C++ level 1:

C++ Introduction:

What is C++?

- C++ is a cross-platform language that can be used to create high-performance applications.
- C++ was developed by Bjarne Stroustrup, as an extension to the C language.
- C++ gives programmers a high level of control over system resources and memory.
- The language was updated 4 major times in 2011, 2014, 2017, and 2020 to C++11, C++14, C++17, C++20.

Why Use C++

- C++ is one of the world's most popular programming languages.
- C++ can be found in today's operating systems, Graphical User Interfaces, and embedded systems.
- C++ is an object-oriented programming language which gives a clear structure to programs and allows code to be reused, lowering development costs.
- C++ is portable and can be used to develop applications that can be adapted to multiple platforms.
- C++ is fun and easy to learn!
- As C++ is close to C, C# and Java, it makes it easy for programmers to switch to C++ or vice versa.

Difference between C and C++

C++ was developed as an extension of C, and both languages have almost the same syntax.

The main difference between C and C++ is that C++ support classes and objects, while C does not.

Structure of a program Probably the best way to start learning a programming language is by writing a program. Therefore, here is our first program:

```
// my first program in C++

#include using namespace std;

 int main ()

 {

cout << "Hello World!"; return 0;

 }
```

Output:

Hello world

The first panel shows the source code for our first program. The second one shows the result of the program once compiled and executed. The way to edit and compile a program depends on the compiler you are using. Depending on whether it has a Development Interface or not and on its version. Consult the compilers section and the manual or help included with your compiler if you have doubts on how to compile a C++ console program.

C++ Syntax

Let's break up the following code to understand it better:

Example

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

int main() {
  cout << "Hello World!";
  return 0;
}
```

Omitting Namespace:

You might see some C++ programs that runs without the standard namespace library. The using namespace std line can be omitted and replaced with the std keyword, followed by the :: operator for some objects:

Example

```
#include <iostream>

int main() {
  std::cout << "Hello World!";
  return 0;
}
```

C++ Output (Print Text):

The cout object, together with the << operator, is used to output values/print text:

Example

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

int main()                                                      {
  cout << "Hello                                         World!";
  return 0;
}
```

Example

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

int main()                                                      {
  cout << "Hello                                         World!";
  cout << "I             am            learning            C++";
  return 0;
}
```

C++ New Lines:

The newline character (\n) is called an **escape sequence**, and it forces the cursor to change its position to the beginning of the next line on the screen. This results in a new line.

Examples of other valid escape sequences are:

Escape Sequence	**Description**
\t	Creates a horizontal tab
\\	Inserts a backslash character (\)
\"	Inserts a double quote character

To insert a new line, you can use the \n character:

Example

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

int main() {
  cout << "Hello World! \n";
  cout << "I am learning C++";
  return 0;
}
```

Tip: Two \n characters after each other will create a blank line:

Example

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

int main() {
  cout << "Hello World! \n\n";
  cout << "I am learning C++";
  return 0;
}
```

Another way to insert a new line, is with the endl manipulator:

Example

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

int main() {
  cout << "Hello World!" << endl;
  cout << "I am learning C++";
  return 0;
}
```

C++ Comments:

Comments can be used to explain C++ code, and to make it more readable. It can also be used to prevent execution when testing alternative code. Comments can be singled-lined or multi-lined.

Single-line Comments:

Single-line comments start with two forward slashes (//).

Any text between // and the end of the line is ignored by the compiler (will not be executed).

This example uses a single-line comment before a line of code:

Example

```
// This is a comment
cout << "Hello World!";
```

This example uses a single-line comment at the end of a line of code:

Example

```
cout << "Hello World!"; // This is a comment
```

C++ Multi-line Comments:

Multi-line comments start with /* and ends with */.

Any text between /* and */ will be ignored by the compiler:

Example

```
/* The code below will print the words Hello World!
to the screen, and it is amazing */
cout << "Hello World!";
```

C++ Variables

Variables are containers for storing data values.

In C++, there are different **types** of variables (defined with different keywords), for example:

- int - stores integers (whole numbers), without decimals, such as 123 or -123
- double - stores floating point numbers, with decimals, such as 19.99 or -19.99
- char - stores single characters, such as 'a' or 'B'. Char values are surrounded by single quotes
- string - stores text, such as "Hello World". String values are surrounded by double quotes
- bool - stores values with two states: true or false

Declaring (Creating) Variables:

To create a variable, specify the type and assign it a value:

Syntax

type variableName = *value*;

Where *type* is one of C++ types (such as int), and *variableName* is the name of the variable (such as **x** or **myName**). The **equal sign** is used to assign values to the variable.

To create a variable that should store a number, look at the following example:

Example

Create a variable called **myNum** of type int and assign it the value **15**:

```
int myNum = 15;
cout << myNum;
```

You can also declare a variable without assigning the value, and assign the value later:

Example

```
int myNum;
myNum = 15;
cout << myNum;
```

Note that if you assign a new value to an existing variable, it will overwrite the previous value:

Example

```
int myNum = 15;  // myNum is 15
myNum = 10;  // Now myNum is 10
cout << myNum;  // Outputs 10
```

C++ Declare Multiple Variables

To declare more than one variable of the **same type**, use a comma-separated list:

Example

```
int x = 5, y = 6, z = 50;
cout << x + y + z;
```

One Value to Multiple Variables

You can also assign the **same value** to multiple variables in one line:

Example

```
int x, y, z;
x = y = z = 50;
cout << x + y + z;
```

C++ Identifiers:

All C++ **variables** must be **identified** with **unique names**.

These unique names are called **identifiers**.

Identifiers can be short names (like x and y) or more descriptive names (age, sum, totalVolume).

Note: It is recommended to use descriptive names in order to create understandable and maintainable code:

Example

```
// Good
int minutesPerHour = 60;

// OK, but not so easy to understand what m actually is
int m = 60;
```

The general rules for naming variables are:

- Names can contain letters, digits and underscores
- Names must begin with a letter or an underscore (_)
- Names are case-sensitive (myVar and myvar are different variables)
- Names cannot contain whitespaces or special characters like !, #, %, etc.
- Reserved words (like C++ keywords, such as int) cannot be used as names

C++ Constants

When you do not want others (or yourself) to change existing variable values, use the const keyword (this will declare the variable as "constant", which means **unchangeable and read-only**):

Example

```
const int myNum = 15;  // myNum will always be 15
myNum = 10;  // error: assignment of read-only variable 'myNum'
```

You should always declare the variable as constant when you have values that are unlikely to change:

Example

```
const int minutesPerHour = 60;
const float PI = 3.14;
```

When you declare a constant variable, it must be assigned with a value:

Example

Like this:

```
const int minutesPerHour = 60;
```

This however, **will not work**:

```
const int minutesPerHour;
minutesPerHour = 60; // error
```

C++ Data Types

As explained in the Variables chapter, a variable in C++ must be a specified data type:

Example

```
int myNum = 5;               // Integer (whole number)
float myFloatNum = 5.99;     // Floating point number
double myDoubleNum = 9.98;   // Floating point number
char myLetter = 'D';         // Character
bool myBoolean = true;       // Boolean
string myText = "Hello";     // String
```

Basic Data Types

The data type specifies the size and type of information the variable will store:

Data Type	Size	Description
boolean	1 byte	Stores true or false values
char	1 byte	Stores a single character/letter/number, or ASCII values
int	2 or 4 bytes	Stores whole numbers, without decimals
float	4 bytes	Stores fractional numbers, containing one or more decimals. Sufficient for stori
double	8 bytes	Stores fractional numbers, containing one or more decimals. Sufficient for stor

C++ Numeric Data Types:

Use int when you need to store a whole number without decimals, like 35 or 1000, and float or double when you need a floating point number (with decimals), like 9.99 or 3.14515.

int

```
int myNum = 1000;
cout << myNum;
```

float

```
float myNum = 5.75;
cout << myNum;
```

double

```
double myNum = 19.99;
cout << myNum;
```

Scientific Numbers:

A floating point number can also be a scientific number with an "e" to indicate the power of 10:

Example

```
float f1 = 35e3;
double d1 = 12E4;
cout << f1;
cout << d1;
```

C++ Boolean Data Types

A boolean data type is declared with the bool keyword and can only take the values true or false.

When the value is returned, true = 1 and false = 0.

Example

```
bool isCodingFun = true;
bool isFishTasty = false;
cout << isCodingFun;  // Outputs 1 (true)
cout << isFishTasty;  // Outputs 0 (false)
```

C++ Character Data Types

The char data type is used to store a **single** character. The character must be surrounded by single quotes, like 'A' or 'c':

Example

```
char myGrade = 'B';
cout << myGrade;
```

Alternatively, if you are familiar with ASCII, you can use ASCII values to display certain characters:

Example

```
char a = 65, b = 66, c = 67;
cout << a;
cout << b;
cout << c;
```

C++ String Data Types

The string type is used to store a sequence of characters (text). This is not a built-in type, but it behaves like one in its most basic usage. String values must be surrounded by double quotes:

Example

```
string greeting = "Hello";
cout << greeting;
```

To use strings, you must include an additional header file in the source code, the <string> library:

Example

```
// Include the string library
#include <string>

// Create a string variable
string greeting = "Hello";

// Output string value
cout << greeting;
```

C++ Operators

Operators are used to perform operations on variables and values.

In the example below, we use the + **operator** to add together two values:

Example

```
int x = 100 + 50;
```

Although the + operator is often used to add together two values, like in the example above, it can also be used to add together a variable and a value, or a variable and another variable:

Example

```
int sum1 = 100 + 50;        // 150 (100 + 50)
int sum2 = sum1 + 250;      // 400 (150 + 250)
int sum3 = sum2 + sum2;     // 800 (400 + 400)
```

Assignment Operators

Assignment operators are used to assign values to variables.

In the example below, we use the **assignment** operator (=) to assign the value **10** to a variable called **x**:

Example

```
int x = 10;
```

The **addition assignment** operator (+=) adds a value to a variable:

Example

```
int x = 10;
x += 5;
```

A list of all assignment operators:

Operator	Example	Same As
=	x = 5	x = 5

+=	x += 3	x = x + 3
-=	x -= 3	x = x - 3
*=	x *= 3	x = x * 3
/=	x /= 3	x = x / 3
%=	x %= 3	x = x % 3
&=	x &= 3	x = x & 3
|=	x |= 3	x = x | 3
^=	x ^= 3	x = x ^ 3
>>=	x >>= 3	x = x >> 3
<<=	x <<= 3	x = x << 3

Comparison Operators

Comparison operators are used to compare two values (or variables). This is important in programming, because it helps us to find answers and make decisions.

The return value of a comparison is either 1 or 0, which means **true** (1) or **false** (0). These values are known as **Boolean values**, and you will learn more about them in the [Booleans]() and [If..Else]() chapter.

In the following example, we use the **greater than** operator (>) to find out if 5 is greater than 3:

Example

```
int x                                                                    = 5;
int y                                                                    = 3;
cout << (x > y); // returns 1 (true) because 5 is greater than 3
```

A list of all comparison operators:

Operator	Name	Example
==	Equal to	x == y
!=	Not equal	x != y
>	Greater than	x > y
<	Less than	x < y
>=	Greater than or equal to	x >= y
<=	Less than or equal to	x <= y

Logical Operators

As with [comparison operators](), you can also test for **true** (1) or **false** (0) values with **logical operators**.

Logical operators are used to determine the logic between variables or values:

Operator	**Name**	**Description**	**Example**
&&	Logical and	Returns true if both statements are true	x < 5 && x < 10
||	Logical or	Returns true if one of the statements is true	x < 5 || x < 4
!	Logical not	Reverse the result, returns false if the result is true	!(x < 5 && x < 10)

C++ Booleans

Very often, in programming, you will need a data type that can only have one of two values, like:

- YES / NO
- ON / OFF
- TRUE / FALSE

For this, C++ has a bool data type, which can take the values true (1) or false (0).

Boolean Values

A boolean variable is declared with the bool keyword and can only take the values true or false:

Example

```
bool isCodingFun = true;
bool isFishTasty = false;
cout << isCodingFun;  // Outputs 1 (true)
cout << isFishTasty;  // Outputs 0 (false)
```