

## **Lecture 1:** Concepts & Basics of C++ Programming



# Today's

Today we are going to cover -

- Basics of 'C'- Recap
- Loops in 'C' -Recap
- Your Knowledge check

# MCQ Questions

**Let's Get Started-**

# Problem - 1

**Q. Spreadsheet or Excel is which kind of software?**

- A. OS
- B. System software
- C. Application software
- D. None of the above

# solution- 1

**Q. Spreadsheet or Excel is which kind of software?**

- A. OS
- B. System software
- C. Application software
- D. None of the above

# Hint : Layered view of computer

## **Application Programs**

Word-Processors, Spreadsheets,  
Database Software, IDEs,  
etc...

## **System Software**

Compilers, Interpreters, Preprocessors, etc  
Operating System, Device Drivers

## **Machine with all its hardware**

## Problem - 2

Which of the following is machine dependent and non- portable languages?

1. Assembly language
2. Machine language
3. High level language

- A. 1 & 3
- B. 2 & 3
- C. 1 & 2
- D. All

## solution- 2

Which of the following is machine dependent and non- portable languages?

1. Assembly language
2. Machine language
3. High level language

- A. 1 & 3
- B. 2 & 3
- C. 1 & 2
- D. All



# Hint: Solution

- Machine Language
  - Uses binary code
  - Machine-dependent
  - Not portable
- Assembly Language
  - Uses mnemonics
  - Machine-dependent
  - Not usually portable
- High-Level Language (HLL)
  - Uses English-like language
  - Machine independent
  - Portable (but must be compiled for different platforms)
  - Examples: Pascal, C, C++, Java, Fortran, . . .

# Source code/object code/

- **Source program**

- The form in which a computer program, written in some formal programming language, is written by the programmer.

- **Object program**

- Output from the compiler (Files with extension '.obj')
- Equivalent machine language translation of the source program into object code or machine code

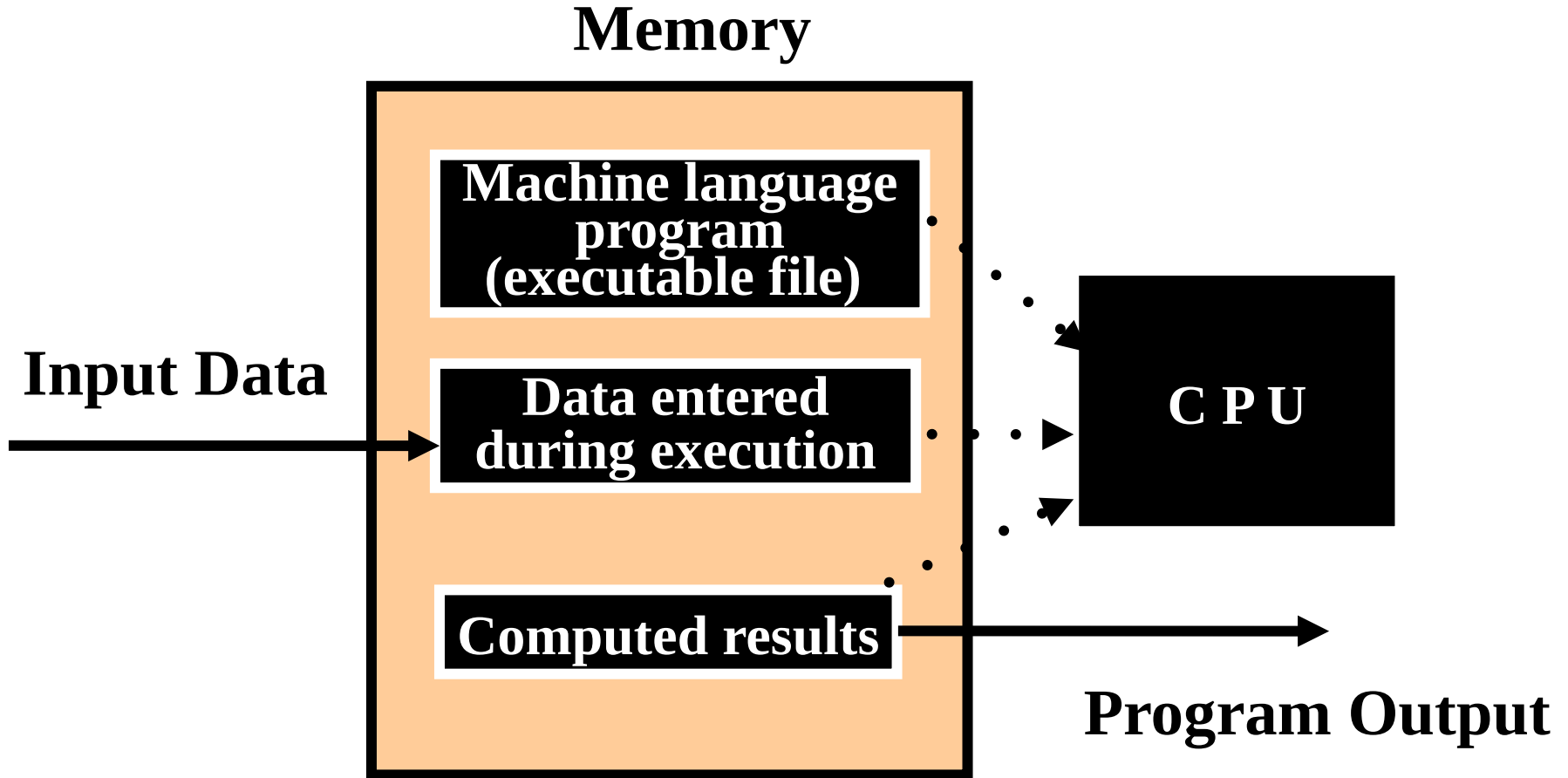
- **Executable program**

- Output from linker/loader (Files with extension '.exe')
- Machine language program linked with necessary libraries & other files

# Linker

- A program that pulls other programs together so that they can run.
- Most programs are very large and consist of several modules.
- Even small programs use existing code provided by the programming environment called libraries.
- The linker pulls everything together, makes sure that references to other parts of the program (code) are resolved.

# How program runs?



# Problem - 4

**What types of errors do you encounter while executing C program?**

1. Syntax errors
  2. Logical errors
  3. Runtime errors
- A. 1
  - B. 2
  - C. 3
  - D. All

# solution- 4

**What types of errors do you encounter while executing C program?**

1. Syntax errors
  2. Logical errors
  3. Runtime errors
- A. 1
  - B. 2
  - C. 3
  - D. All

# Hint:Solution

- Syntax Errors:
  - Errors in grammar of the language
- Runtime error:
  - When there are no syntax errors, but the program can't complete execution
    - Divide by zero
    - Invalid input data
- Logical errors:
  - The program completes execution, but delivers incorrect results
  - Incorrect usage of parentheses

# Problem - 5

Which one is better to use: Compiler or interpreter?

- A. Compiler
- B. Interpreter
- C. Both
- D. Depends on the requirement



# solution- 5

Which one is better to use: Compiler or interpreter?

- A. Compiler
- B. Interpreter
- C. Both
- D. Depends on the requirement

# Hint : solution

- Compilation:
  - Syntax errors caught before running the program
  - Better performance
  - Decisions made once, at compile time
- Interpretation:
  - Better diagnostics (error messages)
  - More flexibility
  - Supports **late binding** (delaying decisions about program implementation until runtime)
    - Can better cope with PLs where type and size of variables depend on input
  - Supports creation/modification of program code on the fly (e.g. Lisp, Prolog)

# Problem - 6

**Which of the following is basic data type?**

- 1. Int**
- 2. Char**
- 3. double**
- 4. Float**

- A. 1,2
- B. 1,2,4
- C. All
- D. 1,2,3

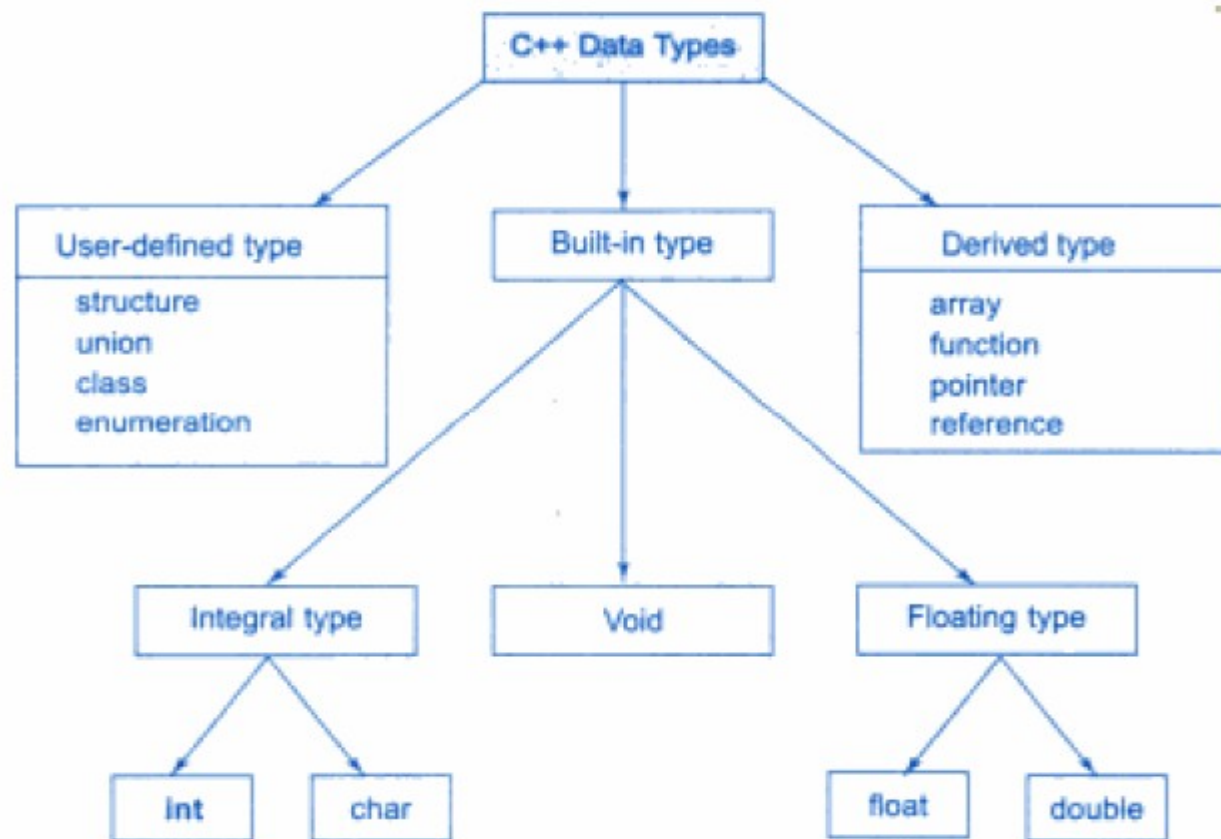
# Solution- 6

**Which of the following is basic data type?**

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- 4. Float**

- A. 1,2
- B. 1,2,4
- C. **All**
- D. 1,2,3

# Solution



# Operator precedence and

Category	Operator	Associativity
Postfix	() [] -> . ++ --	Left to right
Unary	+ - ! ~ ++ -- (type)* & sizeof	Right to left
Multiplicative	* / %	Left to right
Additive	+ -	Left to right
Shift	<< >>	Left to right
Relational	< <= > >=	Left to right
Equality	== !=	Left to right
Bitwise AND	&	Left to right
Bitwise XOR	^	Left to right
Bitwise OR		Left to right
Logical AND	&&	Left to right
Logical OR		Left to right
Conditional	?:	Right to left
Assignment	= += -= *= /= %= >>= <<= &= ^=  =	Right to left
Comma	,	Left to right

# Simple C++ program

## C

```
/* my first program in C */  
#include <stdio.h>  
  
int main()  
{  
    printf("Welcome to C....\n");  
    return 0;  
}
```

## C++

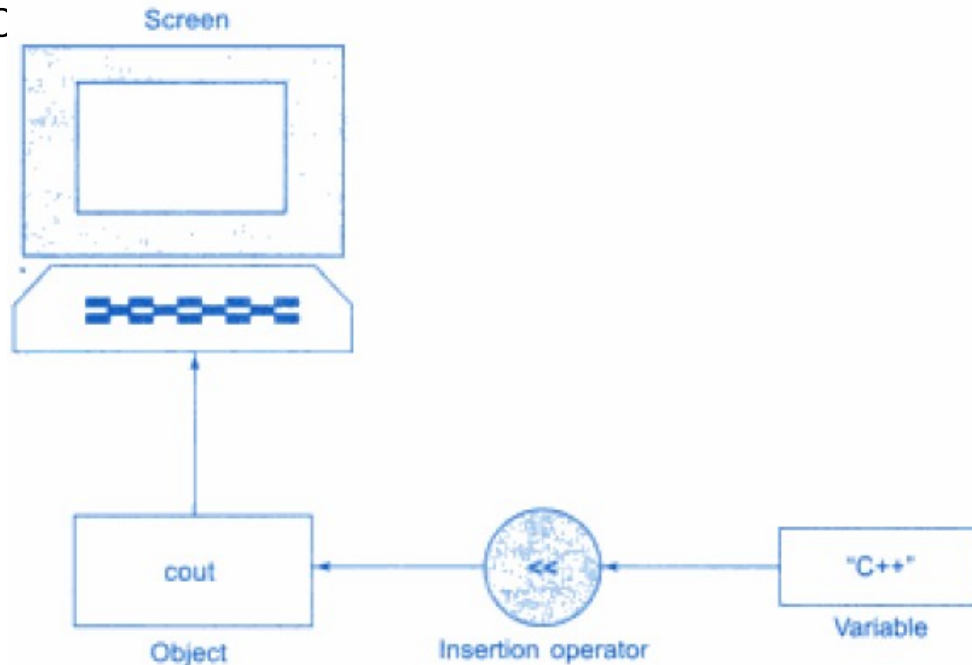
```
/*my first program in C++*/  
#include<iostream>  
using namespace std;  
int main()  
{  
    cout<< "Welcome to C++  
.... \n";  
    return 0;  
}
```

# Output operator

- The statement

`cout<< "C++ is better than C. \n";`

- The statement causes the string in quotation marks to be displayed c





# Question

- How to display value of variable a in c++ like following?
- Value of a = 5
- Hint : In c , printf("Value of a= %d" , a);

# Solution

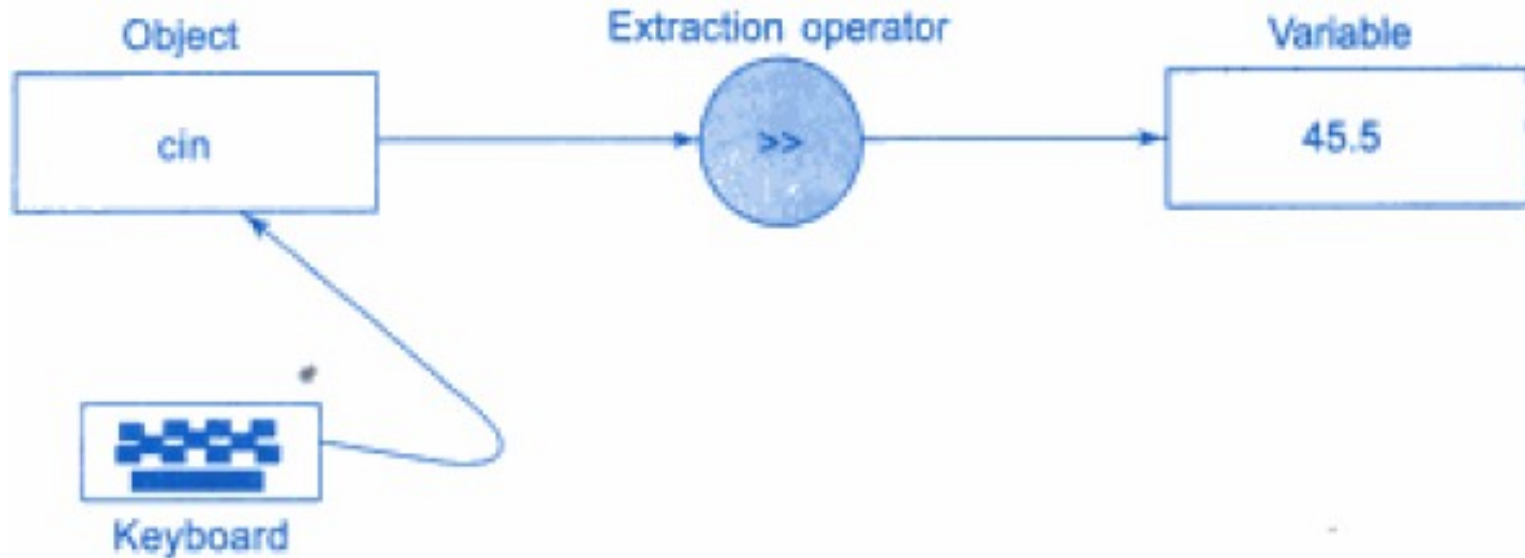
- How to display value of variable a in c++ like following?
- Value of a = 5
- Hint : In c , `printf("Value of a= %d" , a);`
- `cout<< "Value of a"<<a;`

# Input operator

- The statement

`cin >> number;`

is an input statement and causes the program to wait for the user to type in a input.



# Question

- How to accept value of variables a,b from user in c++ like following?
- Hint : In c , `scanf("%d%d" , &a, &b);`

# Solution

- How to accept value of variables a,b from user in c++ like following?
- Hint : In c , `scanf("%d%d" , &a, &b);`
- `cin>>a>>b;`

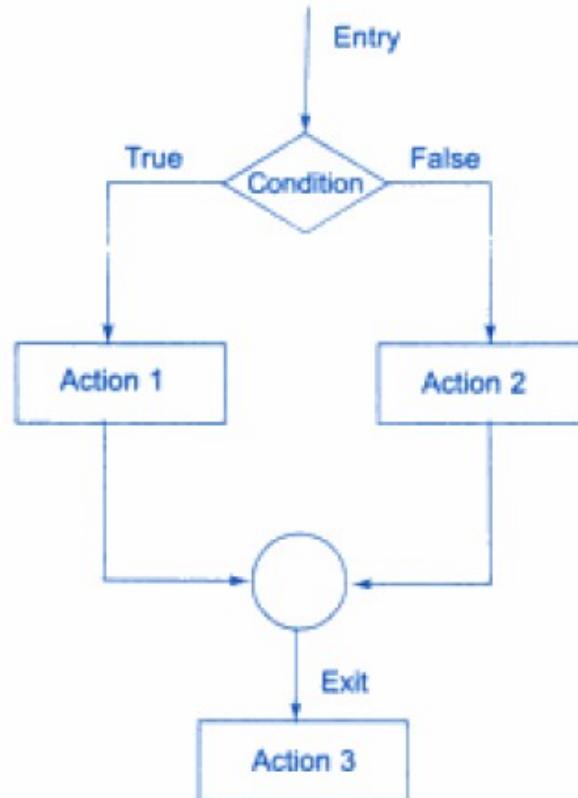
# Control structures

- ❑ One of the instructions, statements or groups of statements in a programming language which determines the sequence of execution of other instructions or statements is called control structure.
- ❑ In C++ there are three Control Structures.
  - o Sequence Structure (straight line)
  - o Selection Structure (branching)
  - o Loop Structure (iteration or repetition)

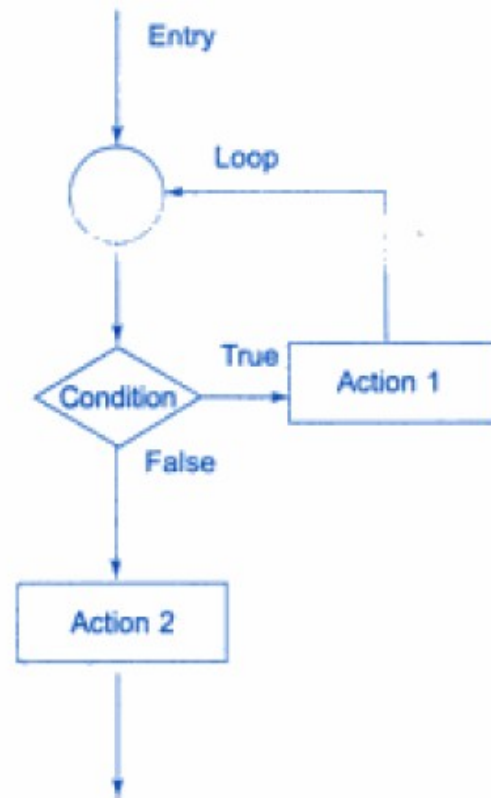
# Control Structures



(a) Sequence



(b) Selection



(c) Loop

# Problem

**Which of the following are selection structures( branching)?**

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

- A. 1,2
- B. 1,2,3
- C. All
- D. 2,3,4



# Solution

**Which of the following are selection structures( branching)?**

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

- A. 1,2
- B. 1,2,3
- C. **All**
- D. 2,3,4

# Selection Structure

- ❑ C++ programming language provides following types of selection statements.
  - o if statements
  - o if .. else statements
  - o Nested if statements
  - o switch statements
  
- o *To do: Learn Syntax of each of these types*

# Selection Structure (Switch)

A **switch** statement allows a variable to be tested for equality against a list of values.

Each value is called a case, and the variable being switched on is checked for each case.

Syntax:

```
switch(expression){  
    case constant-expression  :  
        statement(s);  
        break; //optional  
    case constant-expression  :  
        statement(s);  
        break; //optional  
  
    // you can have any number of case statements.  
    default : //Optional  
        statement(s);  
}
```

# Problem

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

int main ()
{
    // local variable declaration:
    char grade = 'D';

    switch(grade)
    {
    case 'A' :
        cout << "Excellent!" << endl;
        break;
    case 'B' :
    case 'C' :
        cout << "Well done" << endl;
        break;
    case 'D' :
        cout << "You passed" << endl;
        break;
    case 'F' :
        cout << "Better try again" << endl;
        break;
    default :
        cout << "Invalid grade" << endl;
    }
    cout << "Your grade is " << grade << endl;

    return 0;
}
```

# Problem

Which are the entry controlled loops in C?

1. For
  2. while
  3. Do..while
- A. All
- B. 1 ,2
- C. 2,3
- D. 1,3

# Solution

Which are the entry controlled loops in C?

1. For
2. while
3. Do..while

A. All

B. 1,2

C. 2,3

D. 1,3

# Solution

Which are the entry controlled loops in C?

1. For
2. while
3. Do..while

A. All

B. 1,2

C. 2,3

D. 1,3

# Program output?

```
#include <iostream>

using namespace std;

int main()
{
    int a=10;
    while(a>20)
    {
        cout<<"value of a: "<<a<<endl;
        a++;
    }
    cout<<endl<<"end of program";
    return 0;
}
```



# Program output

```
value of a: 10  
value of a: 11  
value of a: 12  
value of a: 13  
value of a: 14  
value of a: 15  
value of a: 16  
value of a: 17  
value of a: 18  
value of a: 19
```

# Program output?

```
#include <iostream>
using namespace std;
int main()
{
    int a=10;

    do
    {
        cout<<"value of a: "<<a<<endl;
        a++;
    }while(a>20);
    cout<<endl<<"end of program";
    return 0;
}
```

# Program output

```
value of a: 10  
value of a: 11  
value of a: 12  
value of a: 13  
value of a: 14  
value of a: 15  
value of a: 16  
value of a: 17  
value of a: 18  
value of a: 19
```

# Program output?

```
#include <iostream>
using namespace std;
int main()
{
    for( int a=10; a<20;a++)
    {
        cout<<"value of a: "<<a<<endl;

    }
    return 0;
}
```

# Program output

```
value of a: 10  
value of a: 11  
value of a: 12  
value of a: 13  
value of a: 14  
value of a: 15  
value of a: 16  
value of a: 17  
value of a: 18  
value of a: 19
```

# Nested loops

```
#include <iostream>
using namespace std;
int main()
{
    for( int a=1; a<5;a++)
    {
        for(int b=1;b<3;b++)
            cout<<"value of a: "<<a<<" "<<b<<endl;
        cout<<"value of b"<<b;
    }
    cout<<"value of b";
    cout<<endl<<"end of program";
    return 0;
}
```

# Nested loops

Other kind of nesting is combination of the following

Do ...while

For

while

# Questions

What will be the value of y after second statement is executed?

a=5,b=3,m=6;

y=a\*++b/2+m%2



# Solution:

What will be the value of y after second statement is executed?

a=5,b=3,m=6;

y=a\*++b/2+m%2

Operator precedence (highest to lowest):

1. '++', '--', '()', '[]'
2. '\*', '/', '%'
3. '+', '-'

a*++b/2+m%2	
5*++3/2+6%2	Put values of a,b & m
5*4/2+6%2	Evaluate '++3'
20/2+6%2	Evaluate '5*4'
10+6%2	Evaluate '10'
10+0	Evaluate '6%2'
10	Evaluate '10+0'

Answer :10.

# Predict the output!

```
#include <iostream>
using namespace std;
int main()
{

    int a;
    int b=50, c=51;
    a = ++b;
    cout<<a<<" "<<b<<endl;
    a=c--;
    cout<<a<<" "<<c<<endl;
    a=b+c;
    cout<<a;
}
```

# Predict the output!

Output:

51 51

51 50

101

# Predict the output!

```
#include <iostream>
using namespace std;
int main ()
{
    char c='c';
    switch (c)
    {
        case 'a':cout<<"A";
        default: cout<<"C";
        case 'b': cout<<"B";
    }
}
```

# Predict the output!

```
#include <iostream>
using namespace std;
int main ()
{
    char c='c';
    switch (c)
    {
        case 'a':cout<<"A";
        default: cout<<"C";
        case 'b': cout<<"B";
    }
}
```

Output: CB

# Predict the output!

```
#include <iostream>
using namespace std;
int main ()
{
    int i=5;
    while(i=5)
    {
        cout<<i<<endl;
        i--;
    }
}
```

# Coding Questions Time

**1. Write a program in C++ to swap two numbers without taking third variable.**

Sample Output:

Swap two numbers :

Input 1st number : 25

Input 2nd number : 39

After swapping the 1st number is : 39

After swapping the 2nd number is : 25

# Coding Questions Time - For students

**1. Write a program in C++ to convert temperature in Celsius to Fahrenheit.**

**Sample Output:**

Convert temperature in Celsius to Fahrenheit :

Input the temperature in Celsius : 35

The temperature in Celsius : 35

The temperature in Fahrenheit : 95



# Coding Questions Time

**Write a program to check whether given character is a vowel, integer or special character using if-else statement.**

Input: Enter a character : e /E

Output: 'E' is a vowel

Input: Enter a character: 7

Output: 7 is a digit

Input: Enter a character: &

output: & is a special character

# Coding Questions Time - For students

**Write a C++ program to accept marks of 5 subjects for a student. Calculate the total and percentage of marks, also decide grade of student depending on the percentage using nested if-else statement. Consider grade range as per your assumption.**

Input : Enter marks of student:

Sub1: 80

Sub2:90

Sub3:85

Sub4:90

Sub5: 85

Output: Total marks =430 out of 500

Percentage marks: 86.0

Grade obtained : A

# Coding Questions Time

**1. Write a program in C++ to for menu driven calculator using switch case Statement**

Menu:

+ Addition

- Subtraction

\* multiplication

/ Division

Enter operator : -

Enter two operands:

3.4

8.4

**Output:**

3.4 - 8.4 = -5.0

# Coding Questions Time

**Write a C++ program to calculate factorial of a number using do-while loop.**

Input:-5

Output:-120

**Write a C++ program to reverse a number using while loop.**

Input:-3674

Output:-4763

# Coding Questions Time

**3. Write a program to print the sum of all numbers in a digit using for loop.**

Input:-2981

Output:-20

**For students:**

**Write a program to find first N natural numbers. Also display their sum and sum of their squares using for loop.**

Input: Enter the value of N: 15

Output: Sum of first 15 natural numbers : 120

Sum of squares of these numbers: 1240

A blurred photograph of a conference or seminar. In the foreground, the backs of several audience members' heads and shoulders are visible. One person on the left has their hand raised. In the background, a speaker is standing at a podium, gesturing with their right hand. A large screen is visible on the left side of the stage.

Any  
Questions ??

# Thank You!

**See you guys in next class.**