

# TOOLS: GIT

## C++ VARIABLES, I/O, CONTROL FLOW

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Problem Solving with Computers-I  
Chapter 1 and Chapter 2

C++

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

int main(){
    cout<<"Hola Facebook\n";
    return 0;
}
```



CLICKERS OUT – FREQUENCY AB

# Review: Program compilation

What does it mean to “compile” a C++ program?

- A. Write the implementation of the program in a .cpp file
- B. Convert the program into a form understandable by the processor
- C. Execute the program to get an output
- D. None of the above

## Review: Kinds of errors

Which of the following types of errors is produced if our program divides a number by 0?

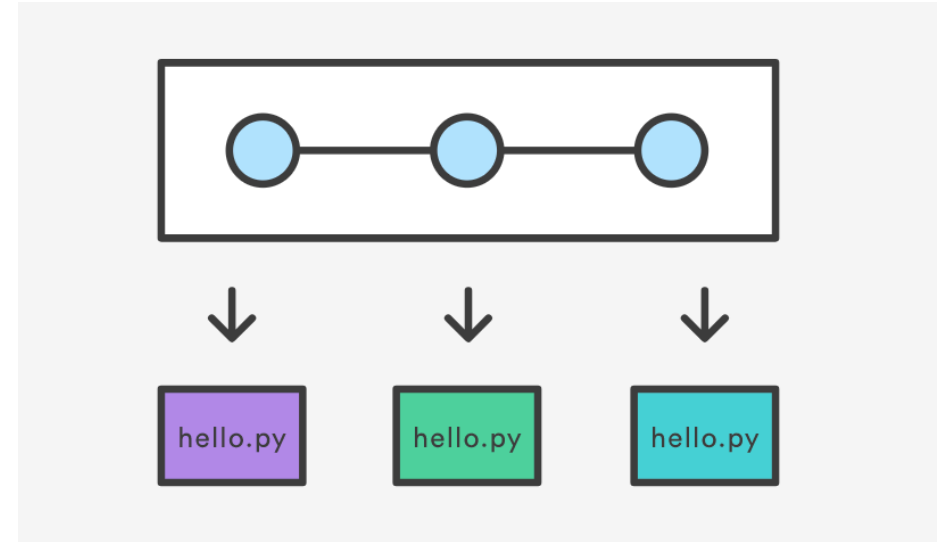
- A. Compile-time error
- B. Run-time error
- C. Both A and B
- D. Neither A or B

# What is git?

Git is a version control system (VCS).

A VCS allows you to keep track of changes in a file (or groups of files) over time

Git allows you to store code on different computers and keep all these different copies in sync



# Git Concepts

**repo** (short for repository): a place where all your code and its history is stored

Remote repo: A repo that exists on the web (in our case [github.com](https://github.com))

## In class demo

- **creating a repo on github.com**
- **adding collaborators to the repo**
- **adding files to the repo**
- **Updating files in a remote repo using a web browser**
- **Viewing the version history**

## Let's code Fizzbuzz -1.0

**\$ Enter a number: 1**

**1**

**\$ Enter a number: 2**

**2**

**\$ Enter a number: 3**

**fizz**

**\$ Enter a number: 4**

**4**

**\$Enter a number: 5**

**5**

**\$Enter a number: 6**

**fizz**

**\$Enter a number: 7**

**7**

**\$Enter a number: 15**

**fizz**

# Input from user (using cin)

- Input streams: stdin (standard input)
- Output streams: stdout (standard output) and stderr (standard error)

```
int x;  
cout<< "Enter a number"<<endl;  
cin>>x;
```



# Review: C++ Variables and Datatypes

- **Variables** are containers to store data
- **C++** variables must be “declared” before they are used by specifying a datatype
  - `int`: Integers
  - `double`: floating point numbers
  - `char`: characters
  - `string`: sequence of characters e.g. “apple”

# Naming variables

- **Variable names must:**
  - Start with an alphabet (a-z, A-Z) or underscore(\_)
  - Other characters can be alphanumeric and underscore characters
  - No spaces or other special characters.
- **C++ is case-sensitive**
  - 'x' and 'X' are considered different variables.

# C++ Uninitialized Variables

- Value of uninitialized variables is “undefined”
- Undefined means “anything goes”
- Can be a source of tricky bugs
- What is the output of the code below?

```
int main() {  
    int a, b;  
    cout<<"The sum of "<< a << " and " << b<< " is:"<< a+b<<endl;  
    return 0;  
}
```

# Variable Assignment

- The values of variables can be initialized...

```
int myVariable = 0;
```

**-or-**

```
int myVariable;  
myVariable = 0;
```

- ...or changed on the fly...

```
int myVariable = 0;  
myVariable = 5 + 2;
```

# Variable Assignment

- ...or even be used to update the same variable!

```
int myVariable = 0;  
myVariable = 5 + 2;  
myVariable = 10 - myVariable;  
myVariable = myVariable==0;
```

## C++ types in expressions

```
int i =10;
```

```
double sum = 1/i;
```

What is printed by the above code?

A. 0

B. 0.1

C. 1

D. None of the above

# Boolean Expressions

- An expression that evaluates to either true or false.
- You can build boolean expressions with relational operators comparing values:
  - `==` // true if two values are equivalent
  - `!=` // true if two values are not equivalent
  - `<` // true if left value is less than the right value
  - `<=` // true if left value is less than OR EQUAL to the right value
  - `>` // true if left value is greater than the right value
  - `>=` // true if left value is greater than OR EQUAL to the right value

# Boolean Expressions

- Integer values can be used as boolean values
- C++ will treat the number 0 as false and any non-zero number as true.

**bool x = 5 == 1; // x = 0**

**bool x = 3 != 2; // x = 1**

- Combine boolean expressions using Logical Operators

**! // inverts true to false or false to true**

**&& // boolean AND**

**|| // boolean OR**

- Example

**bool x = true;**

**bool y = true;**

**x = !x; // x = false**

**x = x && y // x = false**

**x = x || y // x = true**



# Control flow: if statement

- The `condition` is a **Boolean expression**
- These can use relational operators

```
if ( Boolean expression) {  
    // statement 1;  
    // statement 2;  
}
```

- In C++ 0 evaluates to a false
- Everything else evaluates to true

# Examples of if statements

- The `condition` is a **Boolean expression**
- These can use relational operators

```
if ( 1 < 2 ) {  
    cout<< "foo" ;  
}
```

```
if ( 2 == 3 ) {  
    cout<<"foo" ;  
}
```

Use the curly braces even if you have a single statement in your if

## Fill in the 'if' condition to detect numbers divisible by 3

- A.  $x/3 == 0$
- B.  $!(x\%3)$
- C.  $x\%3 == 0$
- D. Either B or C
- E. None of the above

```
if ( _____ )  
    cout<< x << "is divisible by 3 \n" ;  
}
```

# Control Flow: if-else

```
if (x > 0) {  
    pet = dog;  
    count++;  
} else {  
    pet = cat;  
    count++;  
}
```

- Can you write this code in a more compact way?

# Control Flow: Multiway if-else

```
if (x > 100) {  
    pet = dog;  
    count++;  
} else if (x > 90) {  
    pet = cat;  
    count++;  
} else {  
    pet = owl;  
    count++;  
}
```

- Can you write this code in a more compact way?

# Vim survival skills

- Learn the basic 8: [https://ucsb-cs16.github.io/topics/vim\\_basic\\_eight/](https://ucsb-cs16.github.io/topics/vim_basic_eight/)
- Open a new file: `vim <filename>`
  1. Quit without saving
  2. Enter code
  3. Save, Save and quit
  4. Copy paste, cut and paste
  5. Search, Search and replace
  6. Show line numbers
  7. Go to a line number
  8. Save as

# Next time

- Functions and loops