

Chapter 1: Introduction to Computers and C++ Programming

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What is a program?

- A program is a set of instructions for a computer to follow
- We will write *source code* that is *compiled* into instructions the computer can execute
- C++ is considered a high-level language that allows programmers to write English-like sentences to describe a program, rather than low-level machine (binary; 1's and 0's) instructions for the processor

Introduction to C++

- C++ is a *compiled* language, meaning an entire program is converted into machine instructions at once
 - This is in contrast to *interpreted* languages, where the program is converted to machine instructions as the program executes (line by line)

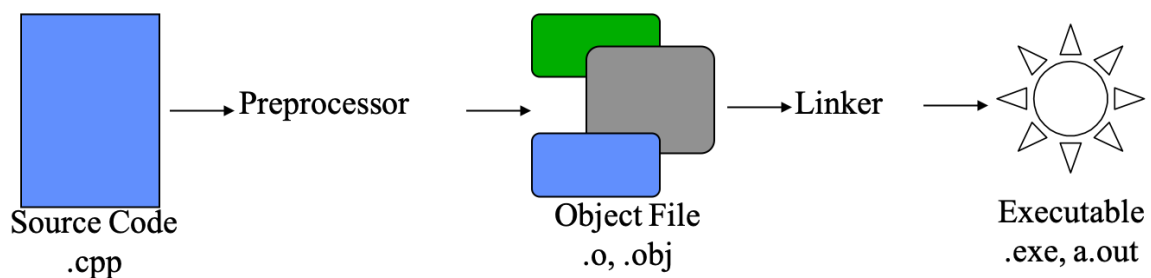


Figure 1: Compilation process

History of C++

- Authored by Bjorne Stroustrup, AT&T
- Extended the C Language
 - Added features to support Object-Oriented Programming
- C++ is considered a superset of C
- Language is now an international standard
 - American National Standards Institute
 - International Standards Organization

Program Development

- What is an *Algorithm*?
 - A sequence of precise instructions that leads to a solution
- Example algorithm: determine how many times a name occurs in a list of names, like [*Sarah*, *Bobby*, *Jack*, *Elizabeth*, *Sabrina*]. An algorithm may look like this:

```
1 Get the list of names
2 Get the name being checked
3 Set a counter to zero
4 For each name in the list:
5     Compare the name to the name being checked. If the names are the same
      , add one to the counter.
6 Return the value of the counter as the answer
```

- What is a *Program*?
 - An algorithm expressed in a language the computer can understand

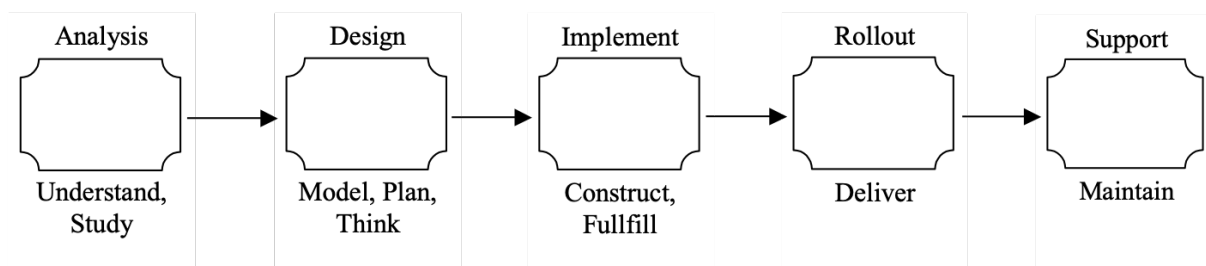


Figure 2: Program development process

Comments

- Before we look at our first C++ program, I wanted to talk about comments. Comments let you insert text into your program to describe what your program is doing.
- Comments in C++ can look like this:
 - `//double forward slash will comment to the end of the line`
 - `/*example of an enclosed comment. These comments can span multiple lines */`

Example hello_world.cpp

```
1 // This program displays a simple message
2 #include <iostream> // for std::cout
```

```
3 using namespace std; // supports the shorthand cout instead of std::
   cout
4
5 // the main() function is the starting point of every program
6 int main()
7 {
8     // print the content Hello, world! to the screen
9     cout << "Hello World!\n";
10    // exit the program with no error
11    return 0;
12 }
```

Fixing Programs

- Most programs do not work initially
- There are multiple reasons why a program does not work:
 1. A *syntax error* means your source code cannot be converted into machine code. This source code cannot produce a valid C++ program, and therefore can never be run
 2. A *runtime error* means your program has executed into a state not permissible by the program or by C++; in this case your program will crash.
 3. A *logic error* means your program compiles and runs without error, but does not produce the expected result
 - Hardest error to fix!
- Fixing these problems consists of:
 1. *Syntax error*: examine the error and determine a fix in your source code
 2. *Runtime error*: examine the error and add error handling mechanisms to correct the error
 3. *Logic error*: examine your understanding the problem (can you solve it on a piece of paper by hand?) and make sure your program implements the same logic
- A *debugger* can be used to inspect your program as it executes
 - This helps fix runtime and logic errors
 - Allows you to trace the execution of a program and verify it behaves as you intend