CS102: Editor, Compiler and Hello World

Hannah Aizenman

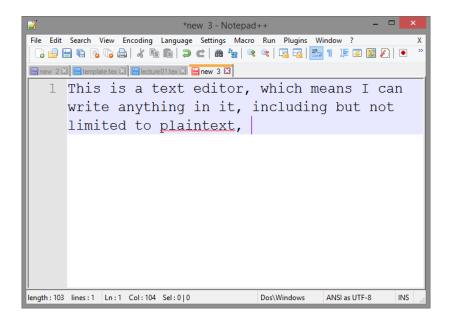
haizenm00@ccny.cuny.edu



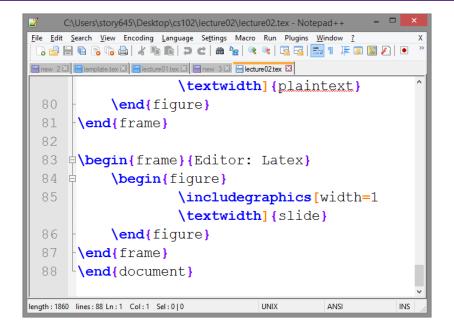




Editor: Plaintext



Editor: Latex



Editor: Code

```
C:\Users\story645\Desktop\code.cpp - Notepad++
File Edit Search View Encoding Language Settings Macro Run Plugins Window ?
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■ new 2 🗵 🗎 template.tex 🗵 📙 lecture 01.tex 🗵 🛗 lecture 02.tex 🗵 🗎 code.cpp 🗵
         #include <iostream>
         using namespace std;
       pint main() {
    5
                cout<<"Hello World!"<<endl;
    6
                return 0;
length: 101 lines: 7 Ln: 7 Col: 1 Sel: 0 | 0
                                              Dos\Windows
                                                           ANSLas UTF-8
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```

Editor: Use

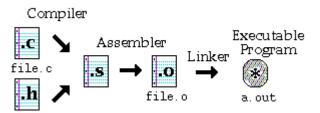
- Use something simple that supports:
 - · code highlighting
 - code folding

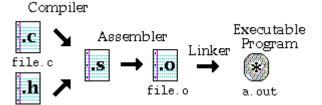
Editor: Use

- Use something simple that supports:
 - · code highlighting
 - code folding
- Any platform:
 - · terminal: vim, emacs, jed, nano
 - · graphical: sublime

Editor: Use

- Use something simple that supports:
 - · code highlighting
 - code folding
- Any platform:
 - terminal: vim, emacs, jed, nano
 - · graphical: sublime
- Windows: notepad++, notepad
- Mac: texwrangler, aquamacs, smultron
- Linux: kate, gedit, scite

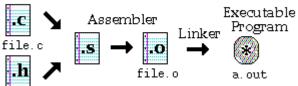




Stages

 Compiler: Source code (.c/.cpp) converted into low level language (Assembly/.s)

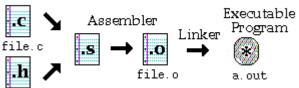




Stages

- Compiler: Source code (.c/.cpp) converted into low level language (Assembly/.s)
- Assembler: Assembly converted into machine code (object files/.o)

Compiler



Stages

- Compiler: Source code (.c/.cpp) converted into low level language (Assembly/.s)
- Assembler: Assembly converted into machine code (object files/.o)
- Linker: Links object files to prewritten/built-in functions and creates executable (.out/.exe)

Compiler: Use

Required for Class

gcc and g++

Compiler: Use

Required for Class

gcc and g++

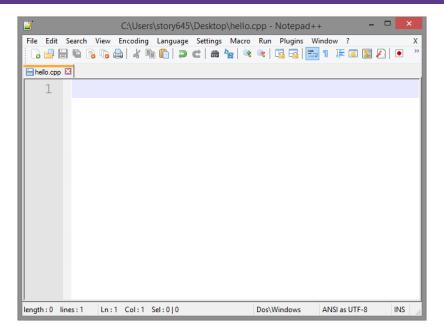
GNU Compiler Collection

- GNU is a unix-like environment
- GNU components built into linux
- GNU emulators required for Windows/Mac

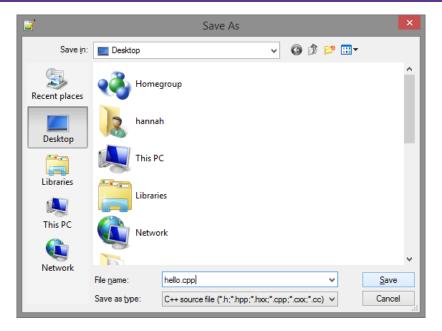
GNU Emulators

- Windows: MinGW or Cygwin
- Mac: homebrew
 - xcode has to be installed for this to work but don't use xcode
- · Linux: don't need emulator, already baked in
- Note: Compiler run from terminal/command prompt

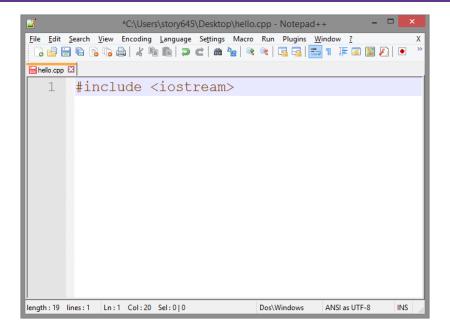
Hello World: Open Editor



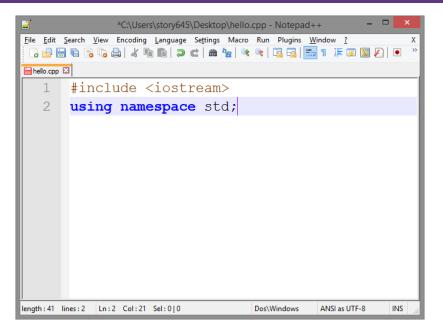
Hello World: Save as .cpp



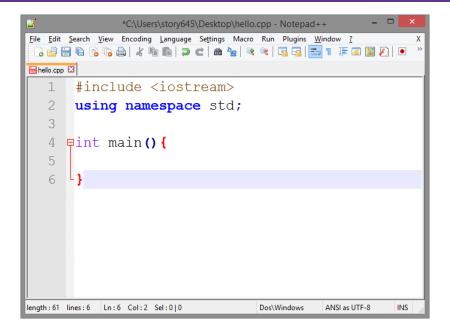
Hello World: Include



Hello World: Namespace



Hello World: Main



Hello World: Cout

```
*C:\Users\story645\Desktop\hello.cpp - Notepad++
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 Hello.cpp ■
       #include <iostream>
       using namespace std;
      pint main(){
   5
            cout<<
   6
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          Ln:5 Col:11 Sel:0|0
```

Hello World: Hello

```
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 ⊨ hello.cpp 🗵
       #include <iostream>
       using namespace std;
      pint main(){
   5
            cout<<"Hello World"
   6
length:83 lines:7
                                    Dos\Windows
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           Ln:5 Col:24 Sel:0|0
```

Hello World: Endl

```
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hello.cpp 🗵
         #include <iostream>
         using namespace std;
       pint main(){
    5
               cout << "Hello World" << endl;
length: 85 lines: 5 Ln: 5 Col: 31 Sel: 0 | 0
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                                                                      INS
```

Hello World: Return

```
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 hello.cpp 🗵
       #include <iostream>
       using namespace std;
      pint main() {
   5
            cout << "Hello World" << endl;
   6
            return 0;
length: 100 lines: 7 Ln: 7 Col: 2 Sel: 0 | 0
                                    Dos\Windows
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```

Hello World: Save

```
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⊨ hello.cpp 🗵
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length: 100 lines: 7 Ln: 7 Col: 2 Sel: 0 | 0
                                            Dos\Windows
                                                        ANSLas UTF-8
                                                                      INS
```

Hello World: Saved

```
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hello.cpp 🗵
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length: 100 lines: 7 Ln: 7 Col: 2 Sel: 0 | 0
                                            Dos\Windows
                                                        ANSLas UTF-8
                                                                      INS
```

Hello World: cd

```
E
                   ~/desktop
hannah@bunny ~
$ cd desktop
hannah@bunny ~/desktop
```

Hello World: Compile

```
E
                        ~/desktop
hannah@bunny ~
$ cd desktop
hannah@bunny ~/desktop
$ g++ -wall -o hello hello.cpp |
```

Hello World: Compiled

```
F
                      ~/desktop
hannah@bunny ~
$ cd desktop
hannah@bunny ~/desktop
$ g++ -wall -o hello hello.cpp
hannah@bunny ~/desktop
```

Hello World: Execute

```
F
                 ~/desktop
hannah@bunny ~
$ cd desktop
hannah@bunny ~/desktop
$ g++ -Wall -o hello hello.cpp
hannah@bunny ~/desktop
$ ./hello.exe
```

Hello World: Execute

```
F
 cd desktop
hannah@bunny ~/desktop
$ g++ -Wall -o hello hello.cpp
hannah@bunny ~/desktop
$ ./hello.exe
Hello World
hannah@bunny ~/desktop
```