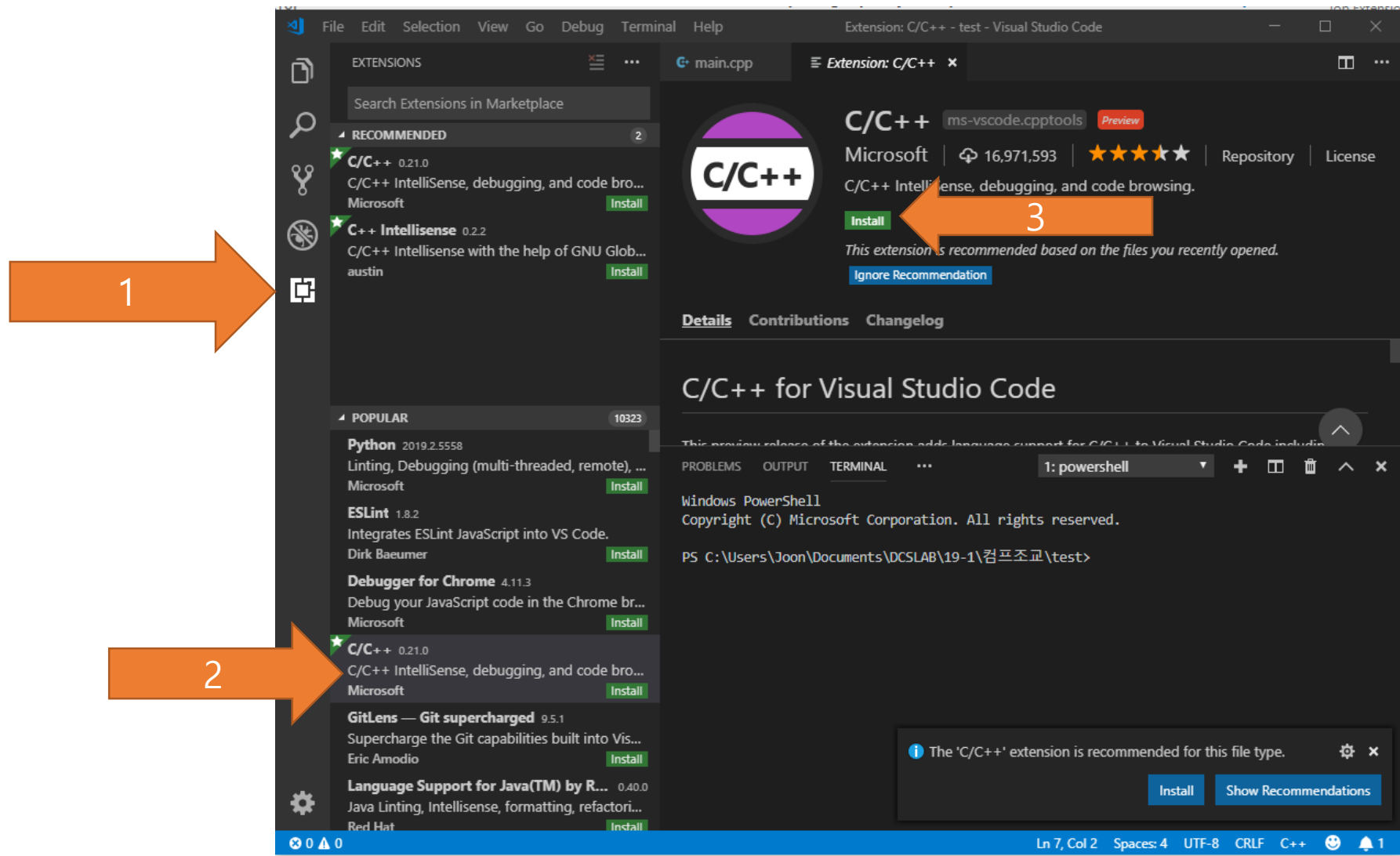


 **Mac**  
macOS 10.9+

# C++ Programming Environment Setup

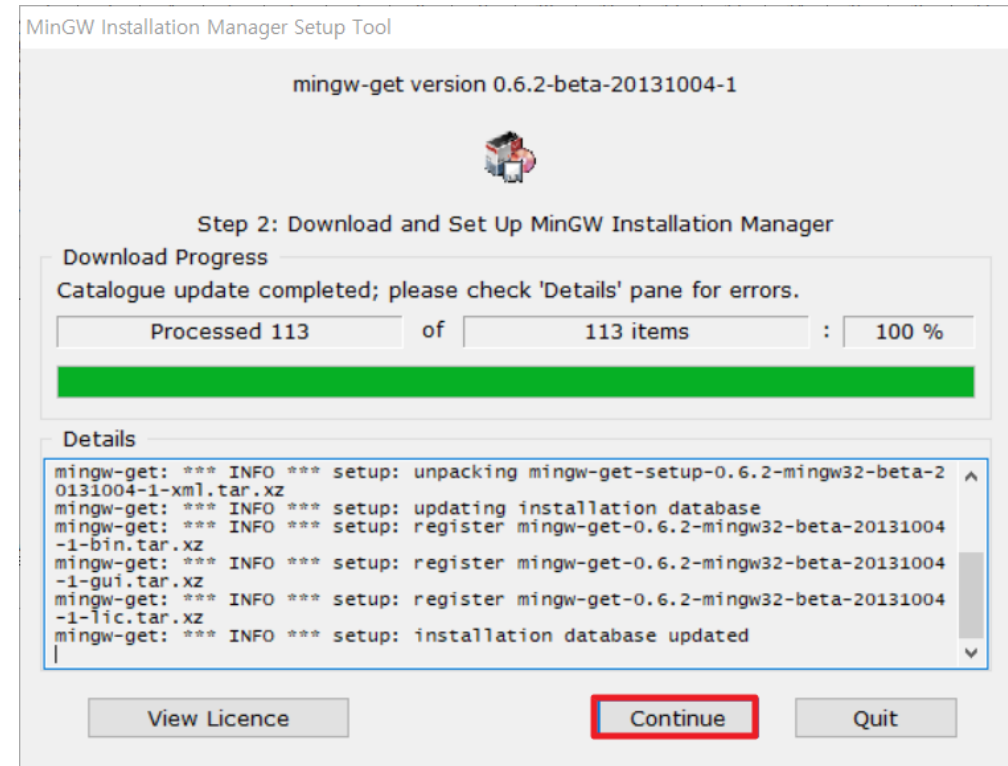
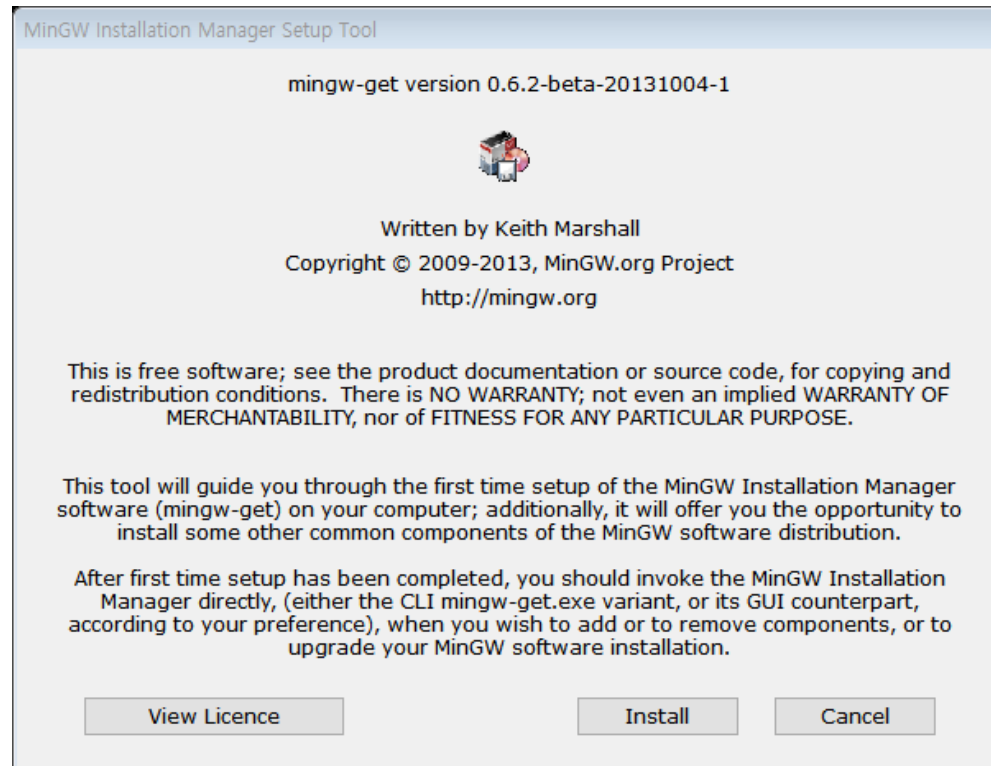


사용상 편의를 위해 3가지 체크



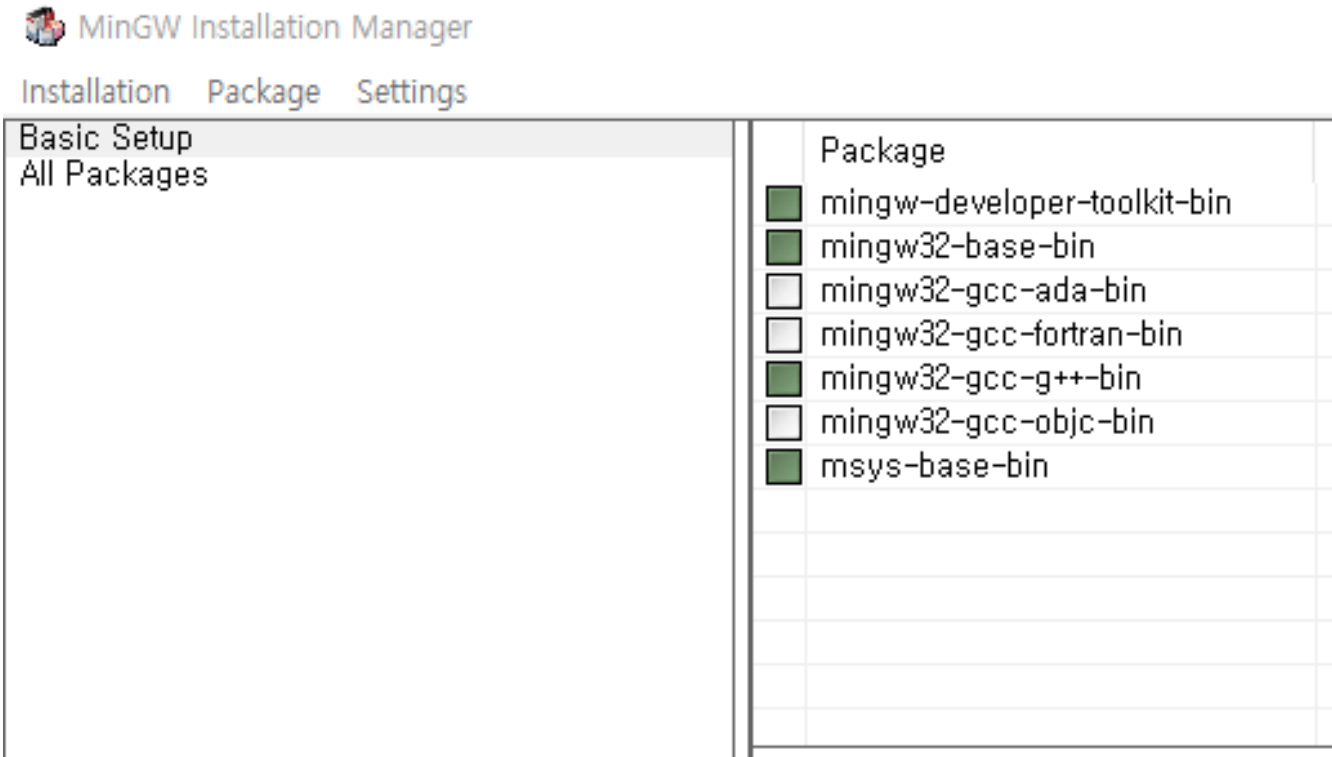
# C++ Programming Environment Setup

- For gcc compile, setup mingw
- <https://sourceforge.net/projects/mingw/>

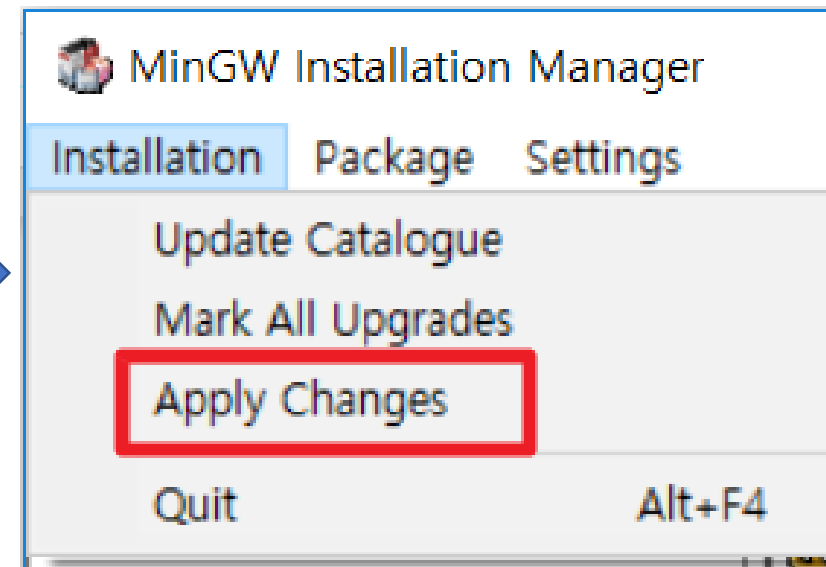
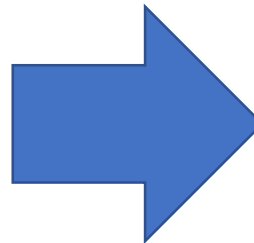
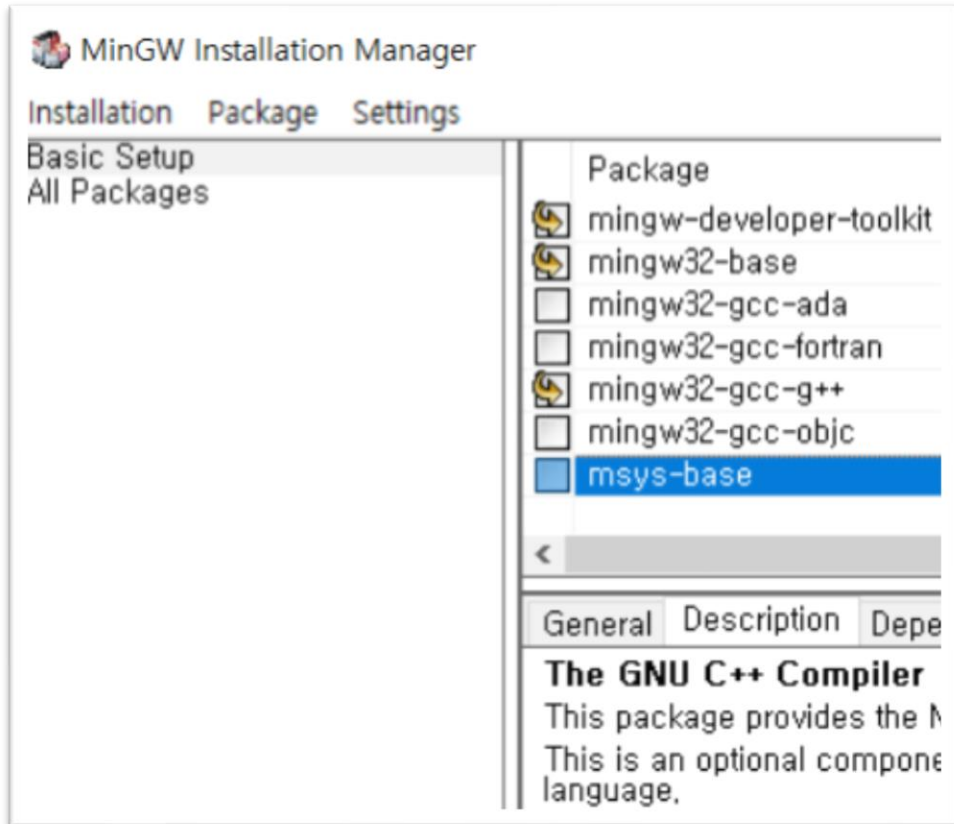


# C++ Programming Environment

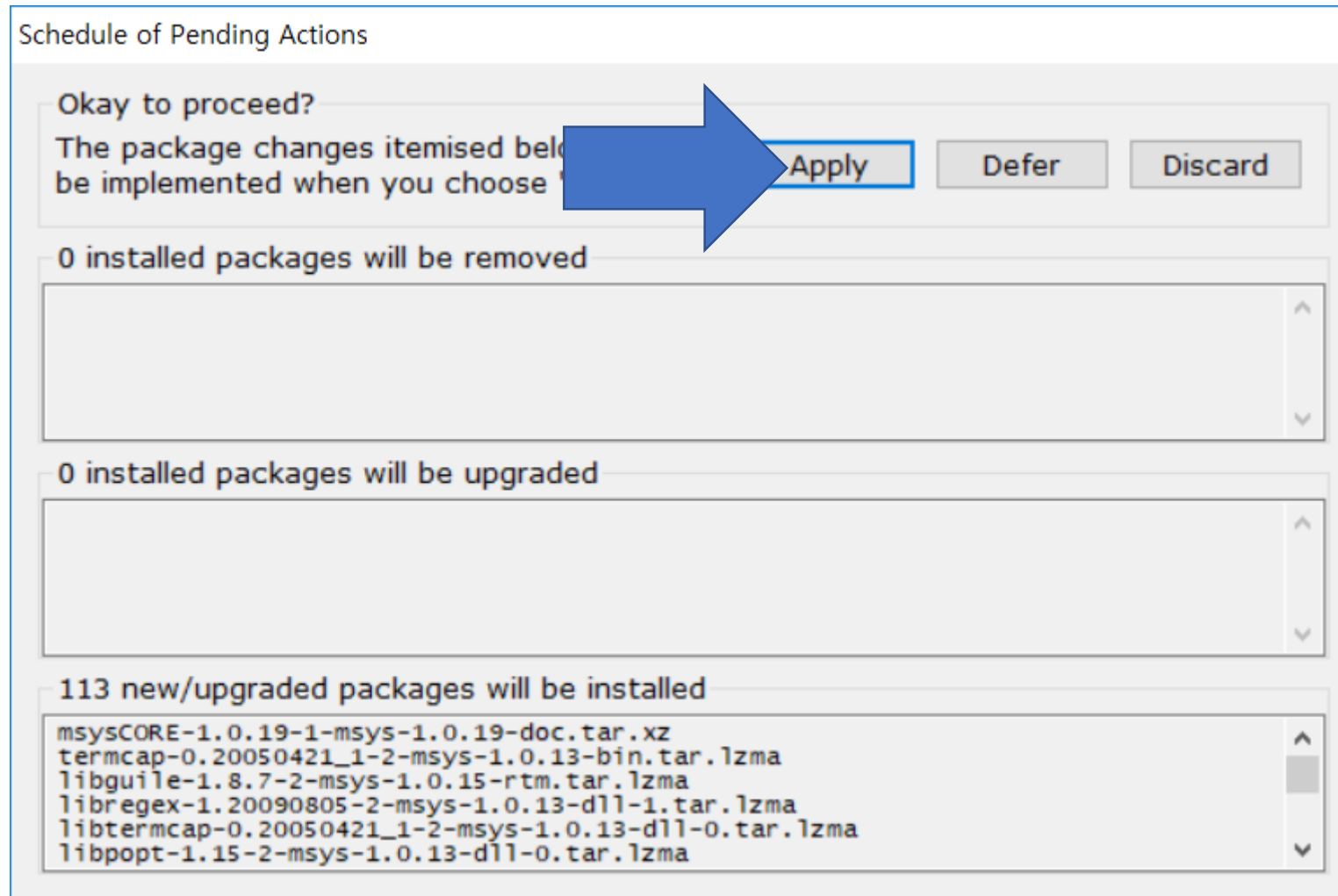
- Check package  
mingw-developer-toolkit,  
mingw32-base,  
mingw32-gcc-g++,  
msys-base-bin



# C++ Programming Environment



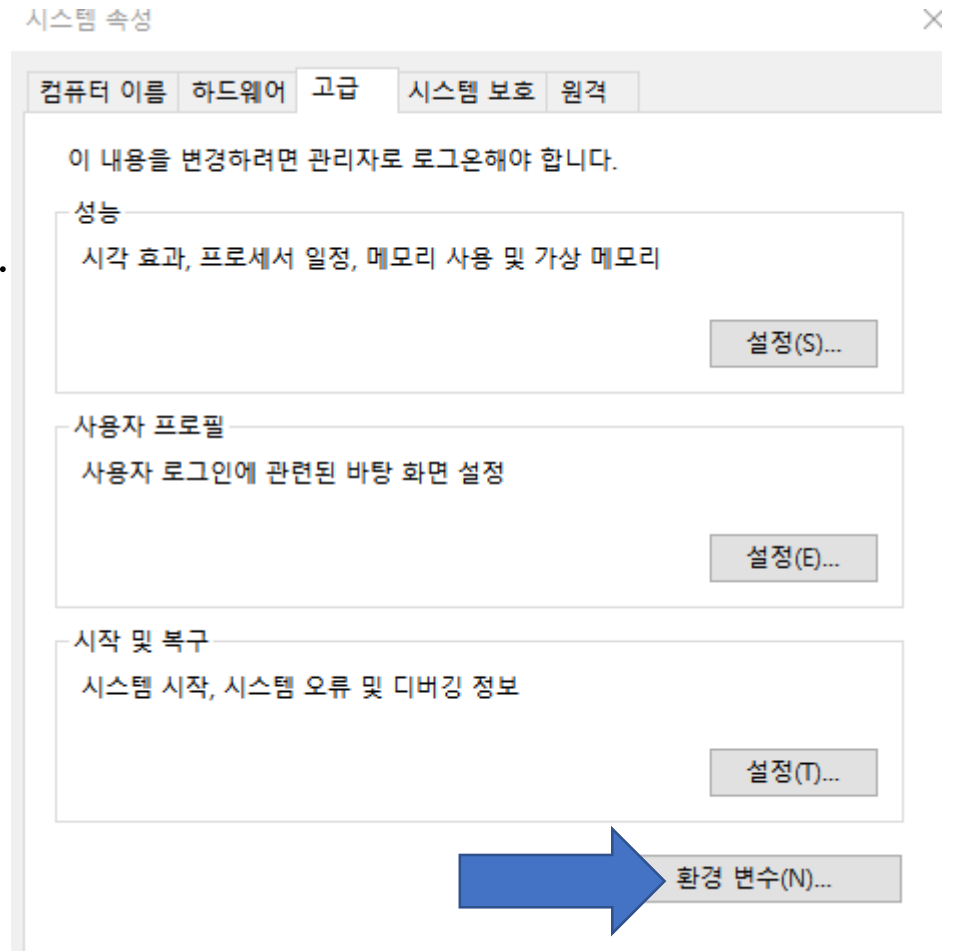
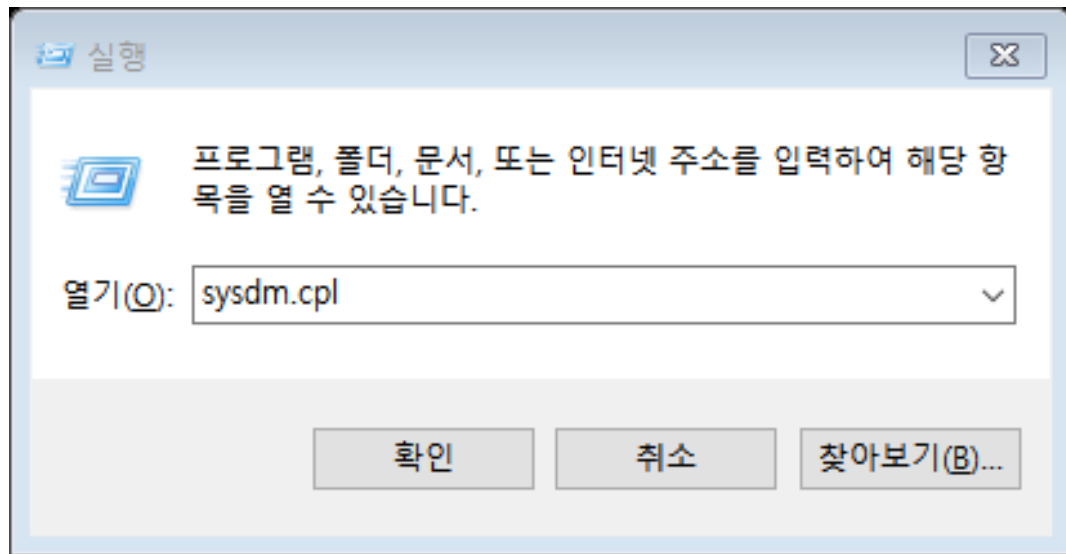
# C++ Programming Environment





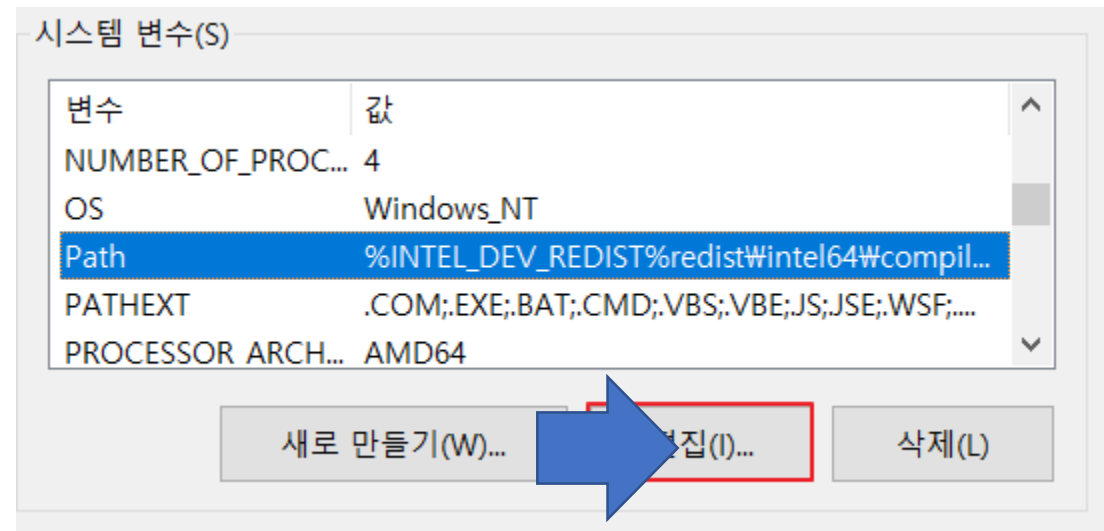
# C++ Programming Environment

- Edit system path
- Press the window key + R, then type
- sysdm.cpl to run system properties in Control Panel.

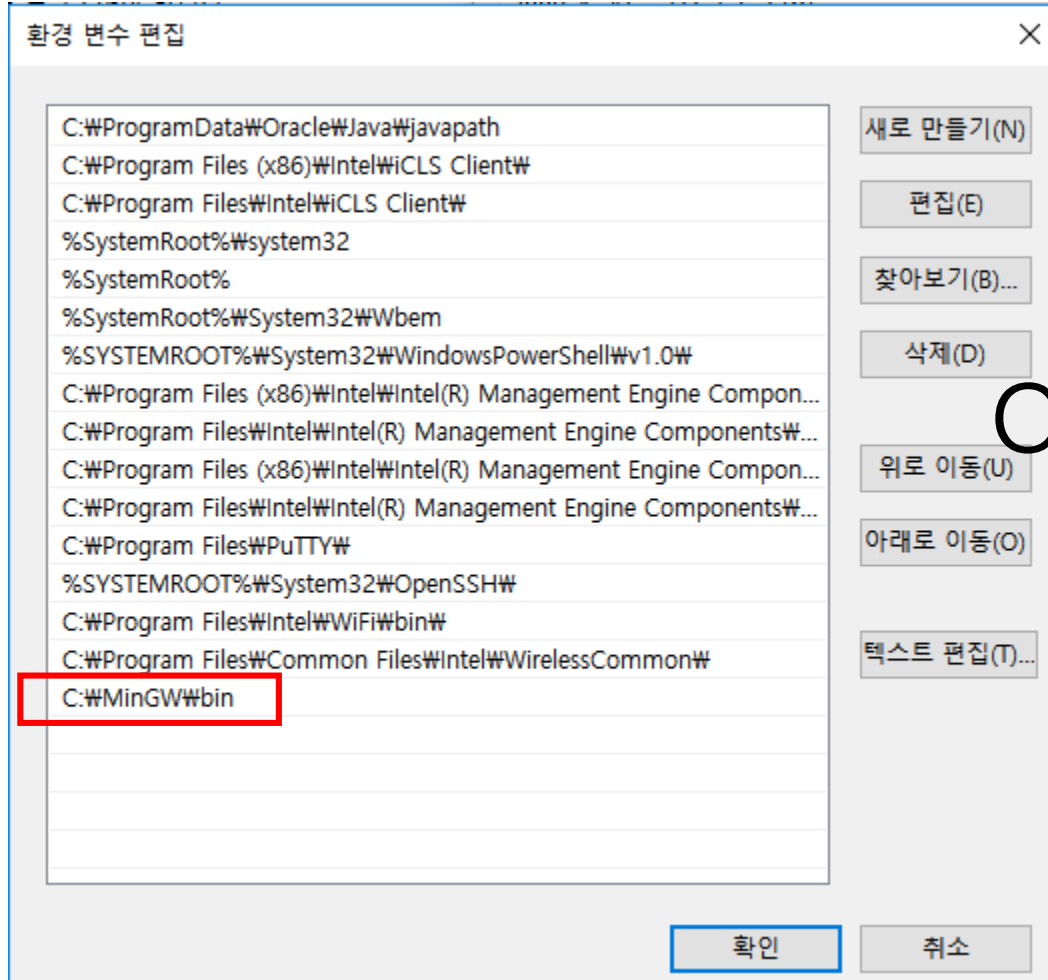


# C++ Programming Environment

- Under System Variables, select Path and click the Edit button.

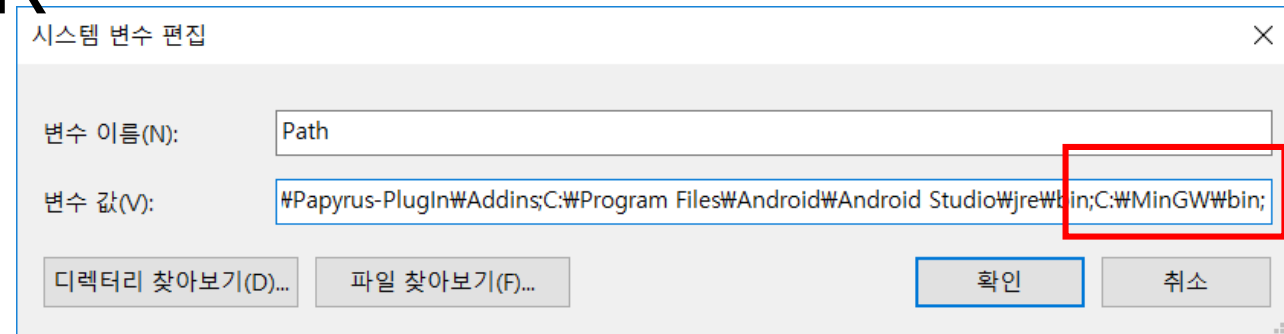


# C++ Programming Environment



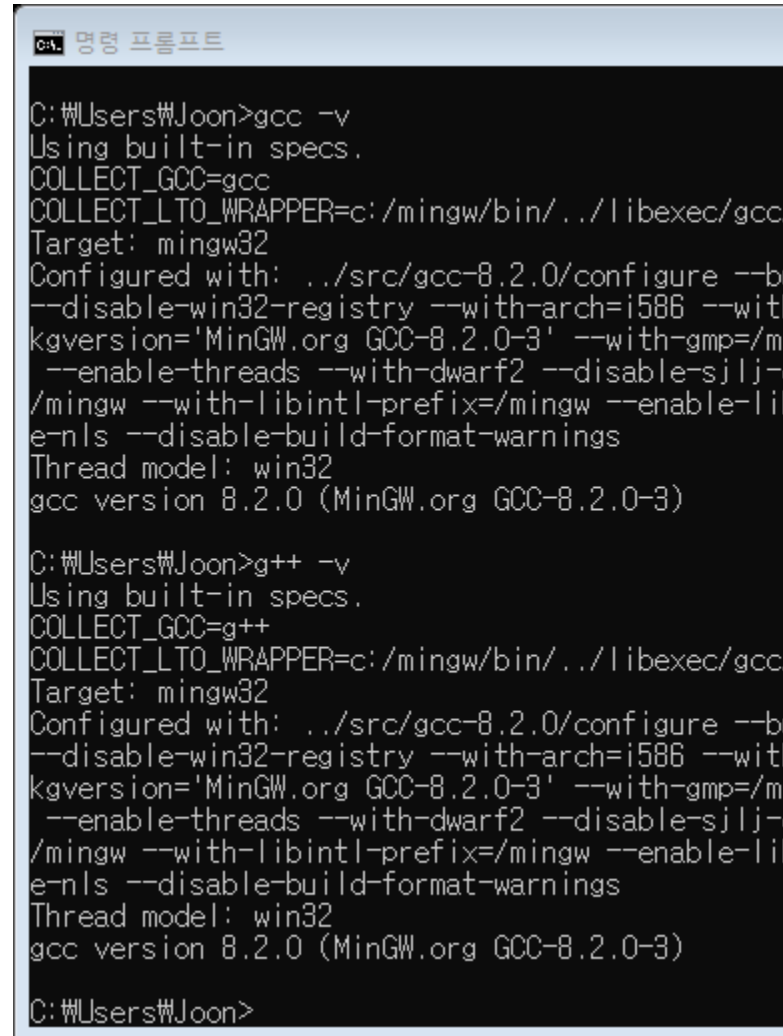
Depending on the version of the window, click New to add the path C:\MinGW\bin or add ;C:\MinGW\bin to the end of the path variable value.

OR



# C++ Programming Environment

- If the progress is successful, you can check the gcc, g++ version information at the command prompt as follows:



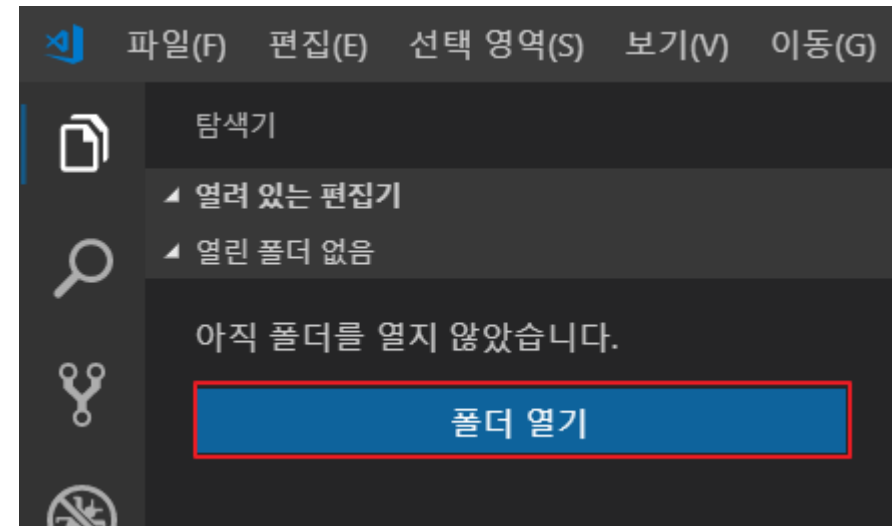
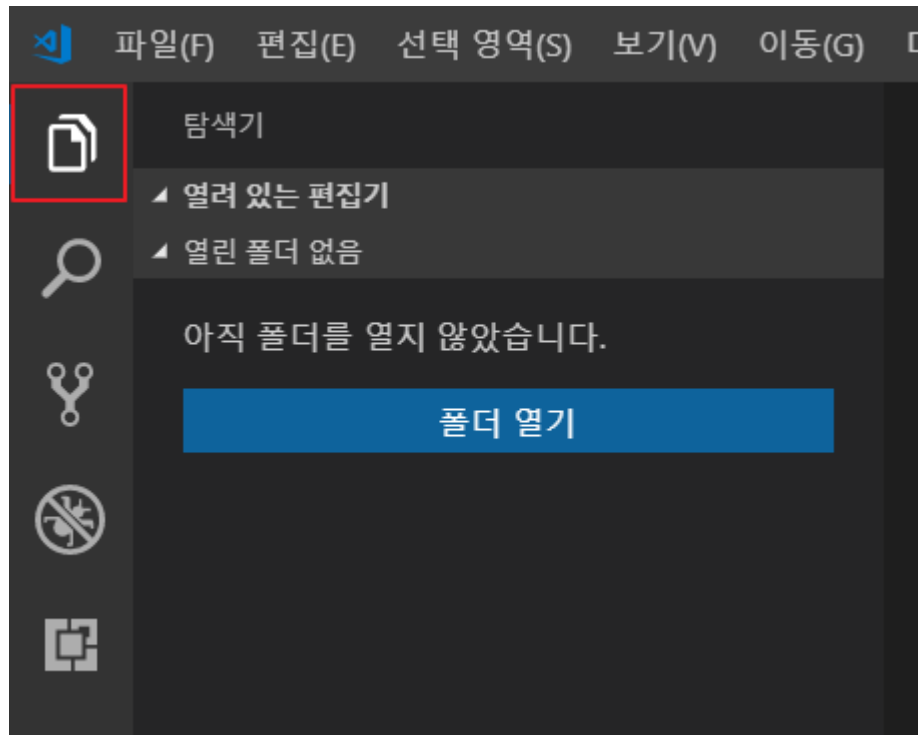
```
C:\Users\Joon>gcc -v
Using built-in specs.
COLLECT_GCC=gcc
COLLECT_LTO_WRAPPER=c:/mingw/bin/./libexec/gcc
Target: mingw32
Configured with: ../src/gcc-8.2.0/configure --b
--disable-win32-registry --with-arch=i586 --wit
kgversion='MinGW.org GCC-8.2.0-3' --with-gmp=/m
--enable-threads --with-dwarf2 --disable-sjlj-
/mingw --with-libintl-prefix=/mingw --enable-li
e-nls --disable-build-format-warnings
Thread model: win32
gcc version 8.2.0 (MinGW.org GCC-8.2.0-3)

C:\Users\Joon>g++ -v
Using built-in specs.
COLLECT_GCC=g++
COLLECT_LTO_WRAPPER=c:/mingw/bin/./libexec/gcc
Target: mingw32
Configured with: ../src/gcc-8.2.0/configure --b
--disable-win32-registry --with-arch=i586 --wit
kgversion='MinGW.org GCC-8.2.0-3' --with-gmp=/m
--enable-threads --with-dwarf2 --disable-sjlj-
/mingw --with-libintl-prefix=/mingw --enable-li
e-nls --disable-build-format-warnings
Thread model: win32
gcc version 8.2.0 (MinGW.org GCC-8.2.0-3)

C:\Users\Joon>
```

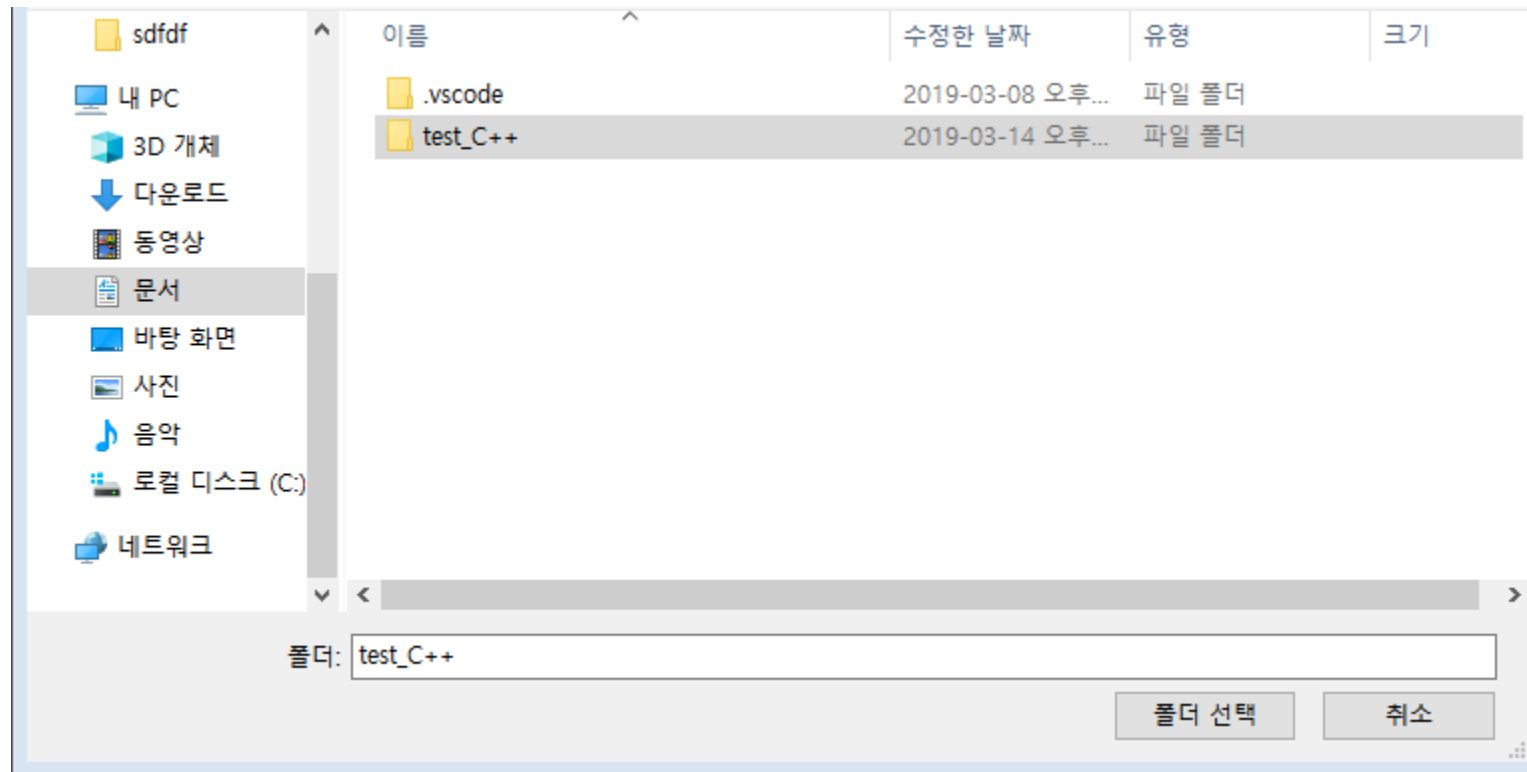
# C++ Programming Environment

- Click the Explorer icon in the activity bar located on the left, or press the shortcut Ctrl + Shift + E to open the Explorer on the sidebar as shown in the capture screen below.



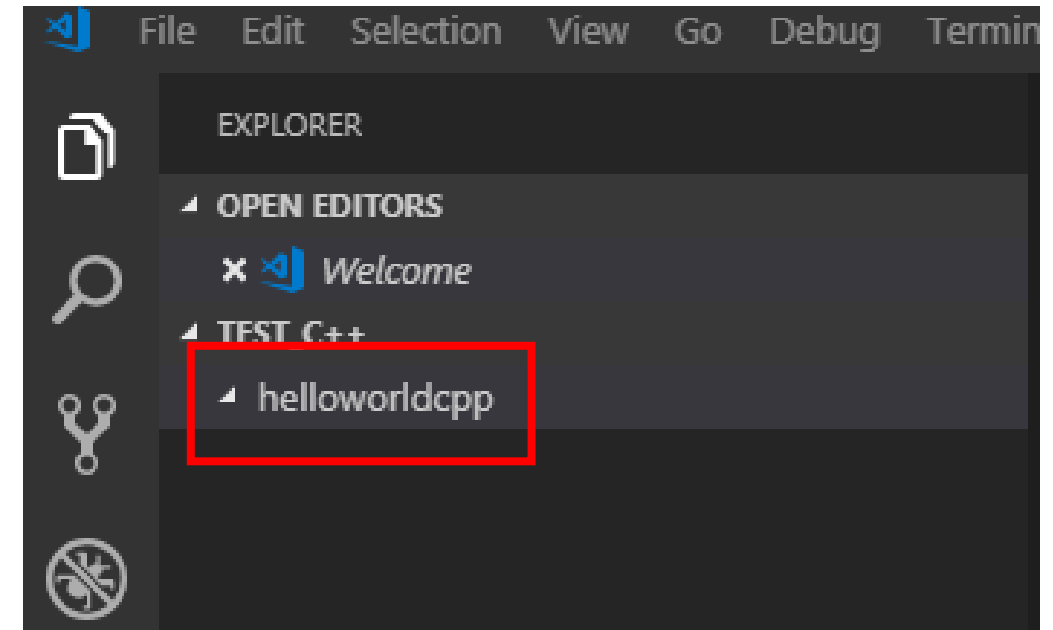
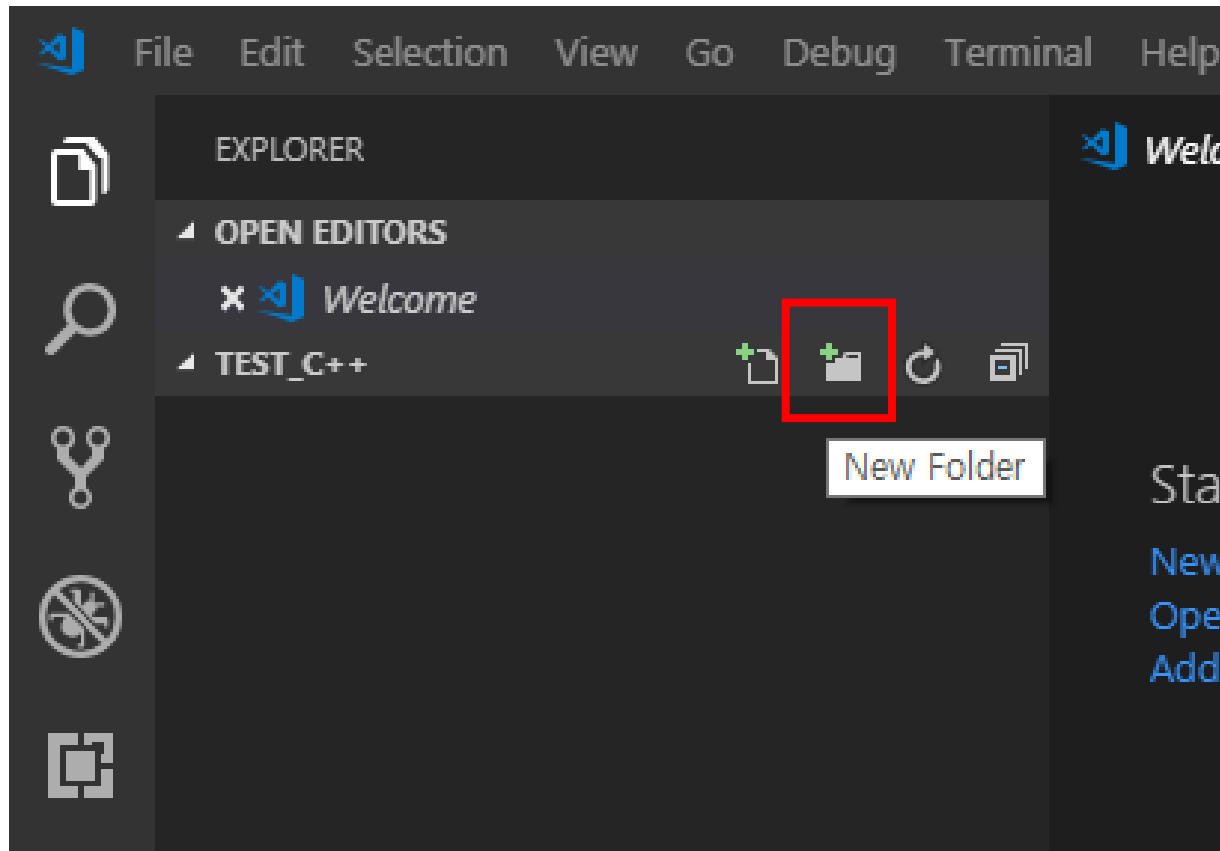
# C++ Programming Environment

- Create the test\_C++ folder and click the Select Folder button.



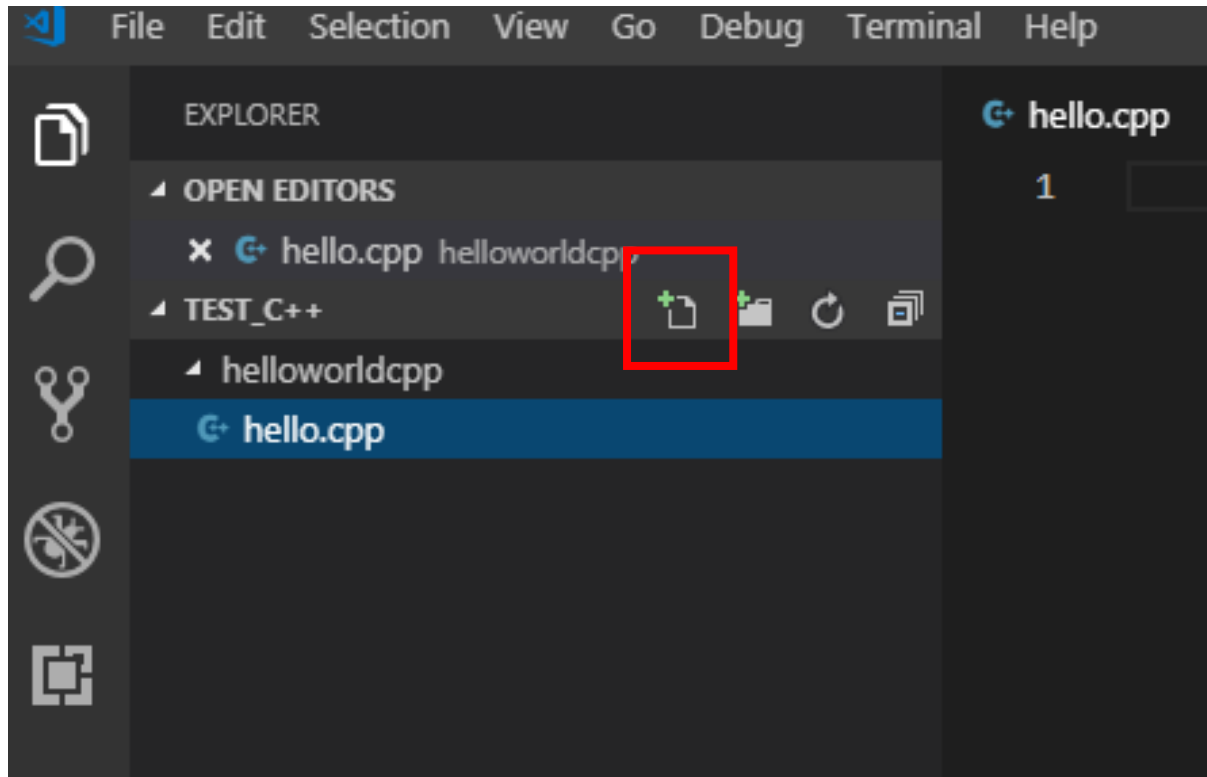
# C++ Programming Environment

- Click the new folder icon and create helloworldcpp folder.



# C++ Programming Environment

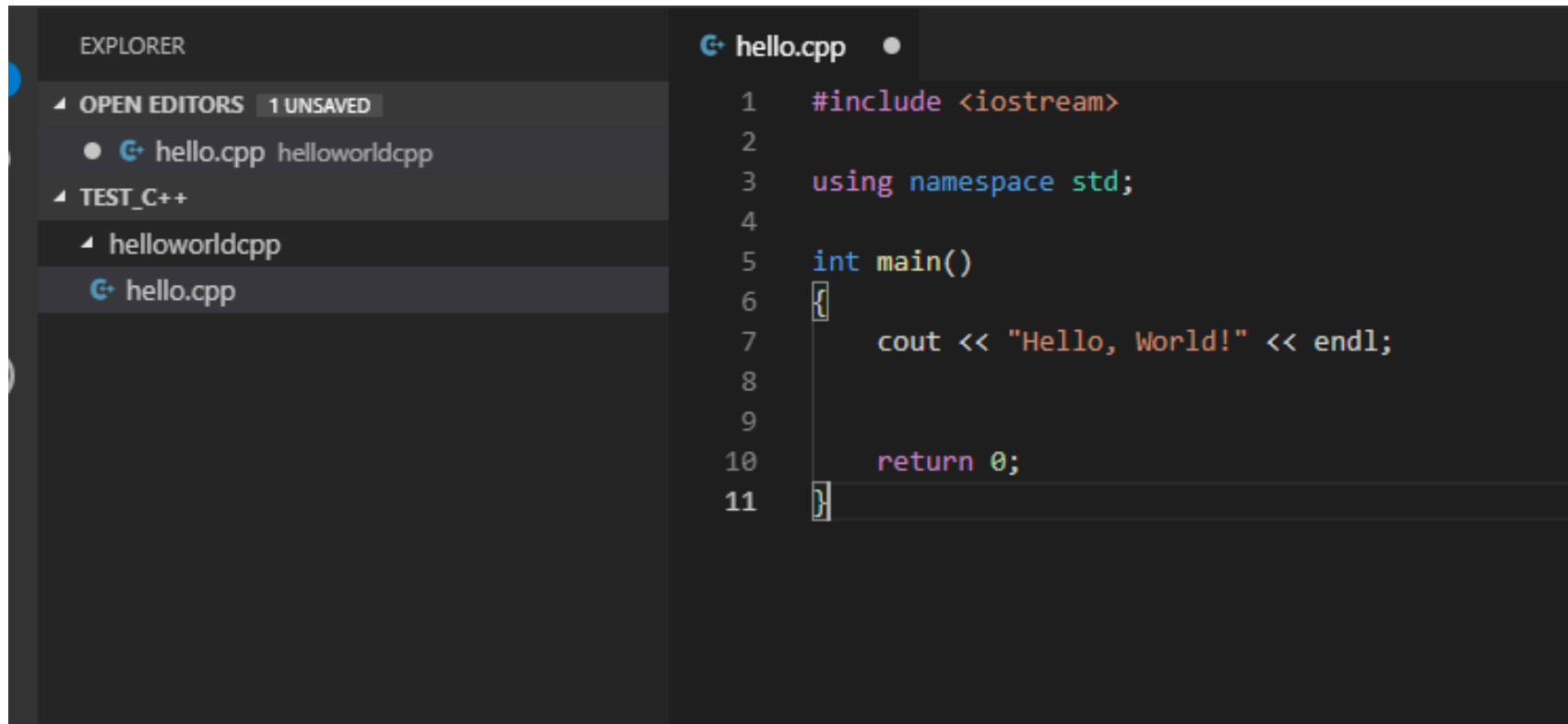
- Click the new file icon and create hello.cpp





# C++ Programming Environment

- Enter the following code into the Hello.cpp file and press Ctrl + S to save.

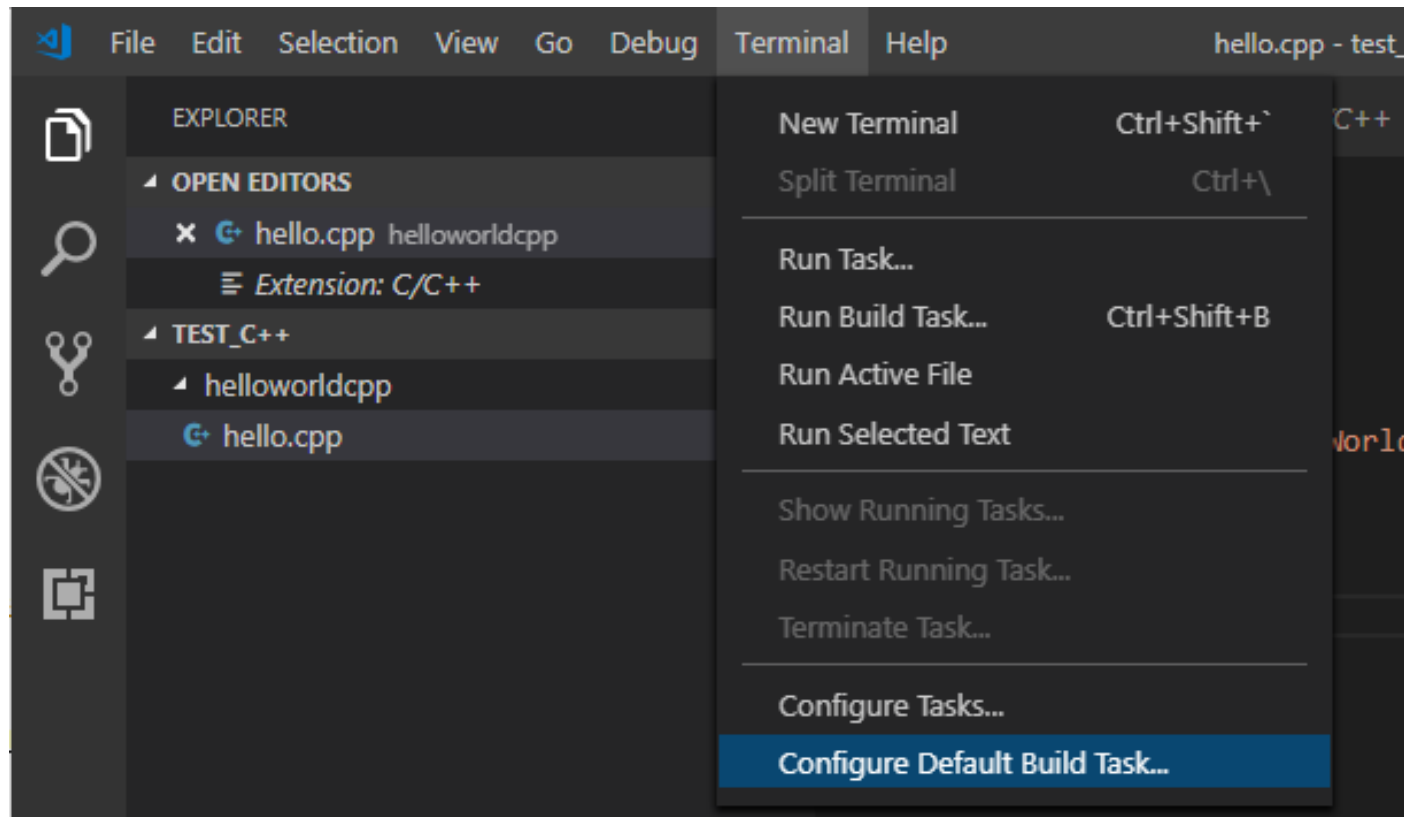


The screenshot shows a C++ development environment. On the left, the 'EXPLORER' panel displays the file structure. Under 'OPEN EDITORS', there is a tab for 'hello.cpp' with a '1 UNSAVED' indicator. Below this, under 'TEST\_C++', there is a folder named 'helloworldcpp' which contains the 'hello.cpp' file. The main editor area on the right shows the code for 'hello.cpp' with line numbers 1 through 11. The code is as follows:

```
1  #include <iostream>
2
3  using namespace std;
4
5  int main()
6  {
7      cout << "Hello, World!" << endl;
8
9
10     return 0;
11 }
```

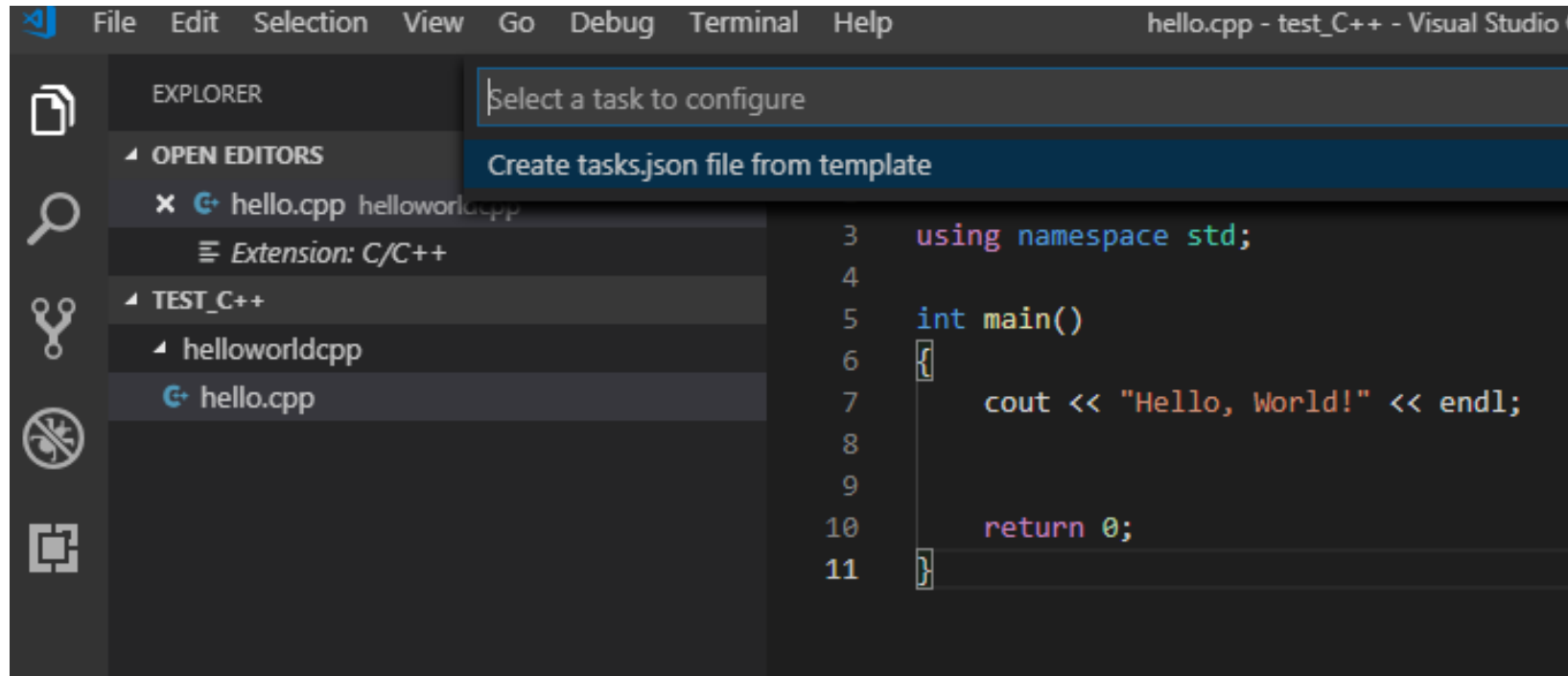
# C++ Programming Environment

- From the menu of the Visual Studio Code, select Terminal > Default Build Job Configuration.



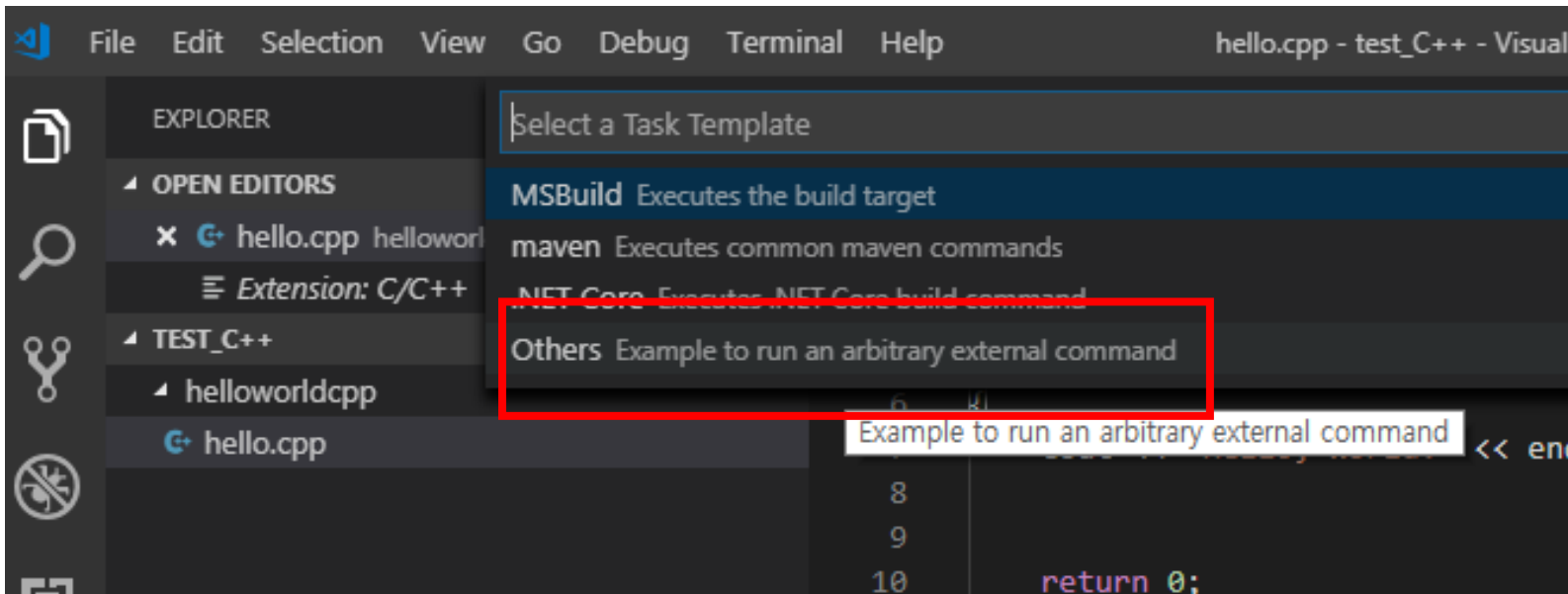
# C++ Programming Environment

- Click Create tasks.json file from template.



# C++ Programming Environment

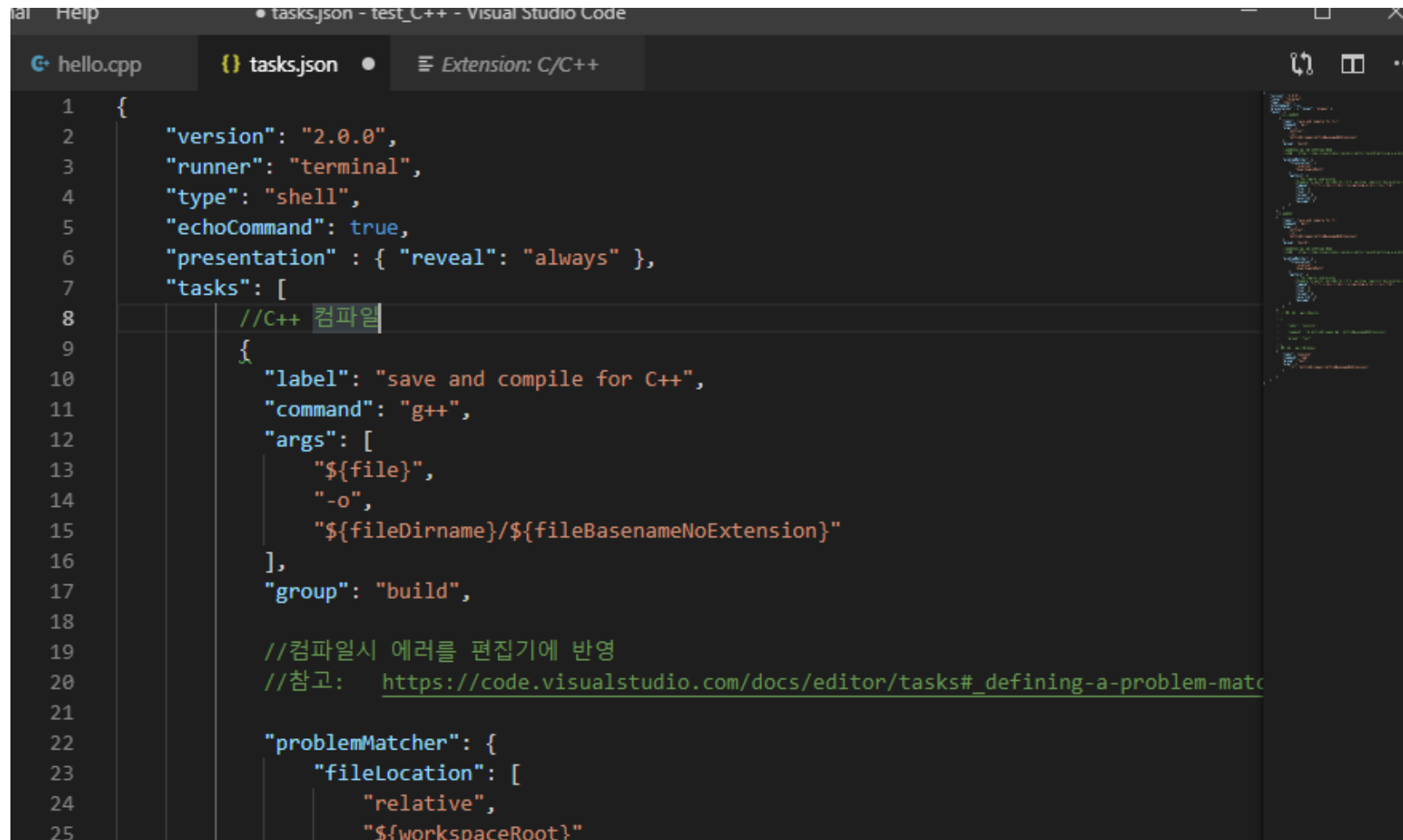
- Click Others.



# C++ Programming Environment

- Copy & Paste code

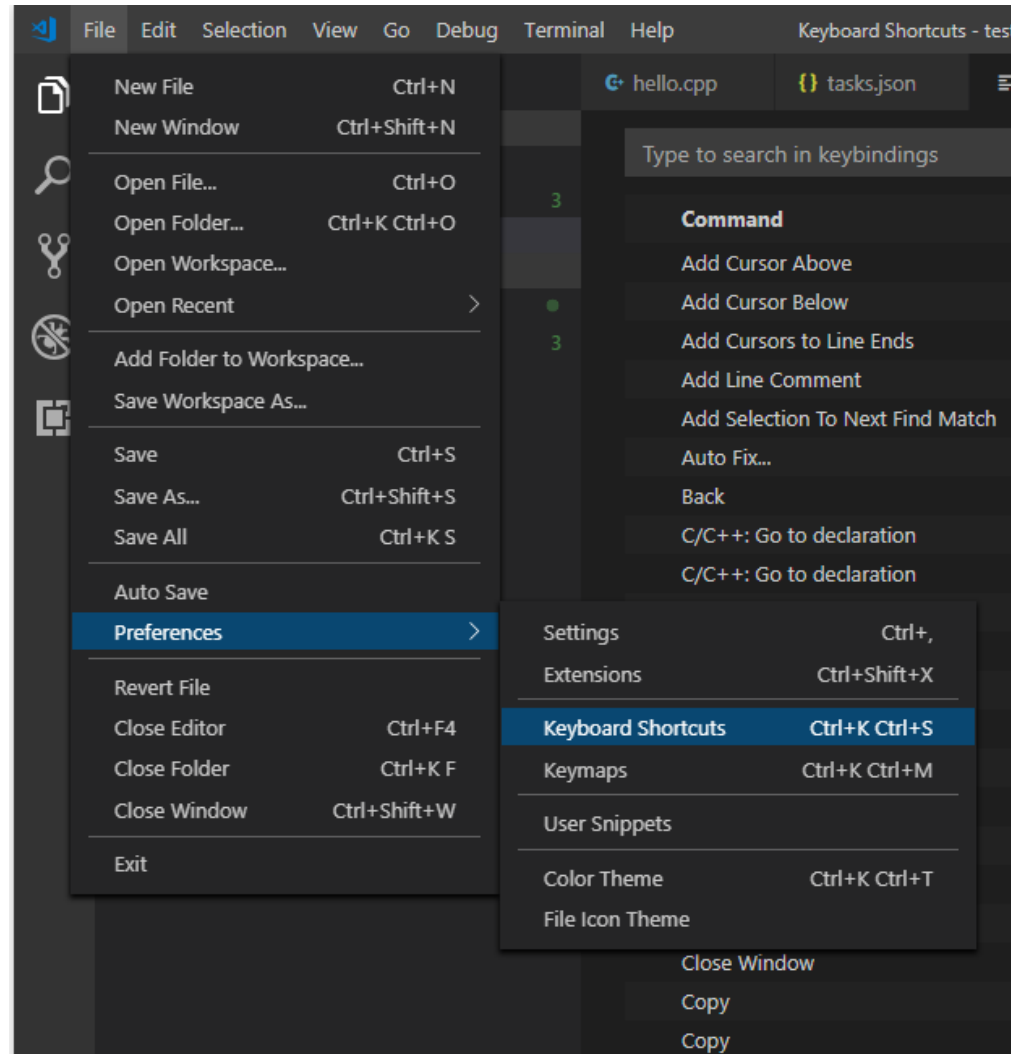
<https://pastebin.com/8fnC7bhS>



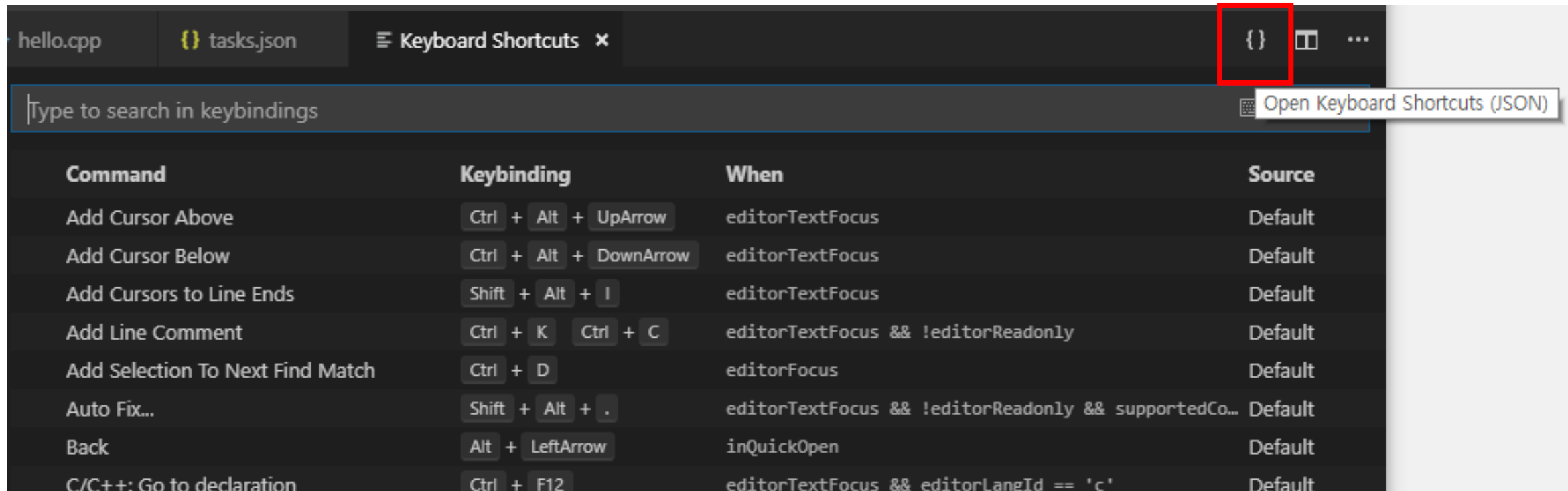
```
1 {
2   "version": "2.0.0",
3   "runner": "terminal",
4   "type": "shell",
5   "echoCommand": true,
6   "presentation" : { "reveal": "always" },
7   "tasks": [
8     //C++ 컴파일
9     {
10      "label": "save and compile for C++",
11      "command": "g++",
12      "args": [
13        "${file}",
14        "-o",
15        "${fileDirname}/${fileBasenameNoExtension}"
16      ],
17      "group": "build",
18
19      //컴파일시 에러를 편집기에 반영
20      //참고: https://code.visualstudio.com/docs/editor/tasks#\_defining-a-problem-matcher
21
22      "problemMatcher": {
23        "fileLocation": [
24          "relative",
25          "${workspaceRoot}"
26        ]
27      }
28    }
29  ]
30 }
```

# C++ Programming Environment

- For your convenience, set the shortcut key.

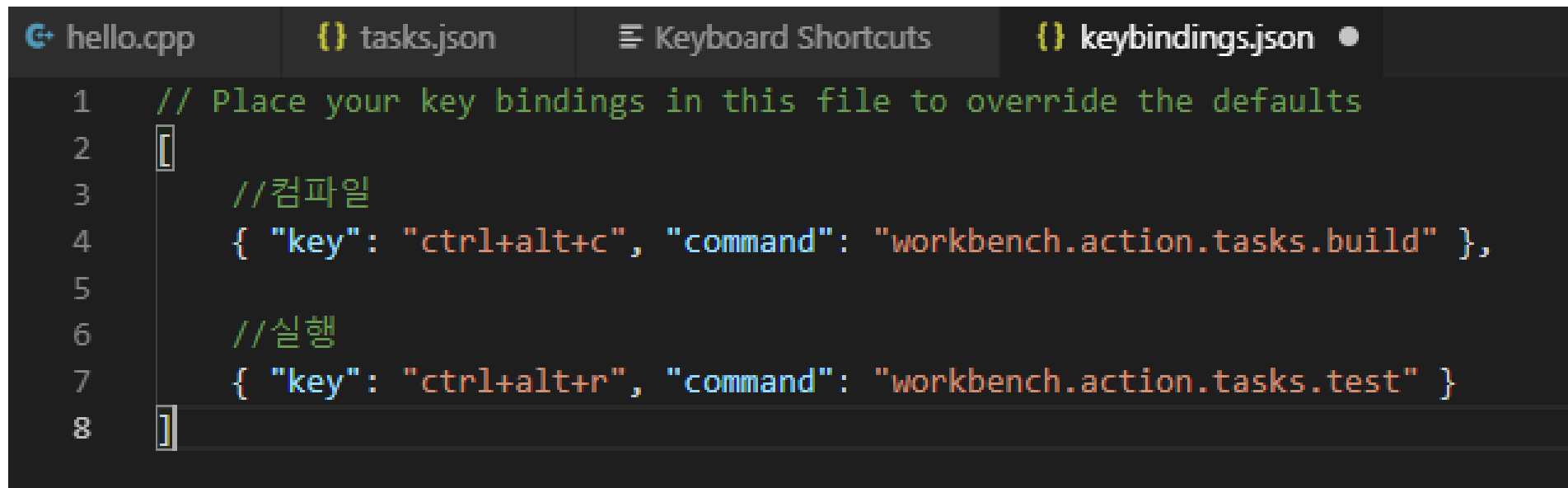


# C++ Programming Environment



# C++ Programming Environment

- Enter and press Ctrl + S to save as follows

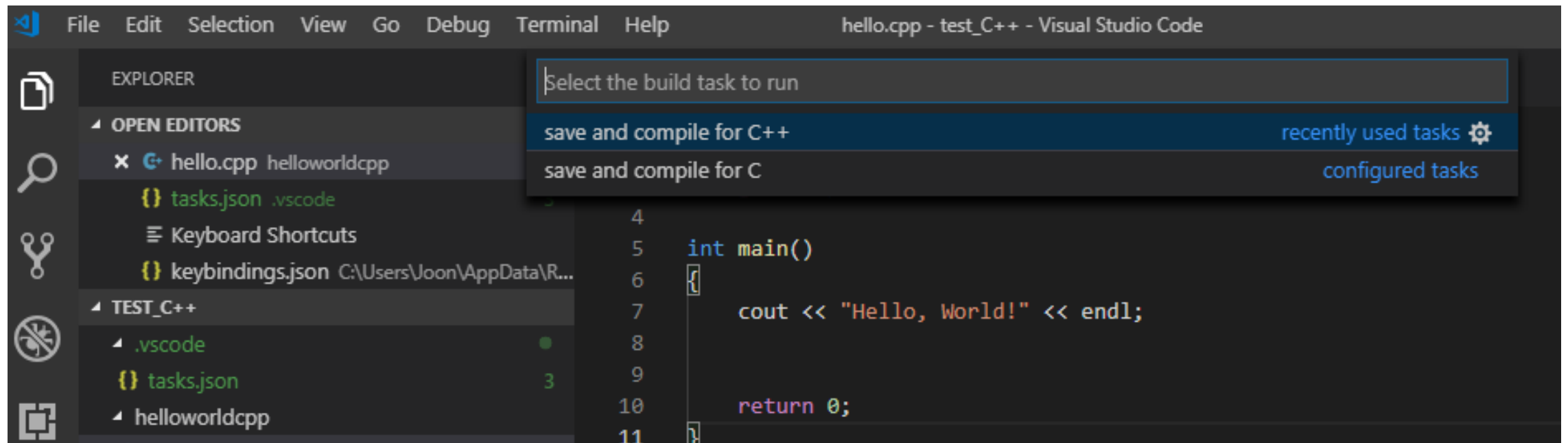
A screenshot of a code editor interface with a dark theme. The top of the editor shows four tabs: 'hello.cpp' with a C++ icon, 'tasks.json' with a JSON icon, 'Keyboard Shortcuts' with a list icon, and 'keybindings.json' with a JSON icon and a close button. The 'keybindings.json' tab is active, displaying a JSON array of keybindings. The code is as follows:

```
1 // Place your key bindings in this file to override the defaults
2 [
3     //컴파일
4     { "key": "ctrl+alt+c", "command": "workbench.action.tasks.build" },
5
6     //실행
7     { "key": "ctrl+alt+r", "command": "workbench.action.tasks.test" }
8 ]
```

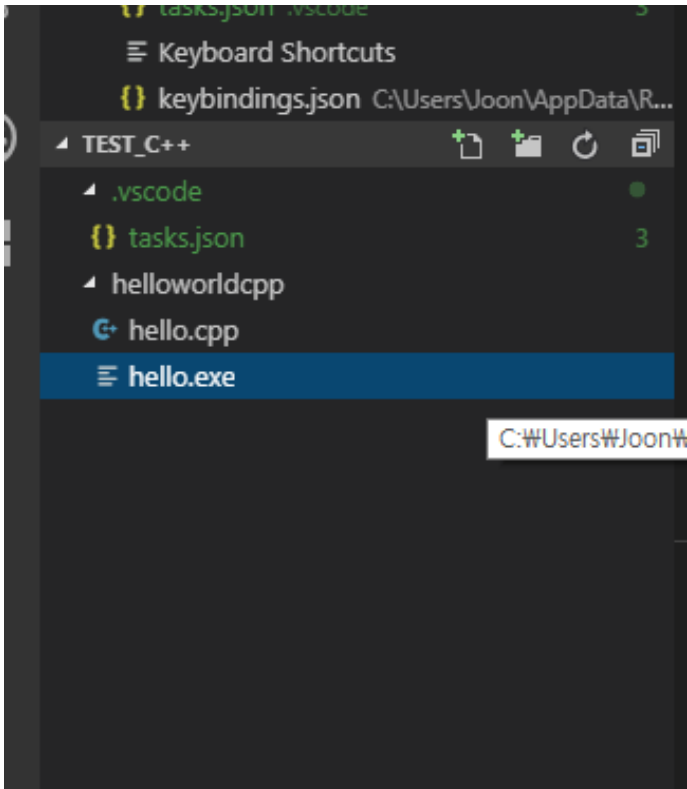


# C++ Programming Environment

- In Hello.cpp, press Ctrl + Alt + C and click *save and compile for C++*.



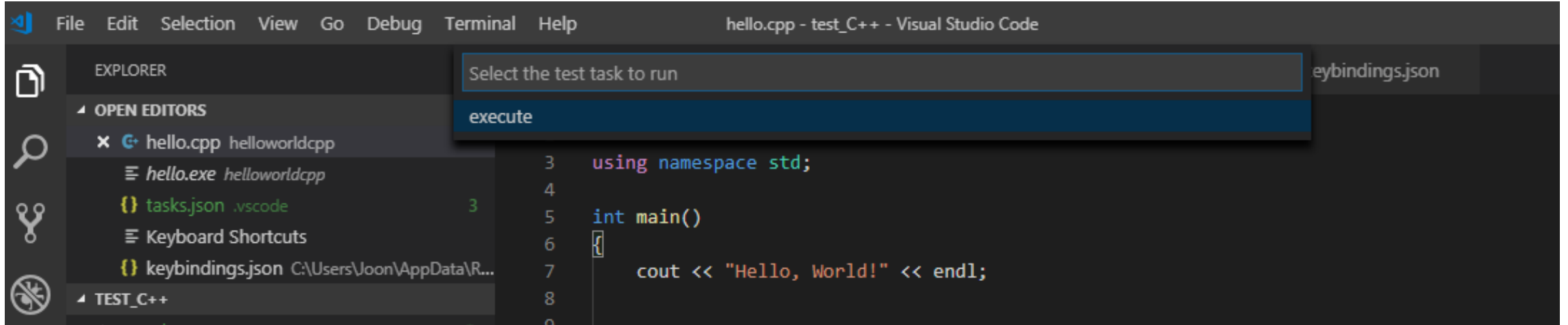
# C++ Programming Environment



- All files being edited will be saved and the compilation progress will be shown in the terminal before.
- If the compile was run without any problems, the file Hello.exe, the compilation result, will be displayed in the left navigator.

# C++ Programming Environment

- Press Ctrl + Alt + R and click *execute*
- The results of the execution are displayed in the terminal.



# C++ Example code 1

- Try to compile this code and print out the results.
- What functions should be added to change private variable? (indirect approach)

```
1  #include <iostream>
2  #include <string>
3  using namespace std;
4
5  class Item { // Class definition
6      public:
7          string title;
8          double price;
9          double SalePrice() { return (price*0.9);}
10         bool isAvailable() { return (inStockQuantity > 0); }
11     private:
12         int inStockQuantity;
13 };
14
15 int main(void)
16 {
17     Item a;
18     a.title="comp";
19     a.price=2000;
20     cout << a.title << endl;
21     cout << a.SalePrice() << endl;
22     return 0;
23 }
24
```

# C++ Example code 2

- Try to compile this code and print out the results.

```
1  #include <iostream>
2  #include <string>
3  #include <cstring>
4  #include <assert.h>
5  using namespace std;
6
7  class String {
8  public:
9      String(const char *s) {
10         len = strlen(s);
11         str = new char[len + 1];
12         assert(str != 0);
13         strcpy(str,s);
14     }
15
16     ~String() { delete [] str; }
17     void showStr()
18     {
19         cout<<str<<endl;
20     }
21
22 private:
23     int len;
24     char *str;
25 };
26
27 int main(void)
28 {
29     String str = String("str"); // Definition
30     str.showStr();
31     return 0;
32 }
```

# Java Programming Environment Setup

- <https://www.jetbrains.com/idea/>



Version: 2018.3.5  
Build: 183.5912.21  
Released: February 26, 2019  
[Release notes](#)

## Download IntelliJ IDEA

Windows

macOS

Linux

### Ultimate

For web and enterprise development

DOWNLOAD

.EXE  
▼

### Community

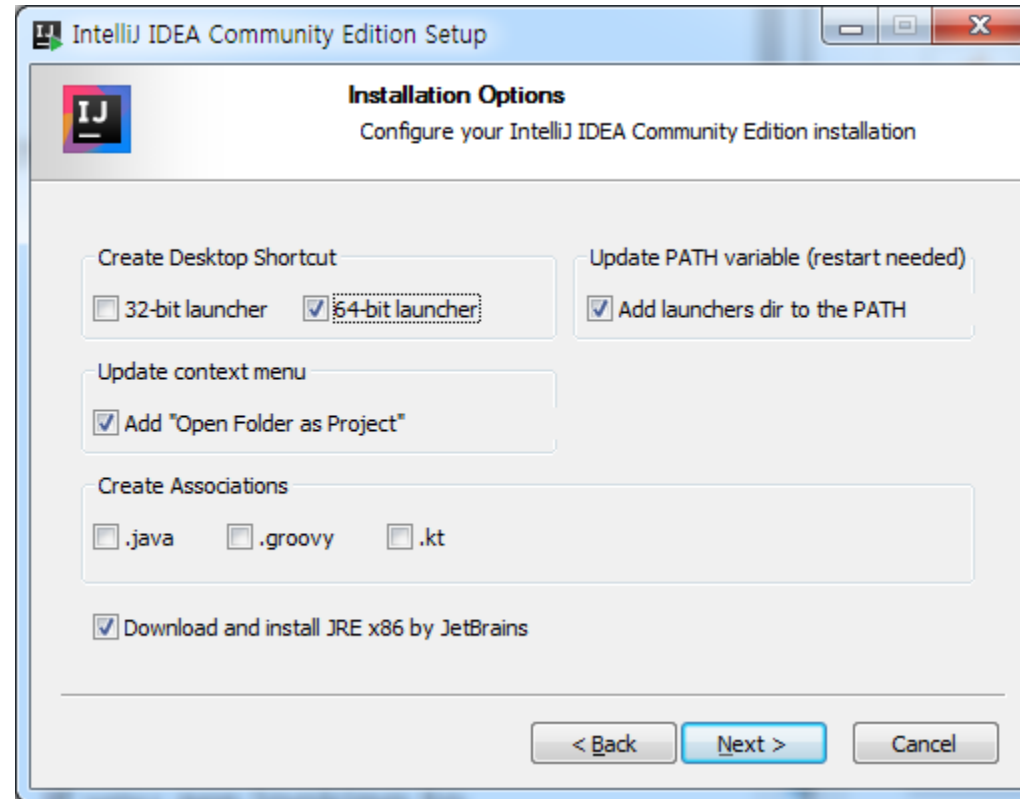
For JVM and Android development

DOWNLOAD

.EXE  
▼

# Installation 2

Next > ... >



→ Install

# Installation 3

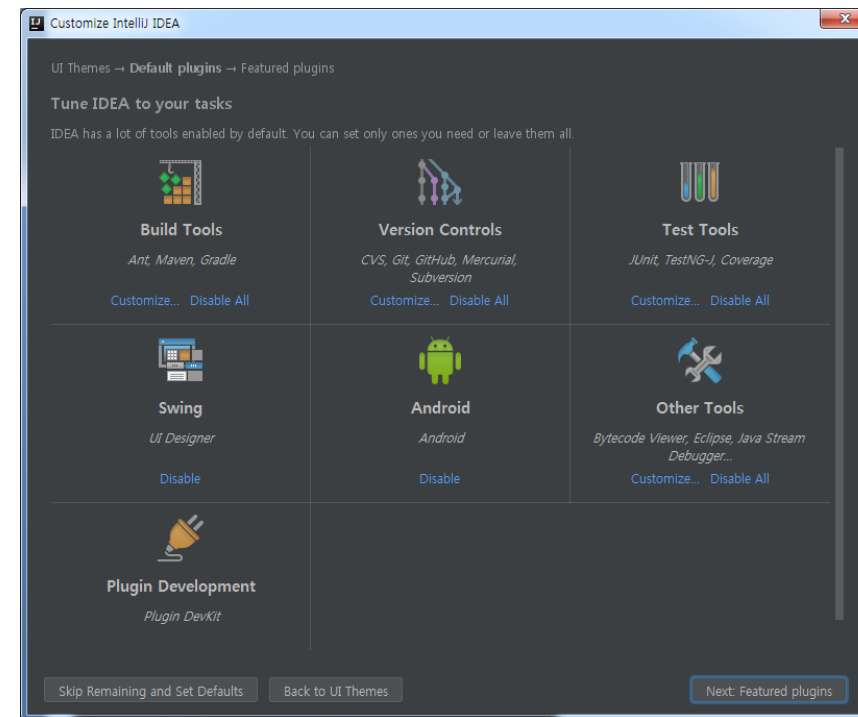
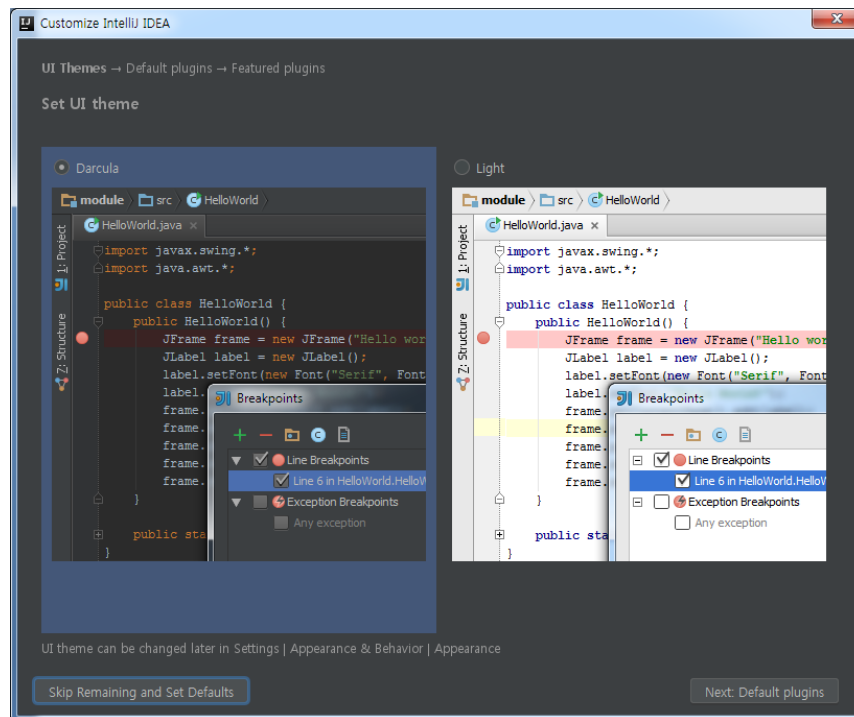
- Reboot the computer and run program



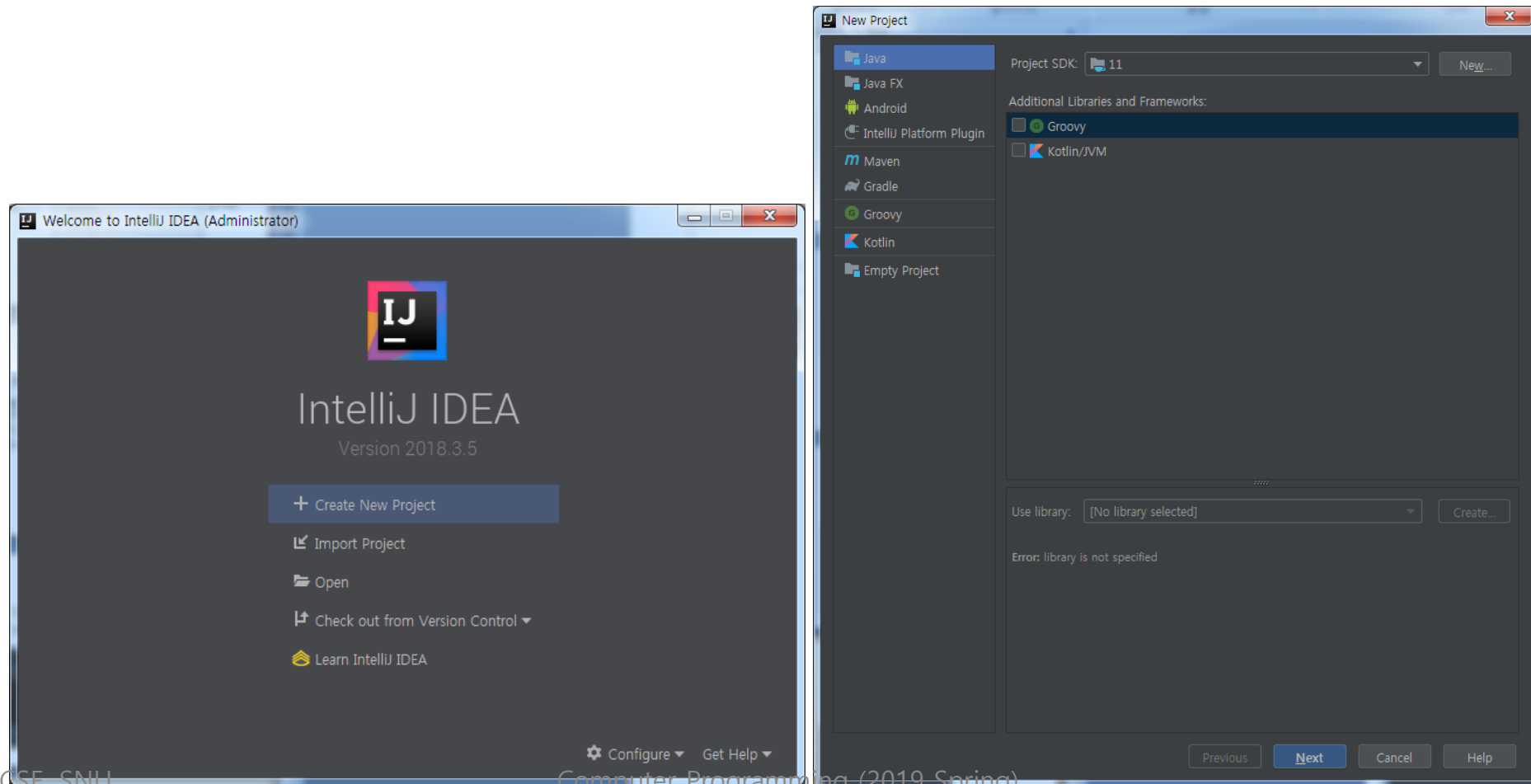


# Installation 4

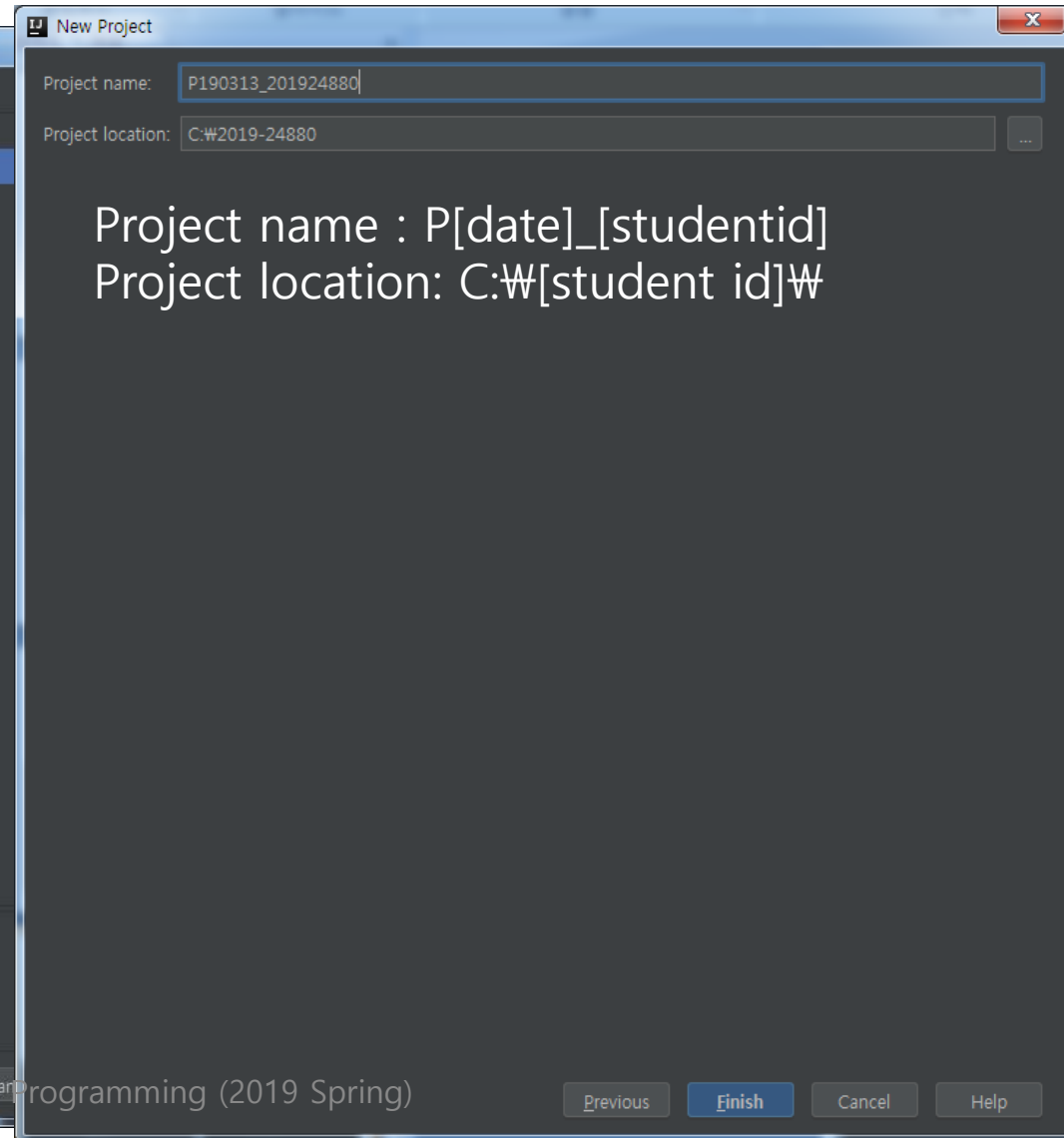
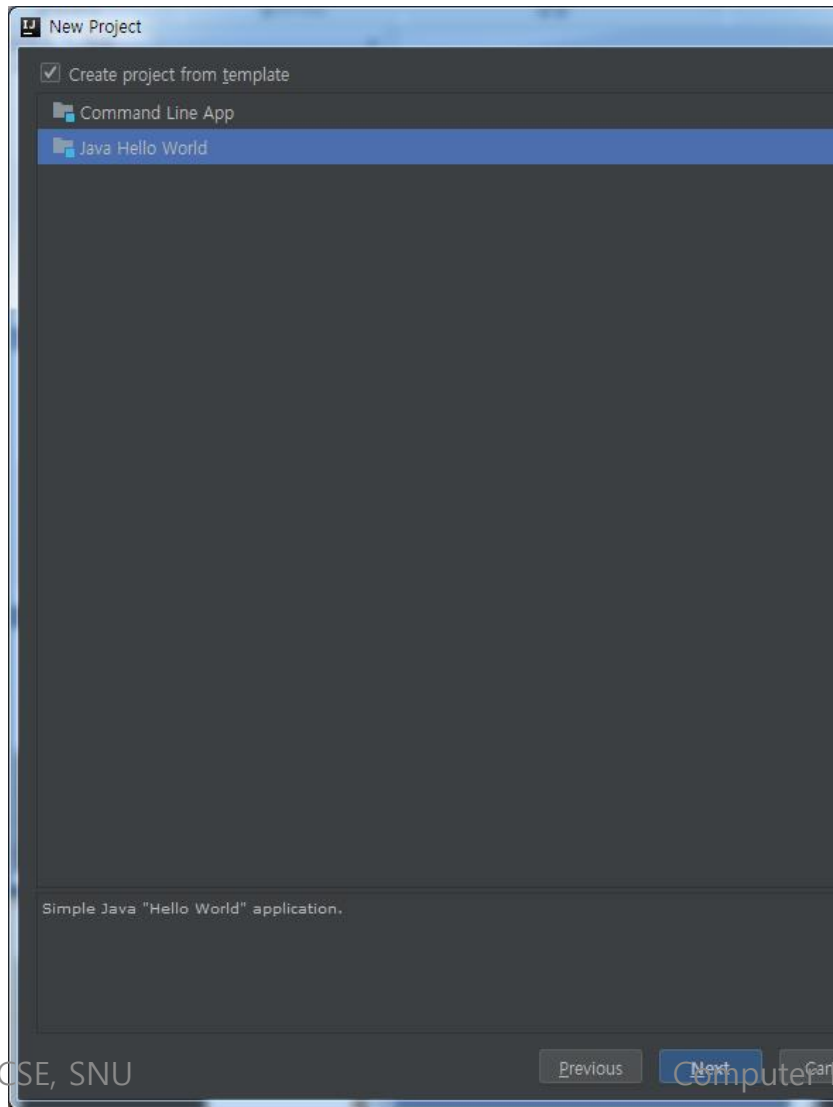
- Select either Darcula / Light
- Press Next -> Finished.



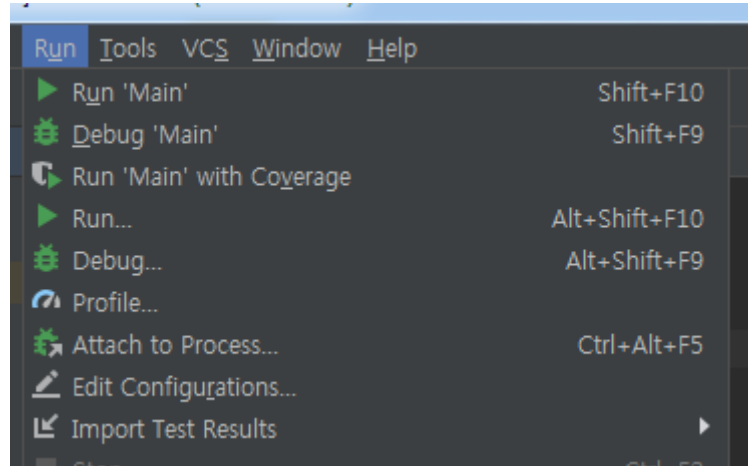
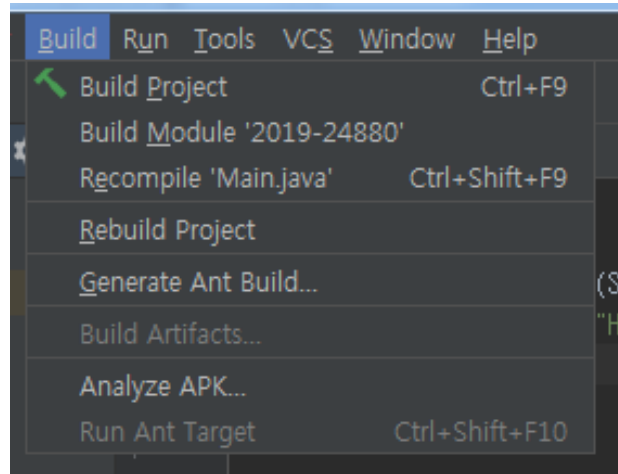
# First Start-up settings



# Cont.



# First Build and first run



Build (CTRL+F9)-> Run (SHIFT + F10)

Result :

```
"C:\Program Files\Java\jdk-11.0.1\bin\java.exe"  
Hello World!  
  
Process finished with exit code 0
```

# Example 1

## Example1

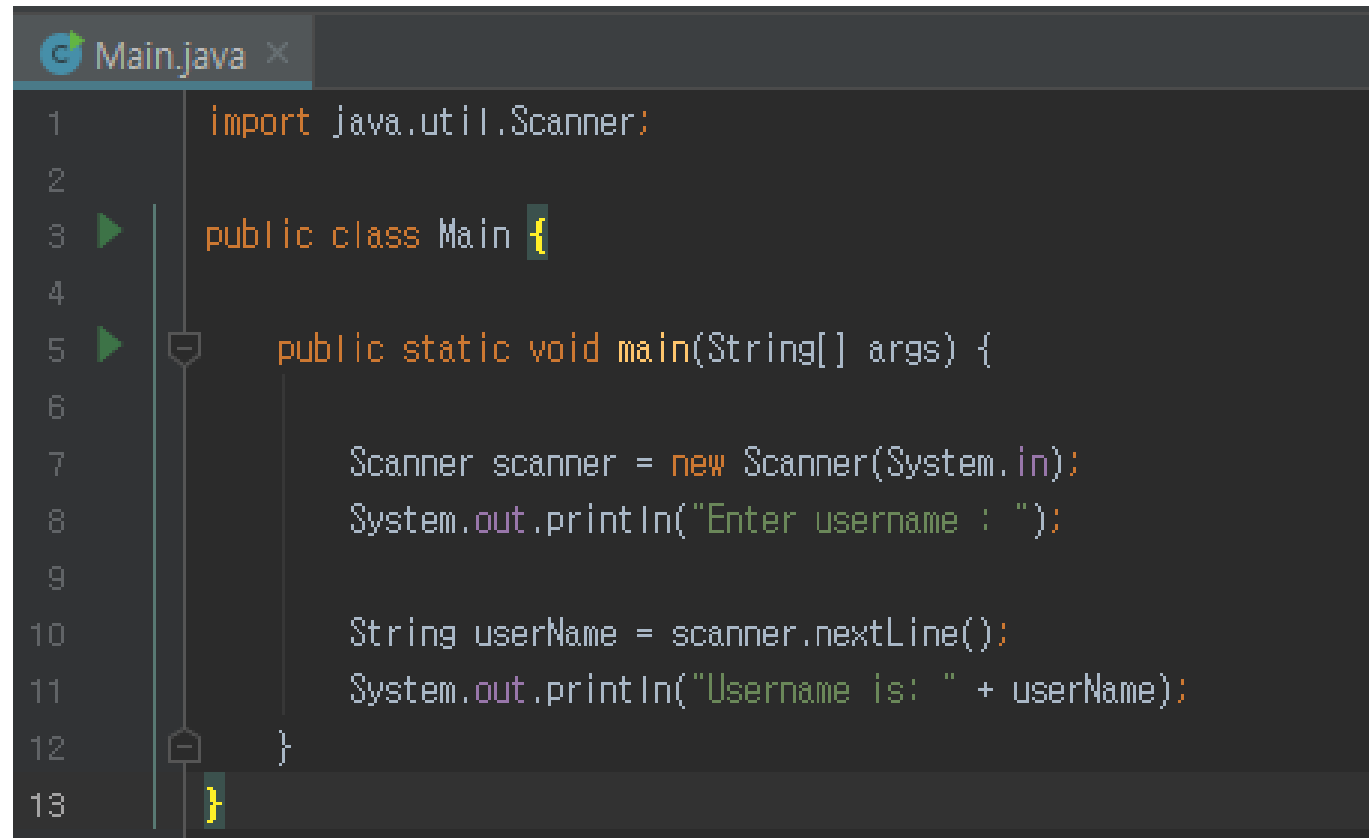
```
public class HelloJava {  
    public static void main(String args[]) {  
        System.out.println("Hello, World");  
    }  
}
```

# Example 2

## Example2

```
class Item {  
    public String title;  
    public double price;  
    private int inStockQuantity;  
    public double SalePrice(){ return (price * 0.9);}  
    public boolean isAvailable(){  
        if(inStockQuantity > 0) return true;  
        else return false;  
    }  
  
    public static void main(String args[]) {  
        Item A = new Item();  
        A.title = "comp";  
        A.price = 1000;  
        System.out.println(A.SalePrice());  
    }  
}
```

# Example 3



```
1  import java.util.Scanner;
2
3  public class Main {
4
5      public static void main(String[] args) {
6
7          Scanner scanner = new Scanner(System.in);
8          System.out.println("Enter username : ");
9
10         String userName = scanner.nextLine();
11         System.out.println("Username is: " + userName);
12     }
13 }
```

# Example 3

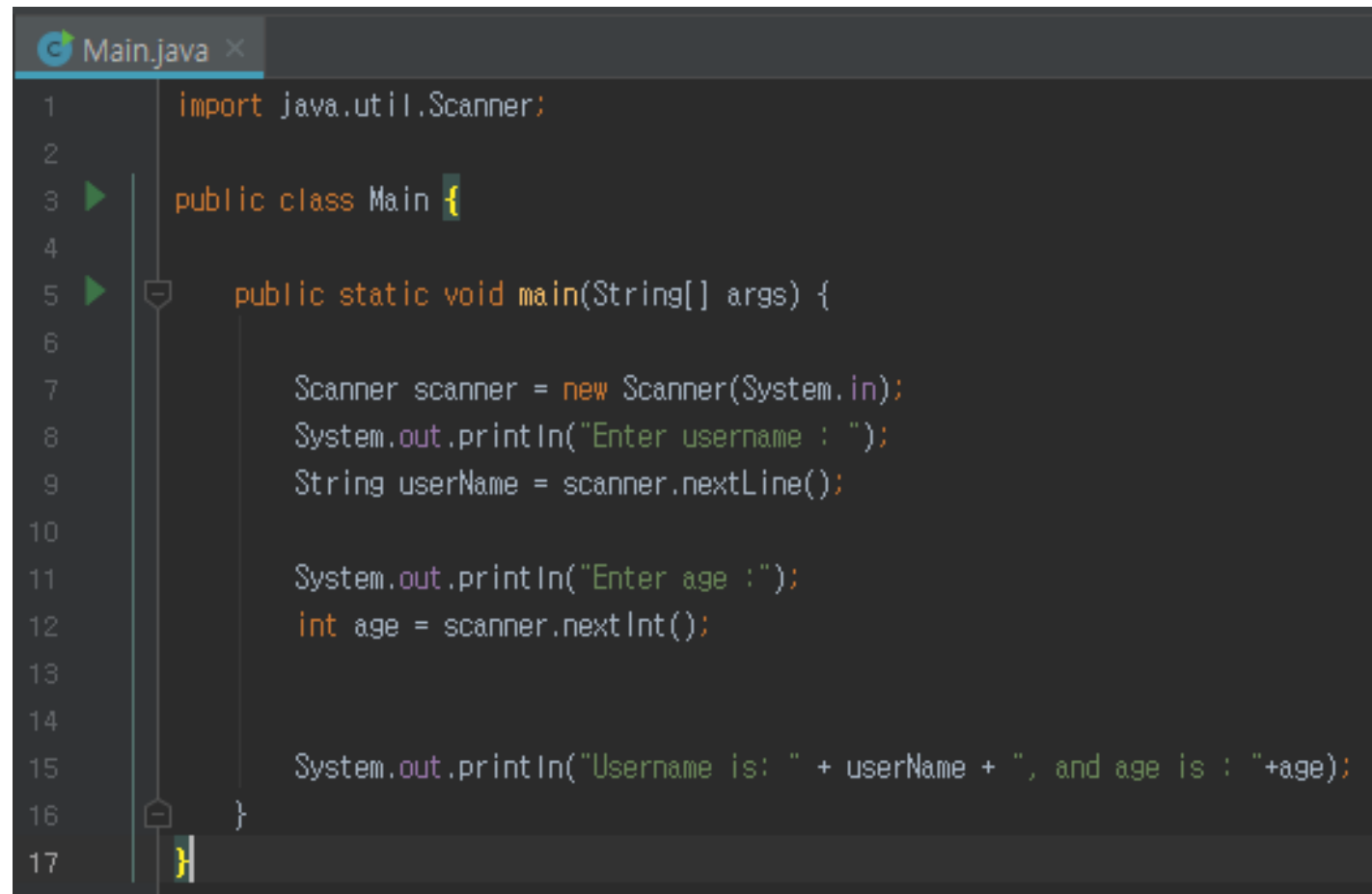
## Input Types

In the example above, we used the `nextLine()` method, which is used to read Strings. To read other types, look at the table below:

Method	Description
<code>nextBoolean()</code>	Reads a <code>boolean</code> value from the user
<code>nextByte()</code>	Reads a <code>byte</code> value from the user
<code>nextDouble()</code>	Reads a <code>double</code> value from the user
<code>nextFloat()</code>	Reads a <code>float</code> value from the user
<code>nextInt()</code>	Reads a <code>int</code> value from the user
<code>nextLine()</code>	Reads a <code>String</code> value from the user
<code>nextLong()</code>	Reads a <code>long</code> value from the user
<code>nextShort()</code>	Reads a <code>short</code> value from the user



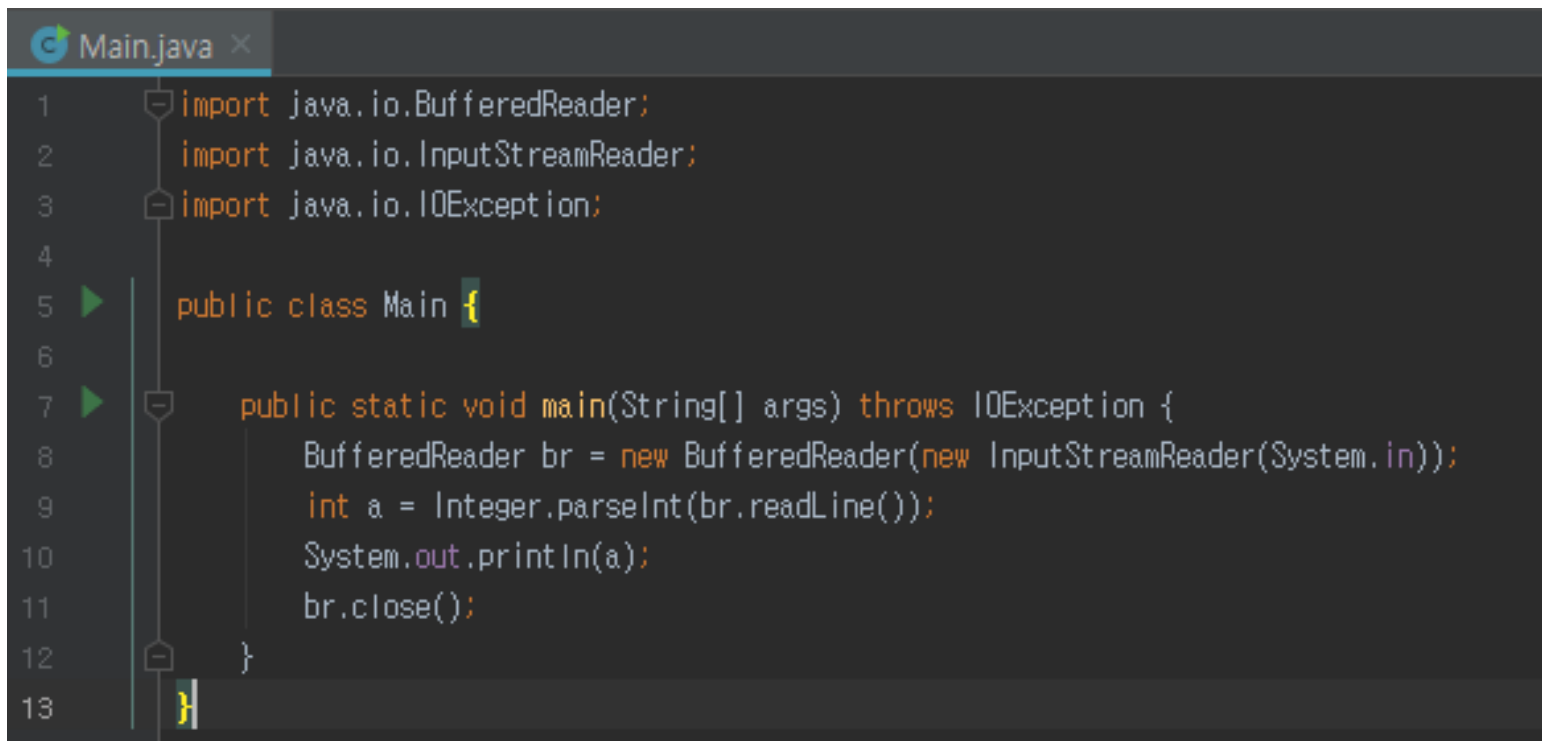
# Example 4



```
1  import java.util.Scanner;
2
3  public class Main {
4
5      public static void main(String[] args) {
6
7          Scanner scanner = new Scanner(System.in);
8          System.out.println("Enter username : ");
9          String userName = scanner.nextLine();
10
11          System.out.println("Enter age : ");
12          int age = scanner.nextInt();
13
14
15          System.out.println("Username is: " + userName + ", and age is : "+age);
16      }
17 }
```

# Example 5

BufferedReader : 보통 한 줄씩 읽어올 때 사용합니다.  
Scanner 보다 처리속도가 빨라서 보통 속도가 중요할 때 사용합니다.  
(Ex. 백준 알고리즘 코딩 테스트)



```
1  import java.io.BufferedReader;
2  import java.io.InputStreamReader;
3  import java.io.IOException;
4
5  public class Main {
6
7      public static void main(String[] args) throws IOException {
8          BufferedReader br = new BufferedReader(new InputStreamReader(System.in));
9          int a = Integer.parseInt(br.readLine());
10         System.out.println(a);
11         br.close();
12     }
13 }
```