

Lab 1: Recipe

Information

Topics

- Building a basic program
- Variables
- Data Types
- Output with cout
- Input with cin

Turn in

Once you are finished, turn in each **part** 's source file. These will have the extension .cpp, and in Windows, it will show up as **C++ source file** .

Program 1: Output only

Create the project

First, you will need to create a new project in your IDE (Visual Studio, Code::Blocks, etc.). Name the project **lab1_yourname** . You will also create one source file, name it **lab1_part1.cpp**

IDE means
Integrated Development
Environment

For help on how to create a project and a file, see below.

Creating a project in Visual Studio

1. Go to **File - New - Project...** .
2. In the New Project window, select **Visual C++** from the left side.
3. In the center, select **Empty Project** . (It must be Empty Project!)
4. At the bottom, give your project a name in the **Name** textbox.
5. Next to the **Location** textbox, click on **Browse...**
 - If you're working on a school computer, it might be good to navigate to the Desktop and place your project here for quick access.
 - Avoid putting your project in the *temp* directory.
 - If you store your project on a thumbdrive, the compile process will be very slow. Move the project to your thumbdrive after you're done with your work.
6. Click OK

At this point, you will have a new project, but it will be empty. You will need to add a source file.

1. In the **Solution Explorer** , right click your project and select **Add - New Item...** .
2. Select **C++ File (.cpp)** , and at the bottom of the window, enter a name in the **Name** textbox.
3. Click **Add** .

Now when you double-click the source file in the Solution Explorer, it will open up.

Add libraries

To display text to the screen, we will need to include the **iostream** library in our program. The **iostream** library contains a command called `cout` which allows us to do this.

At the top of your source file, add the following lines:

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

A **library** is code that has been written by somebody else, and “packaged” so that the code can be used across multiple programs.

To import libraries of code, we use the `#include` command.

The C++ Standard Library contains many types of functionality, including drawing text to the screen, getting input from the keyboard, calculating square roots and trig functions, reading and writing text files, and a lot more. **iostream** allows us to use `cin` (console-input) and `cout` (console-output) in our programs.

The `using namespace std;` line, for the time being, we can take for granted. It is basically stating that we’re using the *standard* C++ library.

Add comments

In C++, there are two ways to add comments:

```
1 // single line
```

or

```
1 /*
2 Multi-
3 Line
4 Comment !
5 */
```

At the top of your source file, add a comment with your name.

Program starting point

Every program in C++ begins at the **main** function. For now, we will just memorize how this part of the code looks. Later on, we will write our own functions.

```
1 int main()  
2 {  
3     return 0;  
4 }
```

main is the name of the function. Every function opens and closes with { and }, respectively. Any code between the opening and closing curly braces are *inside* the function.

The `return 0;` command is where our program ends - the 0 signifies, “no errors occurred during the program execution”.

While working in `main()` for now, your program code will go below the { and above the `return 0;` .

Displaying output

To write text to the screen in C++, we use the **cout** command. It will look like the following, and go within the `main()` function, after the opening curly brace { and before the `return 0;` .

```
1 int main()  
2 {  
3     cout << "Hello , world!";  
4     return 0;  
5 }
```

In C++, **statements** end with a semicolon ; . The semicolon is how C++ knows you’re done with a command.

Commands can span several lines, as long as the semicolon is there at the end. In the following example, the `cout` statement spans five lines, and ends at `<< endl;`

```
1  int main()
2  {
3      cout
4          << "Hello"
5          << endl
6          << "World!"
7          << endl;
8
9      return 0;
10 }
```

asdf