

# Programming

C++ Programming



# Programming

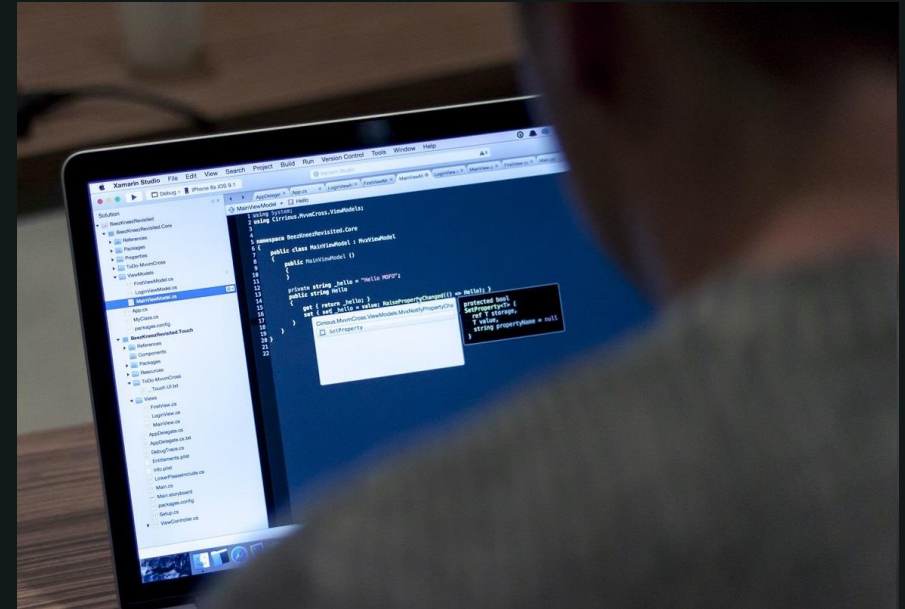


Everywhere !!!



# What is Programming?

**Programming** :- It is the process of creating a **set of instructions** that tell a computer how to perform a task.





# What are set of Instructions ?



Take some water

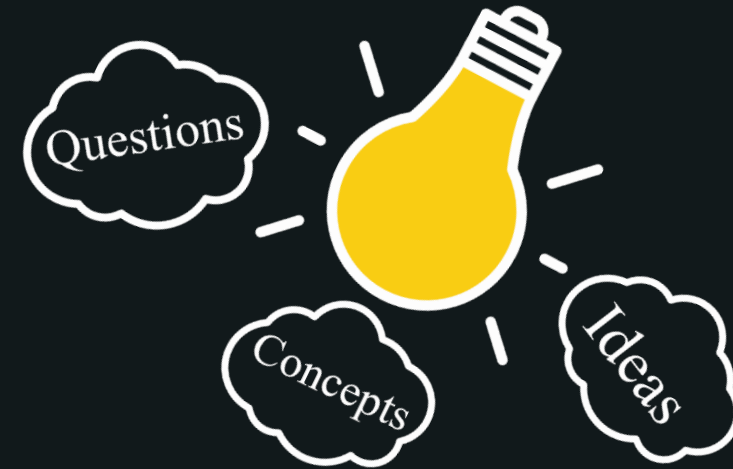
Set it to boil

Add coffee to it

Wait for few minutes

**Programming :-** It is the process of creating a **set of related instructions** that tell a computer how to perform a task.

# Mindmap



# Why C++ ?

C++ Programming



# Reason

C++ is a **object oriented programming language**.

Clear structure to program

Allow working in team.

Reusability of code

Reduce time and cost of dev.

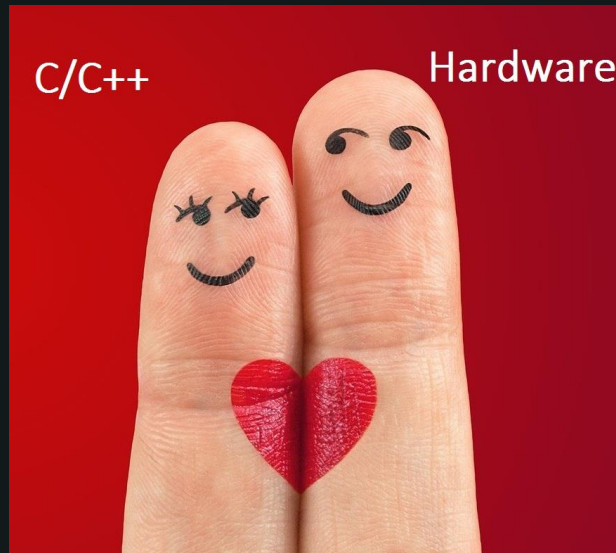
All the major operating systems such as **Windows, Linux, Android, Ubuntu, iOS, etc.** are written in a combination of **C and C++**. ( **Databases like MySql , MongoDB etc** )

C++ is closer to the **hardware level** and is a comparatively **low-level language**.

# Why C/C++ close to hardware ?

Java Code --> Java Virtual Machine --> OS --> Hardware

C/C++ -----> Machine Code ( OS ) -----> Hardware





# Reason

Digital image processing, computer vision, game development, AR/VR etc.  
use C++ due to its high speed.



Pubg

Tekken

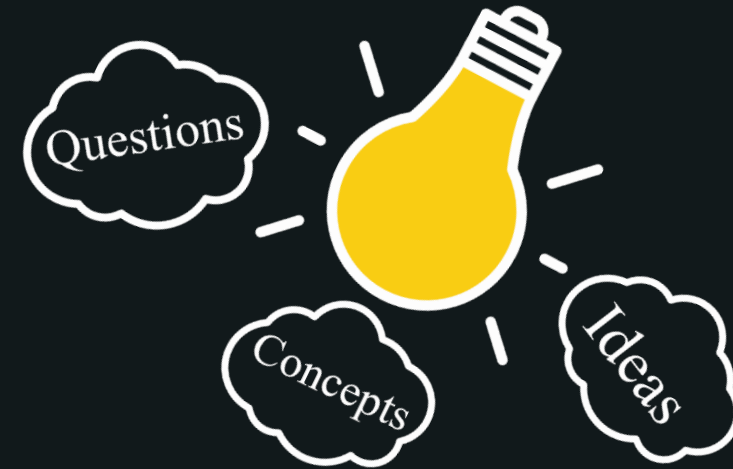
Fortnite

# Reason

Average base pay of **\$100,000** per year (US data).

There is a **large online community** of C++ users and experts ( Help is not far )





# What is C++ ?

C++ Programming



# What is C++ ?

C++ is **Extension** of C programming language.  
( C + Object Oriented Programming )

C++ is a high level language & was developed for  
**general purpose programming** .

C ++ is a compiled language.



**Bjarne Stroustrup**  
Bell Labs circa 1980



# Why called High Level Language?

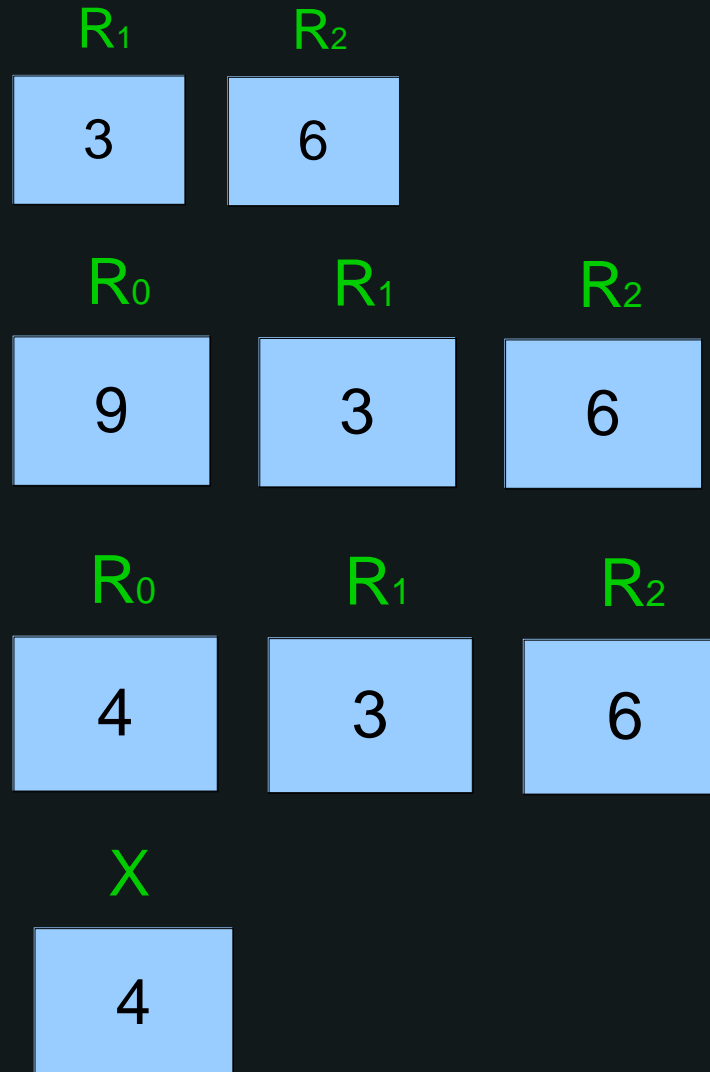
$x = 3 + 6 - 5$

Pseudo Assembly Code:

loadFromMem (R<sub>1</sub>, 3)  
loadFromMem (R<sub>2</sub>, 6)

add R<sub>0</sub>, R<sub>1</sub>, R<sub>2</sub>  
Sub R<sub>0</sub>, R<sub>0</sub>, 5

StoreToMem ( R<sub>0</sub>, 'x')



HLL (C++) :-

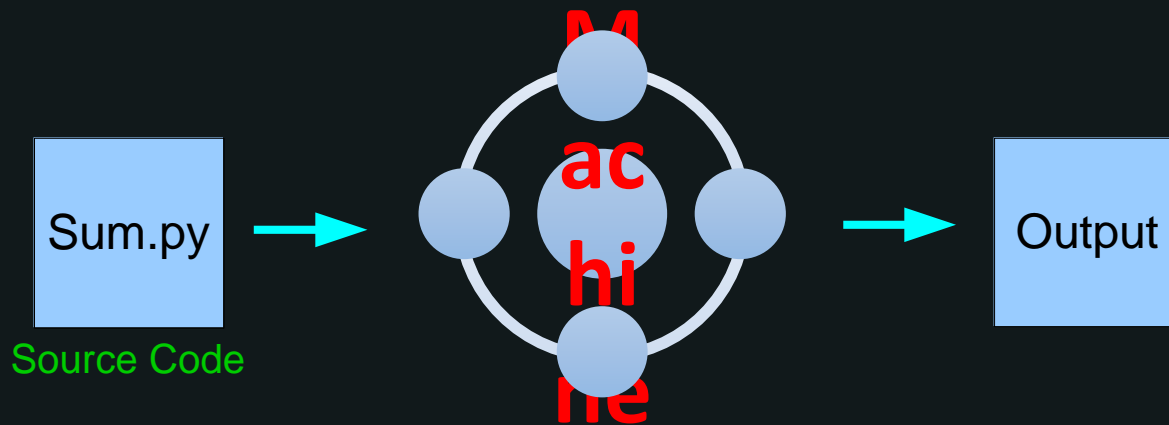
Data Type  
Methods/ Function

---

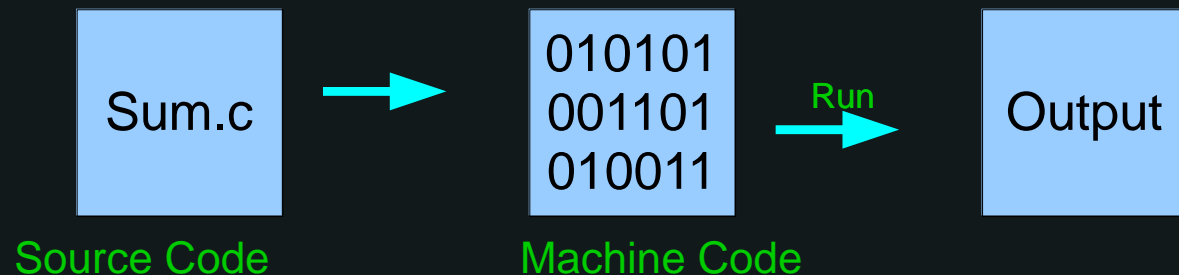
```
#include<iostream.h>
int x = 0;
```

```
x = 3+6-5 ;
cout << x ;
```

# Compiled / Interpreted Language ?



**Interpreter** will run through a program line by line and execute each command, it is bit **slower**.



**Compiler** will convert whole code directly into machine code that the processor can execute, it is **faster**.

# Mindmap

# Compiler And IDE

## code

```
#include<iostream>
using namespace std;

int main( )
{
    Return 0;
}
```

## Compiler



## Machine code

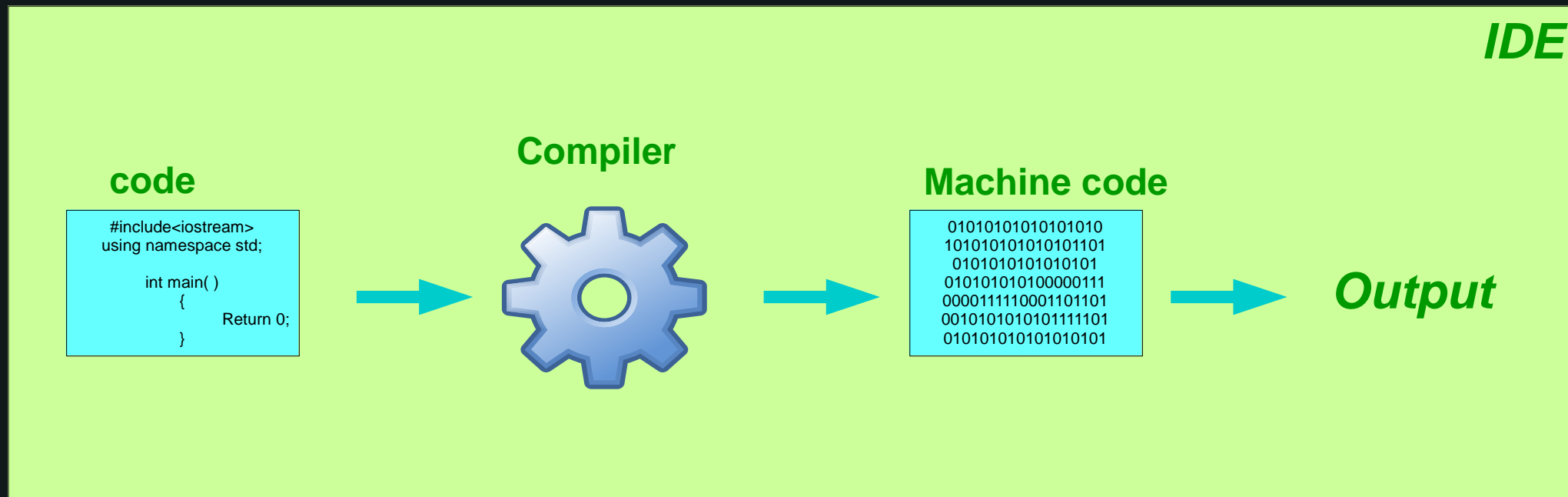
```
01010101010101010
101010101010101101
0101010101010101
010101010100000111
0000111110001101101
0010101010101111101
010101010101010101
```

## Computer





# Compiler And IDE



Integrated Development Environment = Code Editor + GCC + Debugger + View Output

GCC = GNU Compiler Collection, Free Software Foundation.