

# A Journey Through Code: Exploring the History and Features of C++

Embark on a journey through the evolution of programming languages. We'll focus on C++, its origins, features, and core concepts. The presentation will cover everything from early languages to modern C++.





# The Dawn of Programming: Early Languages

## **Jacquard Loom (1800s)**

Utilized punched cards for weaving patterns, a precursor to programming.

## **Electronic Computers (1940s)**

ENIAC and Colossus marked the beginning of electronic computation.

## **Machine Code**

The initial method for programming these early machines.

## **Assembly Language (1949)**

Introduced symbolic representation, making programming easier.



# The Rise of High-Level Languages



## **FORTRAN (1957)**

IBM pioneered FORTRAN for scientific computations.



## **ALGOL (1958)**

ALGOL influenced language design with structured programming.



## **COBOL (1959)**

Grace Hopper developed COBOL for business applications.

These languages paved the way for more accessible and powerful programming paradigms.

# The Birth of C: A Foundation for C++

## C Language (1972)

Dennis Ritchie created C at Bell Labs for the UNIX OS.

C combined high-level features with low-level control.

## C's Influence

Its flexibility and power made it ideal for system programming.

C's influence on subsequent languages, including C++, is immense.



# From C to C++: Object-Oriented Programming Emerges

## "C with Classes" (1979)

Bjarne Stroustrup extends C with OOP principles.

## Renamed to C++ (1983)

Key addition: support for classes and inheritance.

C++ combined procedural and object-oriented paradigms, broadening its utility.



# Key Features of C++: Power and Flexibility

## Object-Oriented Programming (OOP)

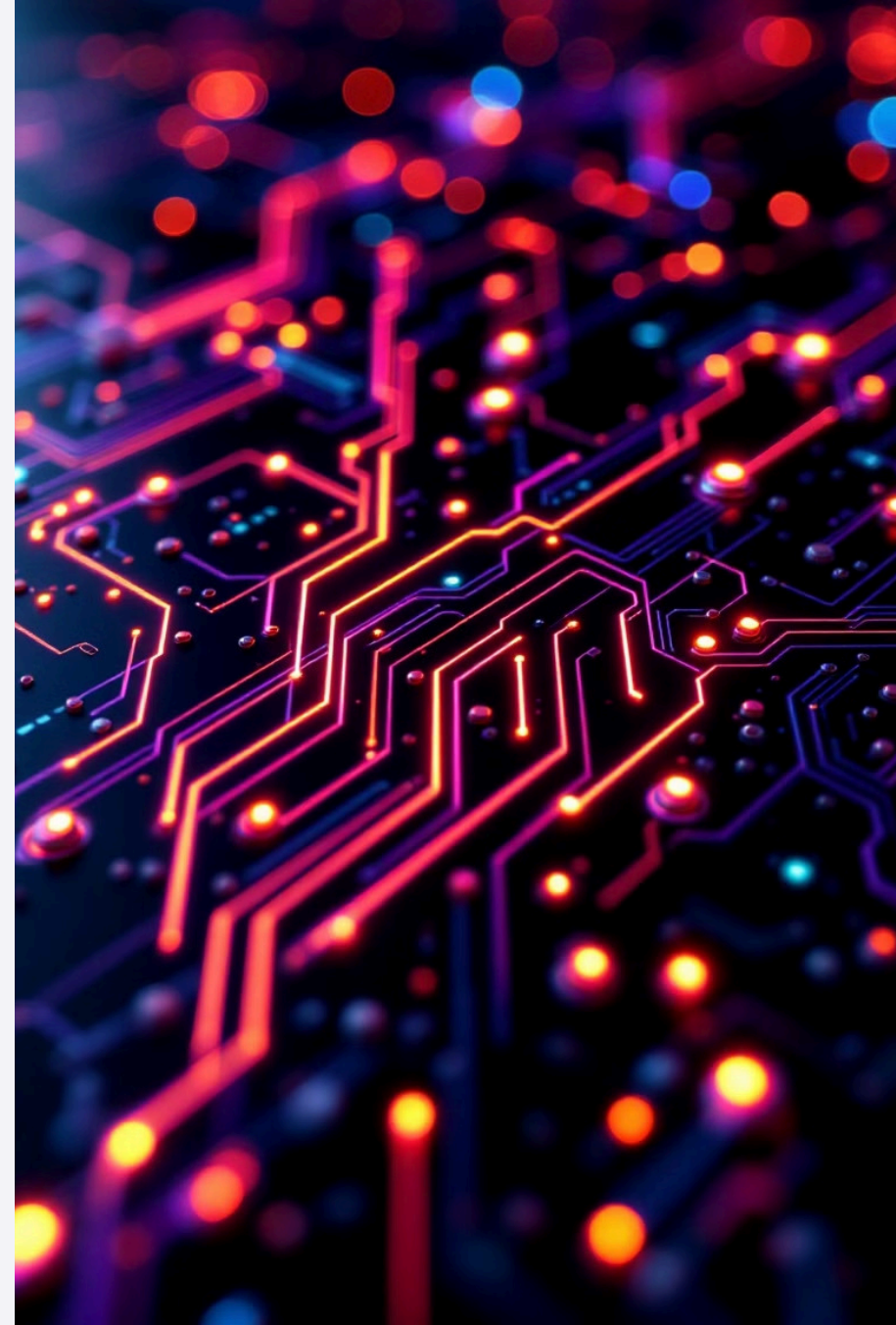
Encapsulation, inheritance, and polymorphism.

## Memory Management

Manual memory management using pointers and RAII.

## Standard Template Library (STL)

Generic classes and functions for data structures.



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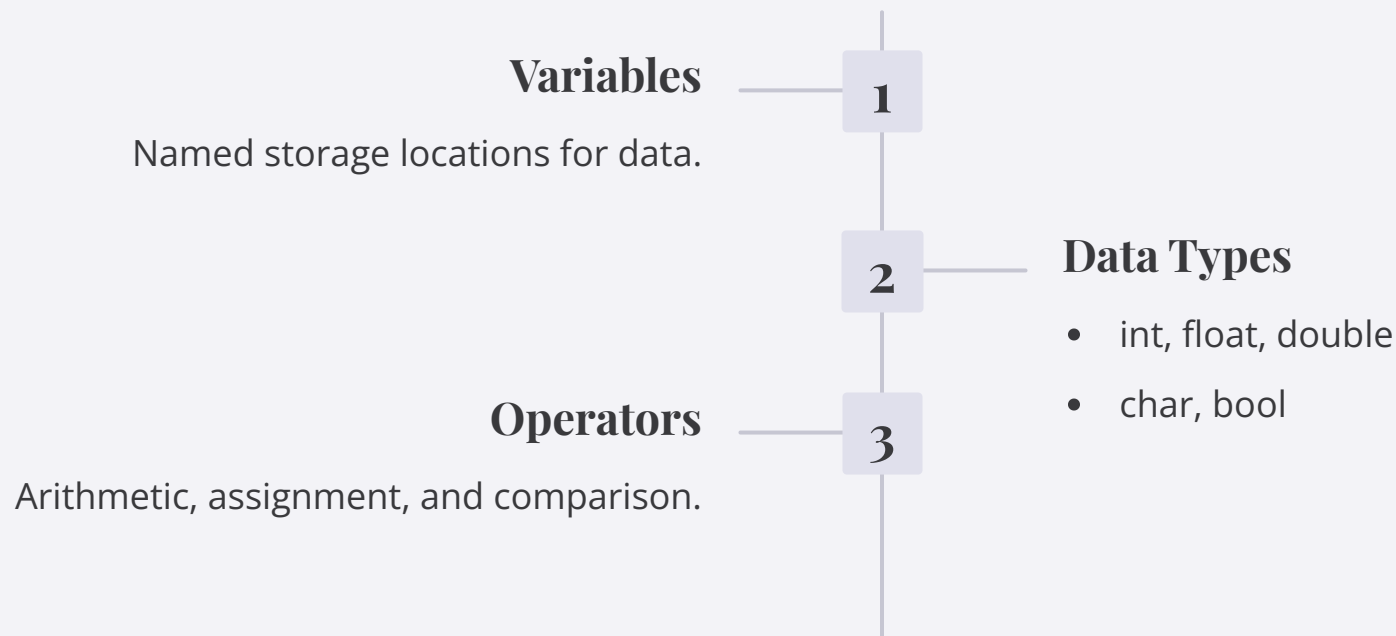
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# Core C++ Concepts: Variables, Data Types, and Operators



# Control Structures: Directing Program Flow

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## Conditional Statements

if, else if, else for decision making.

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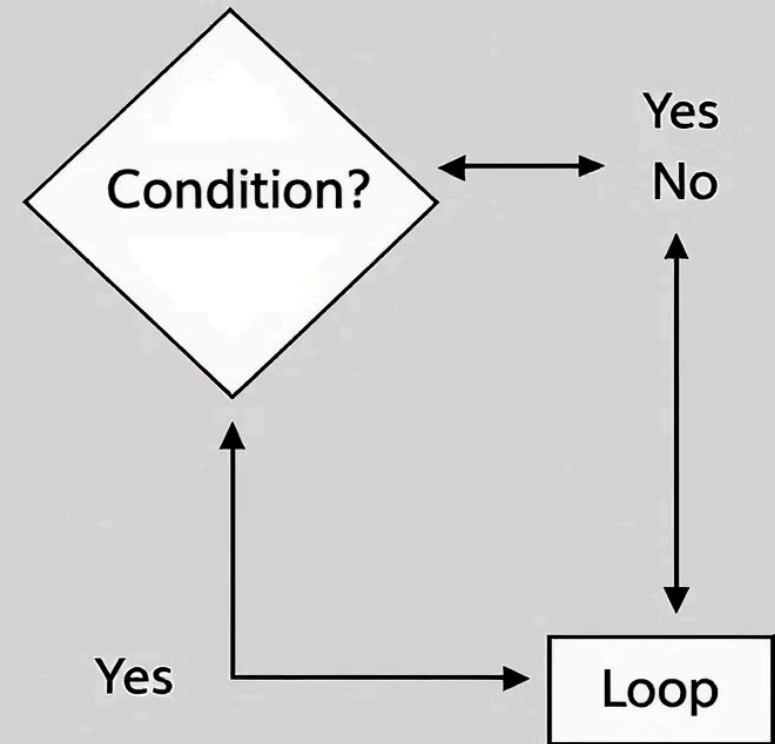
## For Loops

Repeat code a specific number of times.

3

## While Loops

Repeat code while a condition is true.





# Functions and Classes: Building Blocks of C++

## Functions

Reusable blocks of code.

$f(x)$

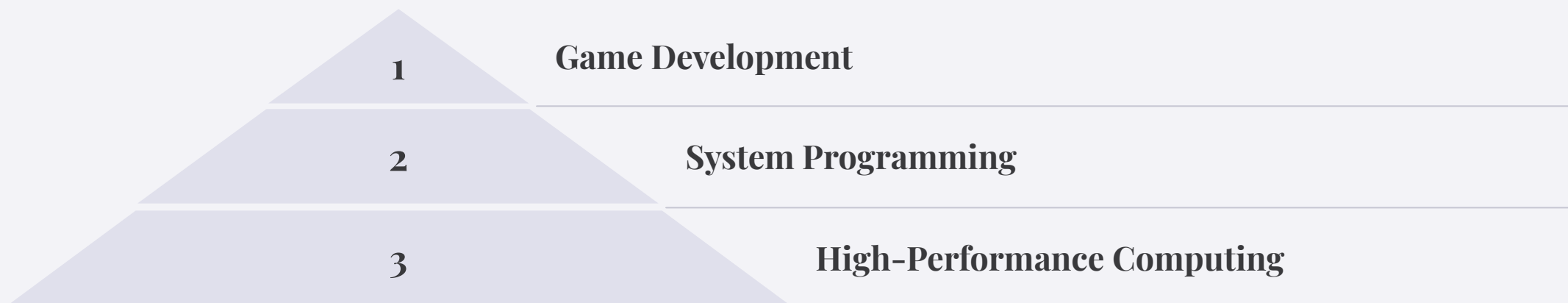
## Classes

Blueprints for creating objects.



Functions and classes are the building blocks of object-oriented programming.

# C++ Today: A Lasting Legacy



C++ remains powerful for game development and system programming. Continuous evolution with new standards solidify C++ as a cornerstone.



# Essential Tools for C++ Development

This presentation overviews the software needed to develop, compile, and run C++ applications. It is targeted towards developers new to C++ or setting up a new development environment.

# Core Tool: Text Editor / IDE

## Purpose

Writing and editing C++ source code

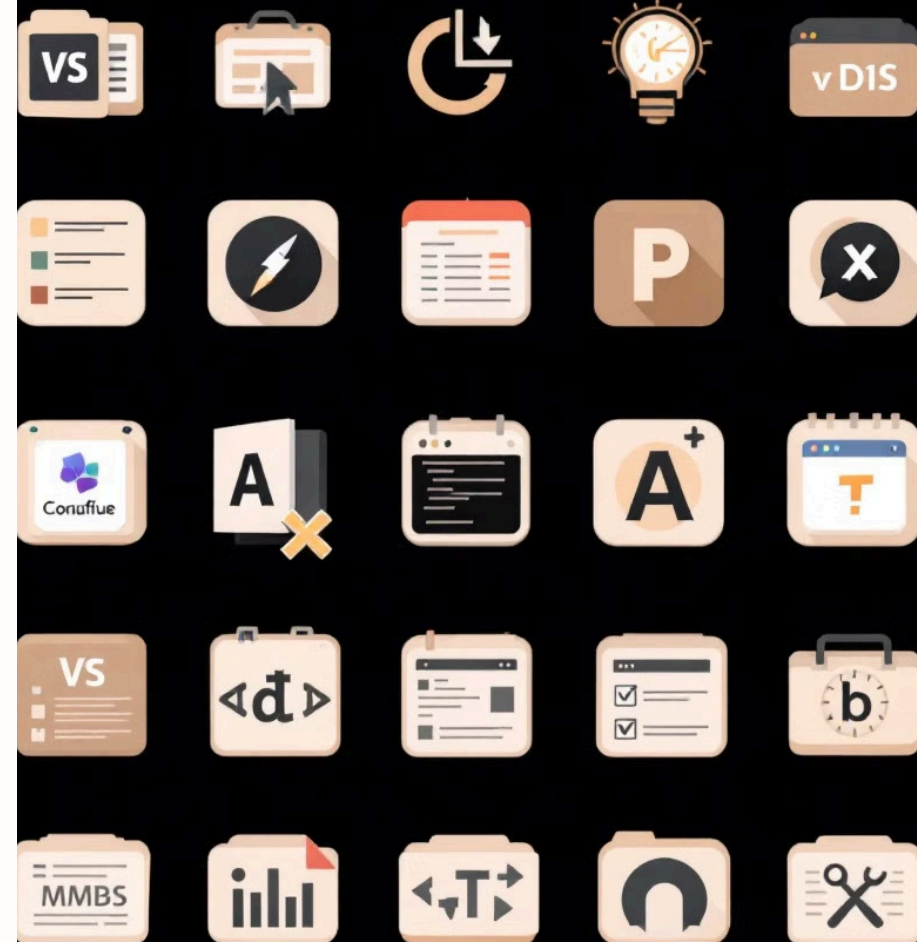
## Configuration

Theme, font settings, C++ extensions

## Examples

VS Code, Visual Studio, CLion, Sublime Text

# Text v Codes



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# Core Tool: C++ Compiler



## Translation

Translates C++ source code into executable machine code



## Examples

GCC, Clang, Microsoft Visual C++ (MSVC)



## Configuration

Sets compiler flags for optimization and C++ standard version



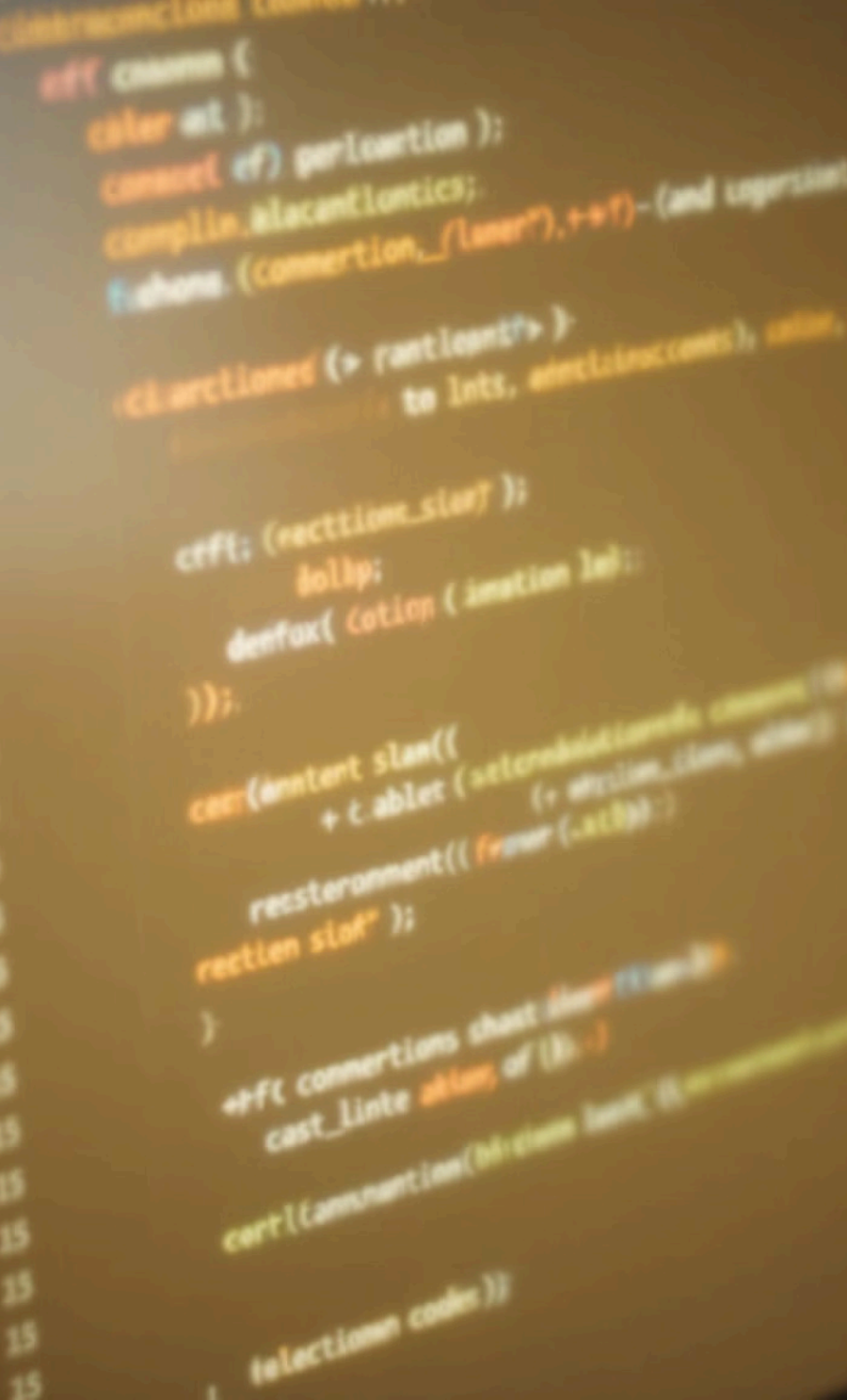
# Editing: Configuring Your Text Editor

## VS Code

- Install the C/C++ extension
- Intellisense for code completion
- Integrated debugging support
- Git integration

## CLion

- Built-in support for C++ development
- Code analysis, refactoring tools
- CMake integration



# Editing: Best Practices for C++ Code

## Formatting

Consistent indentation and formatting using clang-format.

## Naming

Meaningful variable and function names.

## Documentation

Code documentation using comments or Doxygen.

## Version Control

Git (GitHub, GitLab, Bitbucket). Feature branches, pull requests, code reviews.

# Compiling: From Source Code to Executable

1

## **GCC Compilation**

```
g++ main.cpp -o myprogram
```

2

## **Clang Compilation**

```
clang++ main.cpp -o myprogram
```

3

## **Common Errors**

Syntax errors, undefined references.

# Compiling: Using Build Systems (CMake)

1

## Create

Create a **CMakeLists.txt** file to define your project

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2

## Run CMake

Run **cmake .** to generate build files

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3

## Compile

Use **make** to compile your code

# Running: Executing Your C++ Program

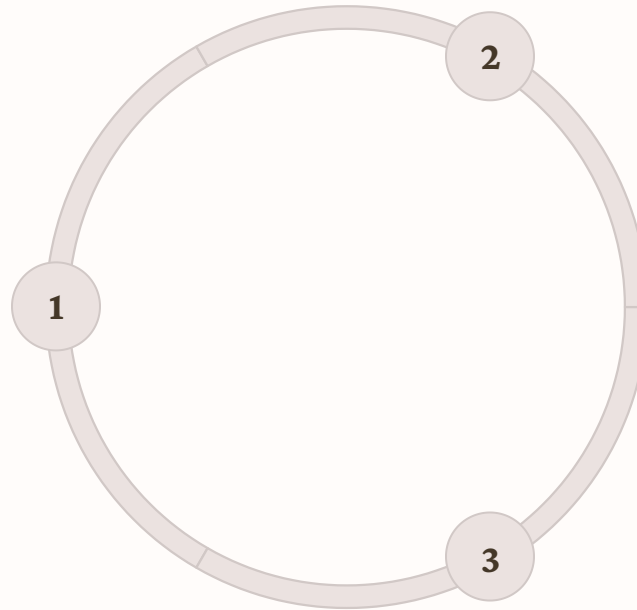
## Command Line

`./myprogram`

(Linux/macOS),

`myprogram.exe`

(Windows)



## IDE

Use the IDE's built-in run/debug features.

## Debugging

Use a debugger to step through your code.



# Running: Debugging Techniques

## Breakpoints

Pause execution at specific lines of code

## Stepping

Execute code line by line

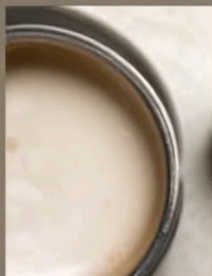
## Watch Variables

Monitor the values of variables



## CONCLUSION

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# Summary: Key Takeaways



## Essential Tools

Text editor/IDE, C++ compiler



## Configuration

Proper configuration is crucial.



## Build Systems

Use CMake for complex projects.



## Debugging

Master debugging techniques.