

A Handout For Students in Kan Chiao

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Part I

Introduction

Chapter 1

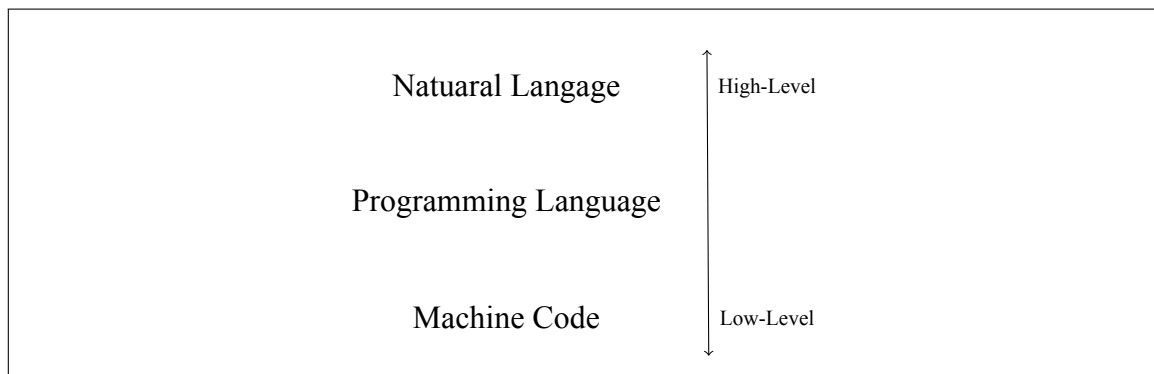
C/C++ Programming Language

1.1 Programming Language

1.1.1 Programming Language and Natural Language

Different from **natural language**, the language that we use to communicate with other *human beings*, **programming language** is a kind of language that we use to communicate with *machines*.

As you may expect, computers are not smart enough to comprehend C/C++ programming language directly. The language used by CPUs is called *machine code*. As a result, we need a **compiler** to achieve such translation. The concept of **compile** and **interpret** will be introduced in later section.



1.1.2 Source File

The code you wrote is called the **source code**, and the file containing your source code is called the **source file**.

1.1.3 Compile and Interpret

To **compile** means to translate *the whole source file* into another language, say, machine code.

To **interpret** means to translate the source code *line by line* and execute it immediately.

Programming languages that need to be compiled are called **compiled language**, while those that need to be interpreted are called **interpreted language**.

1.2 C/C++ Language

C programming language is a programming language developed by *Dennis Ritchie* in 1969-1973. It is general-purpose, efficient and easy-to-read, which makes it the first choice for informatics competition.

Based on the syntax of C, *Bjarne Stroustrup* created C++ programming language to achieve *OOP (object-oriented programming)*.

1.2.1 Source File and Header File

Sometimes, it's kind of stupid to define all things in a single file. In C/C++, you can define things in some other files. The file that contains the `main()` function is called **source file**, and the files you used to define things in them are called **header files**. In this book, we will not learn how to write your own header files, but we will learn how to use others' header files.

1.2.2 Compiler for C/C++

C and C++ are both **compiled languages**, which means we need a compiler to compile your source code in order to execute it. The most-used one in Windows system is called `mingw`, while the most-used one in Linux system is called `gcc`.

1.3 IDE (Intergrated Development Environment)

IDE is a kind of application that provides facilities to programmers for coding. An IDE usually consists of:

- a code editor (with syntax highlighter)
- automatically building tools (call the compiler to compile your source code, and execute it automatically)
- a debugger (tells you which line of your code disobeys the rule of syntax)

1.3.1 Code::Blocks

Code::Blocks is a free, open-source IDE that supports many programming languages. Actually, *Code::Blocks* itself is developed in C++.

1.4 Run on Your PC

1.4.1 IDE and Compiler Installation

Go to <http://www.codeblocks.org/downloads/26>.

If you are using Windows, please choose *codeblocks-xx.xxmingw-setup.exe*.

If you are using Linux, please choose the one corresponding the operating system you use.

If you are using Mac, you don't have any choice, just press the only link for Mac OS X.

After downloading, follow the installation guide until the installation is complete.

1.4.2 Test

After finishing the installation, press **Ctrl+Shift+N** to open a new file. Paste the code below, and press the button with gear and green triangle to execute it.

```
1 #include<stdio.h>
2 int main(){
3     printf("Handsome Liu is so handsome!\n");
4 }
```

If you've done all the steps above correctly, you should see a windows with text `Handsome Liu is so handsome!` on it. However, if there is not, please check all the steps again.

Part II

Getting Started

Chapter 2

Basic Concepts

In this chapter, we will introduce some basic concepts you need to know.

2.1 Data Type

As you have known, computers stores binary data. However, to we human beings, binary data is hard to manipulate or to read. Data types are some ways to interpret those binary data.

2.1.1 Fundamental Data Type

Fundamental data types, or built-in data types, are provided by the compiler, so you can simply use it without define them.

There are 3 common fundamental data types you need to know, and will be discussed in the later chapters. They are integers (`int`), characters (`char`), and floating point numbers (`double`).

2.1.2 Derived Data Type

Derived data types are some data types that need to be constructed with advanced syntax. Using them, you can create new data types from fundamental data type.

There are many derived data types in C/C++, such as array, structure, union, pointer, and enumeration. We will focus on array and pointer in later chapters.

2.2 Keyword

Keywords, or reserved words, are some words that have fixed meaning in C/C++, and you should NOT name variables after them, just like you should not name a person "He" or "They".

The following list are the keywords in C/C++.

and	and_eq	asm
auto	bitand	bitor
bool	break	case
catch	char	class
compl	const	const_cast
continue	default	delete
do	double	dynamic_cast
else	enum	explicit
export	extern	false
float	for	friend
goto	if	inline
int	long	mutable
namespace	new	not
not_eq	operator	or
or_eq	private	protected
public	register	reinterpret_cast
return	short	signed
sizeof	static	static_cast
struct	switch	template
this	throw	true
try	typedef	typeid
typename	union	unsigned
using	virtual	void
volatile	wchar_t	while
xor	xor_eq	

2.3 Identifier

Identifier is a kind of string that can be used to name a variable. An legal identifier only contains capital English alphabets, small English alphabets, numeric characters and underscore, and begin with non-numeric characters.

Capital English alphabets: ABCDEFGHIJKLMNOPQRSTUVWXYZ

Small English alphabets: abcdefghijklmnopqrstuvwxyz

Numeric characters: 0123456789

Underscore: _

Examples:

```
handsomeLiu
HandsomeLiu
HandsomeLiu012
handsome_liu_012
__handsomeLiu
_____
```

Non-examples:

```
012handsomeLiu  (begin with numeric characters)
handsome-liu    (hyphen (-))
handsome liu    (space ( ))
```

2.4 Variable

Variable is a method to store data. You can use the variable as the value it stores.

Before using a variable, you need to declare it, which means to specify its data type and name. After declared, the data type and the name of a variable cannot be changed. A variable should be named after an identifier.

2.5 Statement

Statements are fragments of the program that are executed in sequence. In general cases, the statements will be executed line by line, from up to down. However, there are some statements allows the program execute the statements in different order, which bring us more convenience.

2.5.1 Branching Statements

Branching statements allows the program do different things under different condition. There are two branching statements in C/C++. They are `if-else` and `switch`.

2.5.2 Iteration Statements

Iteration, or loop, means to do a procedure repeatedly. To start a iteration, you can use iteration statements. These statements provide different ways to control how many times the procedure will be executed. There are three iteration statements in C/C++. They are `while`, `for`, and `do`.

2.5.3 Jump Statements

Jump statements cause a jump to another statement elsewhere in the code. Generally, they are used to interrupt `switch` statement and iteration statements. The jump statements are `break`, `continue` and `goto`.

2.6 Operand and Operator

The operand is the operated object, while the operator is the symbol specifying the type of operation.

For example, in the operation `8+9`, both 8 and 9 are operand, and `+` is the operator.

There are four kinds of operators in C/C++. They are arithmetic operators, relational operators, logical operators, and bitwise operators.

Arithmetic operators are used to perform mathematical computation, such as addition, subtraction, and so on.

Relational operators are used for comparison the values of two operands, such as equality, inequality and so on.

Logical operators are used to manipulate some conditions, such as 'and', 'or', and 'not'.

Bitwise operators are used to perform operations on binary numbers, which will not be discussed in this book.

Chapter 3

Structure of a C/C++ Program

We will use the following program as an example.

```
1 #include<stdio.h>
2 int main(){
3     printf("Handsome Liu is so handsome!\n");
4     /*This
5        is
6        a
7        comment*/
8     //This is also a comment
9 }
```

3.1 Including the Header Files

```
1 #include<stdio.h>
```

As mentioned before, some functions are defined in other header files. `stdio.h` is a header file provided by the compiler. `stdio` stands for STanDard Input and Output. Since `printf` is defined in `stdio.h`, we need to specify that we want to use `stdio.h`. The syntax for using a header file is

```
#include< <header_file> >
```

3.2 The main Function

```
2 int main(){  
9 }
```

The `main` function is the starting point of every program. A program always start to execute from the `main` function.

3.3 Comments

Comments are written for human beings, not compilers. Compilers will ignore all contents inside comments.

A comment can be construct by two ways, `//` or a pair of `/*` and `*/`.

All contents after `//` will be viewed as comments until the end of the line.

All contents after `/*` will be viewed as comments until `*/`.

Chapter 4

Basic Syntaxes

In this chapter, we will learn about how to implement the concepts in chapter 2.

4.1 Value and Literal

We have learned that there are many different type of value, such as integers, characters, and floating point numbers. A literal is a representation of the value. For example, an integer 3 and a character 3 should have different representations.

4.1.1 Integer Literal

To represent a decimal integer, just type it down like in mathematics. For example, 123 represents the integer one hundred and twenty-three.

4.1.2 Character Literal

To represent a character, enclose the character with a pair of single quotation marks. For example, 'A' represents the character "capital A", while '3' represents the character "3".

4.1.3 Floating Point Number Literal

TBD.

4.2 Variables

As mentioned before, a variable can be used as the value it stores, but you should declare it before using it. In addition, you can modify the value it stores by assigning value to it.

4.2.1 Declaration

To declare a variable, you need to specify its data type and name. The syntax for declaring a variable is

`<data_type> <name>;`

For example, if you want to declare a variable of type integer named `number`, the syntax is `int number;`. Note that if a variable has been declared, you cannot re-declare it.

4.2.2 Assignment

We use an equals sign (=) to assign a value to a variable. The syntax for assigning is

`<variable_name> = <value>;`

For example, if you want to assign a character "capital C" to a variable named `C`, the syntax is `C = 'C';`.

4.2.3 Usage

A variable can be used as the value it stores. For example, suppose we have an integer variable named `num` storing 5, then `num+3` is equivalent to `5+3`.

4.3 Operator

4.3.1 Arithmetic Operator

Syntax in C/C++	Symbol in Mathematics	Explanation
+	+	Addition
-	-	Substraction
*	×	Multiplication
/	÷	Division
%	mod	Modular

While performing arithmetic operation on non-negative integer values, the result of addition, subtraction and multiplication is just like what you've learned in your math class. For division(, and modular, *resp.*), the results are the quotient(, and remainder, *resp.*).

For example, $11 \div 3 = 3...2$, so $11/3==3$, and $11\%3==2$

While performing arithmetic operation on character values, the character values will be converted into integer values according to the ASCII table firstly, then complete the integer arithmetic operation. ASCII table will be introduced in the later parts.

4.3.2 Relational Operator

4.3.3 Logical Operator