# CS-1002 Programming fundamentals (CySec)

Instructor: Jawad Hassan

jawad.hassan@nu.edu.pk

Fall 2022

1<sup>st</sup> September, 2022

### Introduction to C++

- 1. Strictly typed
- 2. Static typed
- 3. Compiled language
- 4. Faster and resource and performance efficient code.
- Designed to develop Operating system and embedded software
- 6. Curly brackets { ... } used for blocks
- 7. Every block have local scope
- 8. Collection of statements/Commands
- 9. Statement terminator ";"
- 10. Contains most of programming constructs
- 11. Best programming language for teaching and learning ©

# **Starting C++**

#### C++ statements

 Statements are fragments of the C++ program that are executed in sequence

## Two types of statements

- 1. Simple statements: Single line of code
- 2. Compound Statements: Compound statements are multiple lines or curly braces-enclosed sequences of statements called blocks.

# Simple statements

- 1. Declaration Statement
- 2. Assignment statement
- 3. Expression statement
- 4. Labels

# **Compound statements**

#### 1. Selection statements

- 1. If statement
- 2. If-else
- 3. Nested if else
- 4. Switch

#### 2. Iteration Statements

- 1. While loop
- 2. Do while loop
- 3. For loop

#### 3. Jump statements

- 1. Break
- 2. Continue
- 3. Return
- 4. Goto identifier

# **Structure of C++ Program**

Header File Declaration Section

Global Declaration Section

Class Declaration and Method Definition Section

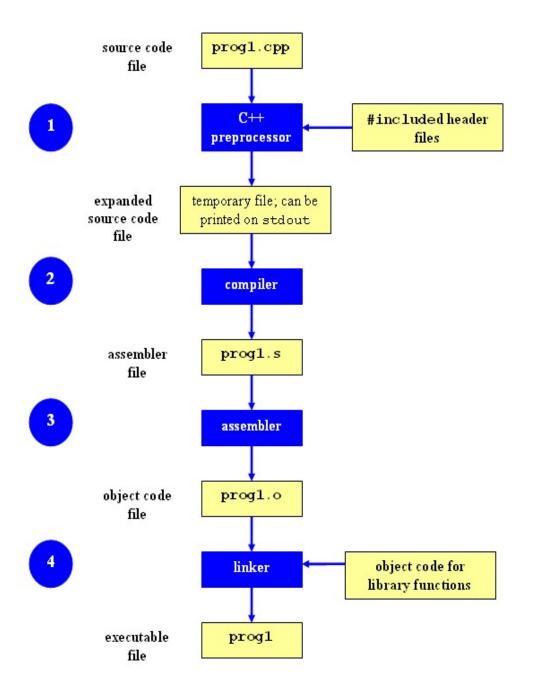
Main Function

Method Definition Section

# **Writing first Program in C++**

```
// This is a simple C++ program. Call this file Sample.cpp.
#include <iostream>
using namespace std;
 int main()
    cout << "C++ is powerful Programming Language."<<endl;</pre>
    cout<<"Welcome to Programming Fundamentals";</pre>
    return 0;
```

# **How C++ program is Actually Executed**



# cout and cin

- Objects of iostream class
- Used for taking input (cin) and for output(cout)

## Home work

Read following Topics from Chapter # 2

```
(page 27 - 43)
```

- 2.1 The Parts of a C++ Program
- 2.2 The cout Object
- 2.3 The #include Directive
- 2.4 Variables and Literals
- 2.5 Identifiers
- Read Topic 3.7 Formatting Output (page 111 onwards).

Questions (???)

Thanks ©