

# INTRODUCTION TO PROGRAMMING

By:

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Programming Fundamentals

Week 02,03

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# **Recommended Readings**

**Chapter No. 1 and 2 of C++ Programming from Problem  
Analysis to Program Design written by DS Malik**



# Topics to be Covered

- Recap of the previous lecture
- Using IDE for writing the programs
- Writing First program of C++
- Examining First program of C++
- How C++ programs are processed and executed
- Escape Sequences ('\n' and '\t')
- Comments
- Single Line Comments
- Multiple Line Comments
- Variables and Datatypes
- Keywords
- Countable Datatypes
- Recap of the lecture

# First Program of C++

```
• #include <iostream>
• using namespace std ;
• int main ()
• {
•     cout <<"Hello World... \n " ;
•     system ("PAUSE") ;
•     return 0 ;
• }
```



# Compile and Execute

- For compilation press F9
- For compilation as well as execution press F10
- Compilation and Execution F11
- For saving the program go to file and click on save.
- By default file is saved with the extension of .CPP.

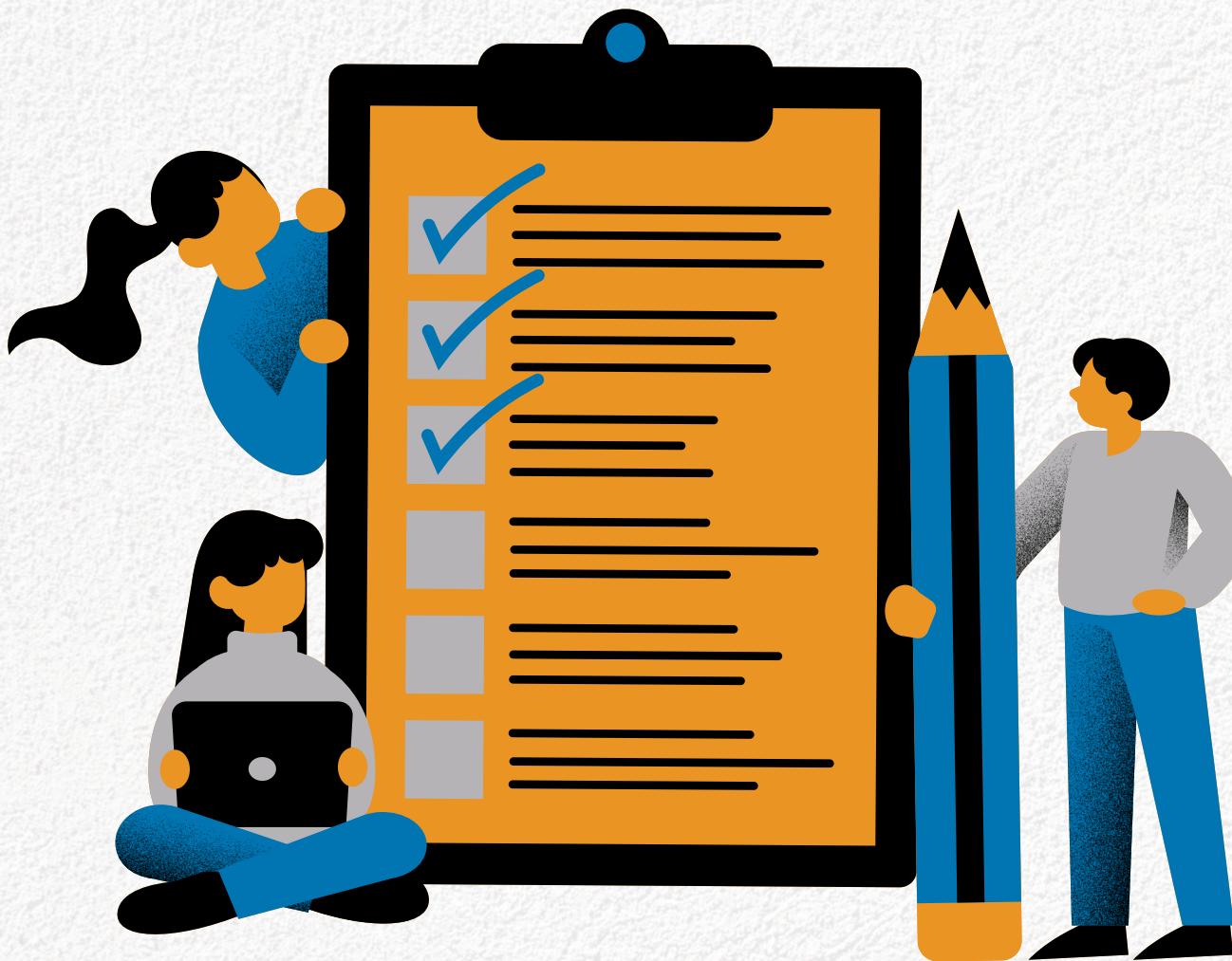


# Explanation of First Program

- **#:** It is a preprocessor directive
- **include:** It is a name of directory
- **iostream:** Built-in file
- **using :** Keyword
- **Namespace:** For directory
- **Std:** library file
- **int:** data type
- **main ():** Entry point for every C++ / C program
- **{ // Open curly bracket of the main function**
- **cout:** output stream
- **<<:** Operator
- **system (“PAUSE”):** Built-in Function
- **}// Closing curly brackets**



# Preprocessor Directives



- Preprocessor commands are processed before the program goes through the compiler
- Many functions and symbols needed to run a C++ program are provided as collection of libraries
- Every library has a name and is referred to by a header file
- Preprocessor directives are commands supplied to the preprocessor program
- All preprocessor commands begin with #
- No semicolon at the end of these commands

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# Processing of C++ Program

- To execute a C++ program:
- Use an editor to create a source program in C++
- Preprocessor directives begin with # and are processed by the preprocessor
- Use the compiler to:
- Check that the program obeys the language rules
- Translate into machine language (object program)

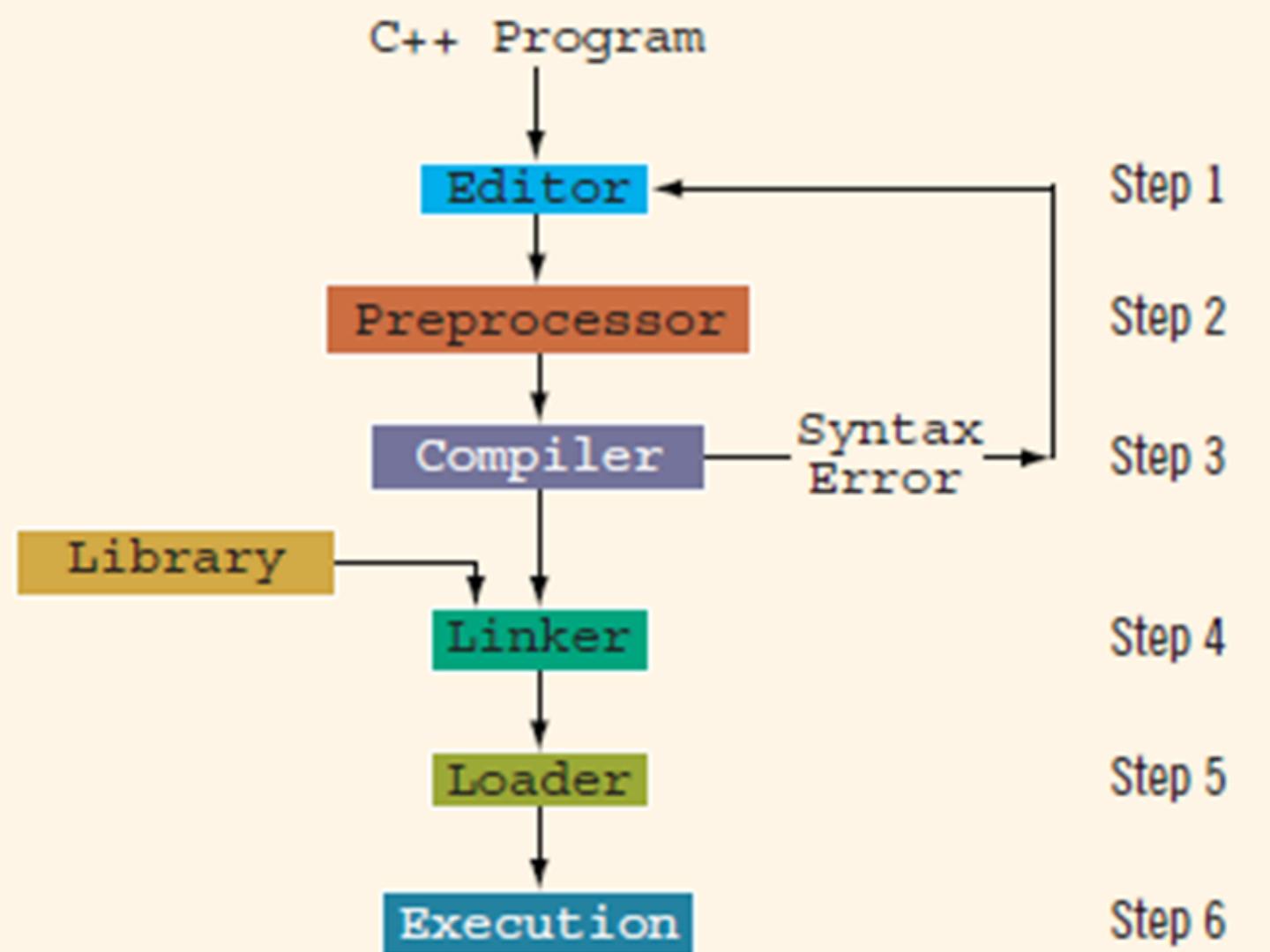


# Processing of C++ Program

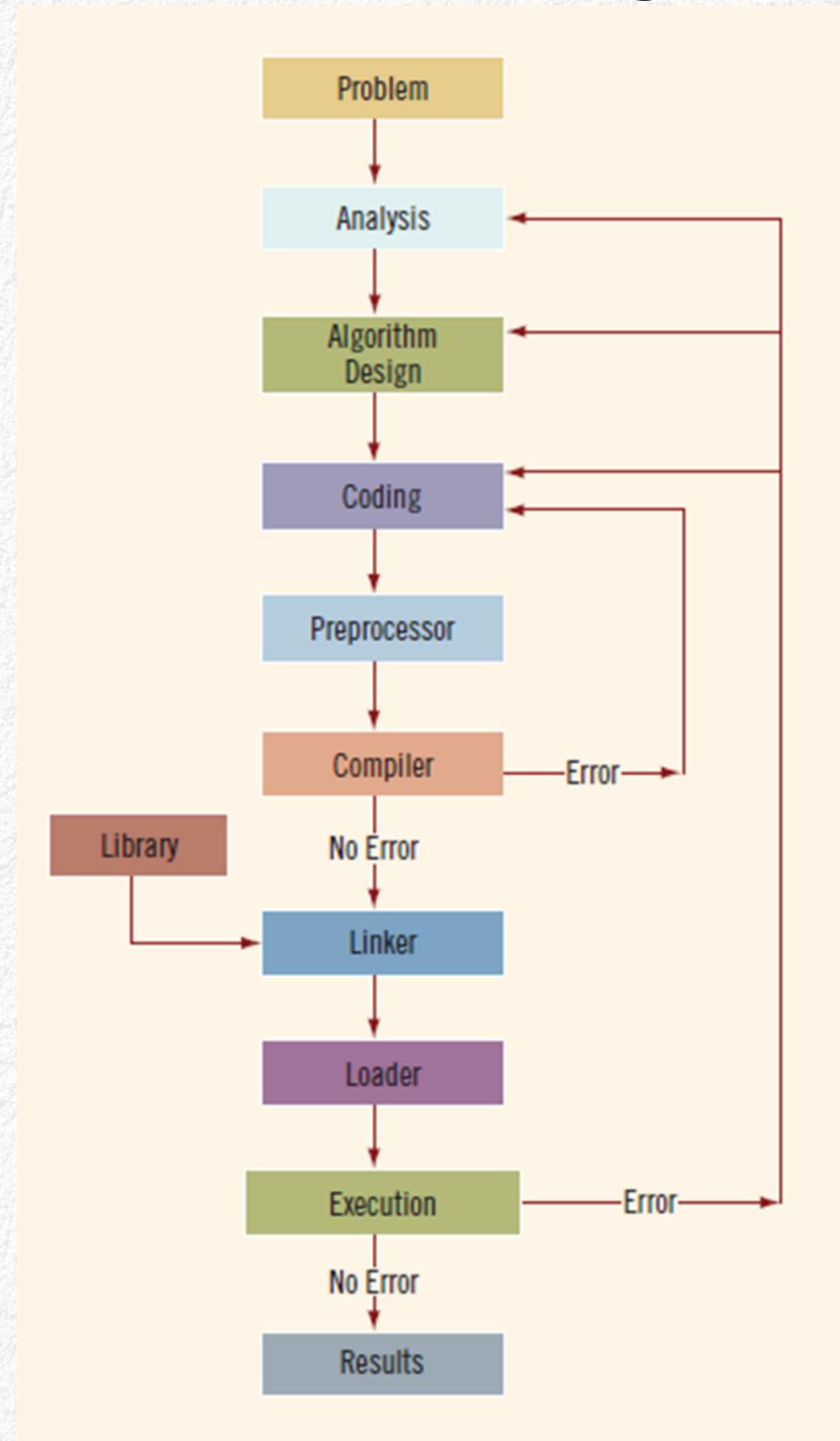
- To execute a C++ program (cont'd.):
- Linker:
- Combines object program with other programs provided by the SDK to create executable code
- Library: contains prewritten code you can use
- Loader:
- Loads executable program into main memory
- Execution
- The last step is to execute the program
- Some IDEs do all this with a Build or Rebuild command



# Processing of C++ Program



# Processing of C++ Program

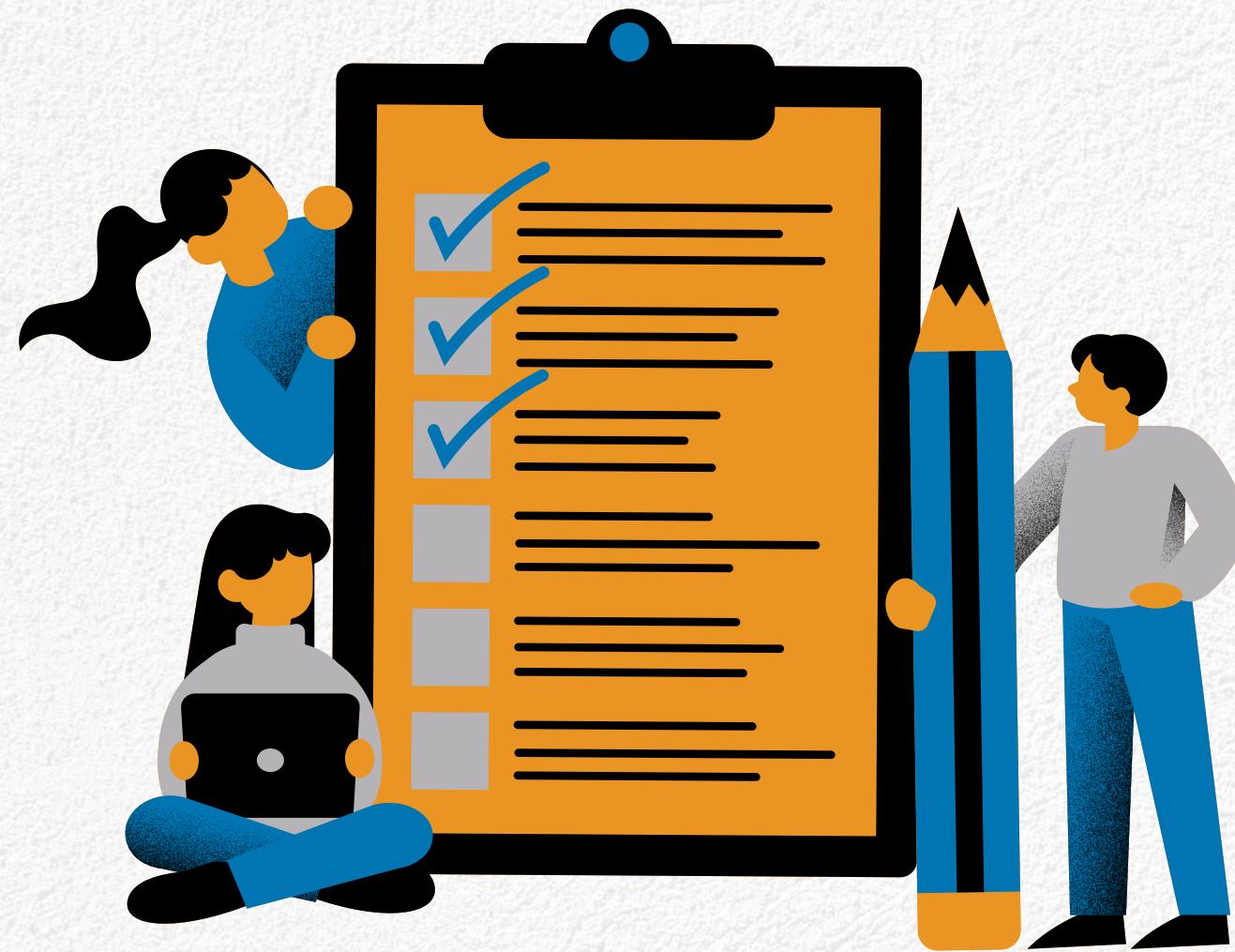


# Escape Sequences

- Certain special characters are represented as escape sequences.
- An escape sequence begins with a \ (backslash) followed by an alphanumeric character.
- List of Escape Sequence characters
- \n New Line
- \t Horizontal tab
- \" Double quotes
- \' Single quote
- \v Vertical tab
- \\ Back Slash
- \? Question Mark



# COMMENTS



- Comments can be used to explain C++ code, and to make it more readable.
- Comments can be single-lined or multi-lined.
- Single-line comments start with two forward slashes (//).
- Multi-line comments start with /\* and ends with \*/.

# END OF CLASS

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