CS-1002 Programming fundamentals (CySec)

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Introduction to C++

- 1. Strictly typed
- 2. Static typed
- 3. Compiled language
- Faster and resource and performance efficient code.
- Designed to develop Operating system and embedded software
- . Curly brackets { ... } used for blocks
- . Every block have local scope
- 8. Collection of statements/Commands
- 9. Statement terminator ";"
- 10. Contains most of programming constructs
- 11. Best programming language for teaching and learning

Starting C++

C++ statements

 Statements are fragments of the C++ program that are executed in sequence

Two types of statements

- 1. Simple statements: Single line of code
- Compound Statements: Compound statements are multiple lines or curly braces-enclosed sequences of statements called blocks.

Simple statements

- 1. Declaration Statement
- 2. Assignment statement
- 3. Expression statement
- 4. Labels

Compound statements

Selection statements 1. If statement 2. If-else 3. Nested if else 4. Switch 1. While loop 2. Do while loop 3. For loop 3. For loop 4. Break 5. Continue 6. Continue 7. Goto identifier

Break Continue Return Goto identifier

Structure of C++ Program

Header File Declaration Section

Global Declaration Section

Class Declaration and Method Definition Section

Main Function

Method Definition Section

Writing first Program in C++

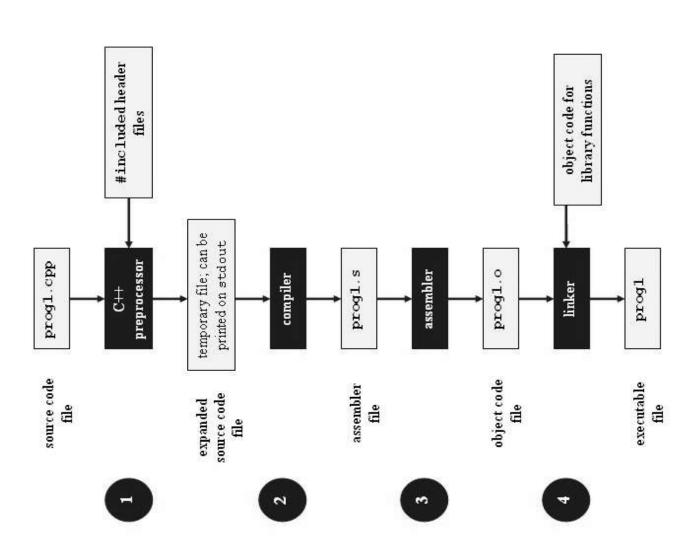
```
// This is a simple C++ program. Call this file Sample.cpp.
```

```
#include <iostream>
```

using namespace std;

```
cout << "C++ is powerful Programming Language."<<endl;
                                                                                                                   cout<<"Welcome to Programming Fundamentals";
                                                                                                                                                             return 0;
int main()
```

How C++ program is Actually Executed



cout and cin

- Objects of iostream class
- Used for taking input (cin) and for output(cout)

Home work

Read following Topics from Chapter # 2

(page 27 – 43)

2.1 The Parts of a C++ Program

2.2 The cout Object

• 2.3 The #include Directive

2.4 Variables and Literals

• 2.5 Identifiers

Read Topic 3.7 Formatting Output (page 111 onwards).

Questions (???)

Thanks ©