COMP2012H Honors Object-Oriented Programming and Data Structures Syntax Comparison between Python and C++: Basics and Program Flow Control

The purpose of this set of notes is to help you quickly transfer your basic knowledge of Python to that of C++. Please note that it is not a complete summary of our lecture notes. For all the C++ features discussed in COMP2012H, you have to carefully study the lecture notes on our course website.

In Python

In C++

Hello World Program

```
File: hello_world.py
A common program used to demo a new language
print("Hello World!")
```

```
* File: hello_world.cpp
* A common program used to demo a new language
#include <iostream>
using namespace std:
int main()
   cout << "Hello world" << endl:</pre>
   return 0:
```

Note: Every C++ program must have exactly one main() function which is the entry point of the program.

Executing a Python program

1. execute the program: python hello_world.py

Executing a C++ program

- 1. compile the program: g++ -o hello_world.out hello_world.cpp
- 2. execute the program: hello_world.out

Basic Output

```
print("abc")
Or.
   print("abc", end = "\n")
```

To print the word "abc" with a newline character:

```
To print the word "abc" with a newline character:
   cout << "abc" << endl:</pre>
where end1 means "end of the line".
   cout << "abc\n";</pre>
```

Comments

- for one or more lines of comments:
- for one line of comment only:

- for one or more lines of comments:
- /* ... */
- for one line of comment only:

// ...

Including a module/library

import random

#include <iostream>

Statements

- A statement is a line of code.
- Only extra blanks and tabs are ignored.
- If the line of the statement is too long, one may break it into several lines using "\".

For example:

```
print("Hello", \
" world")
print("!")
```

- Each statement ends in a semicolon ";"
- Extra blanks, tabs, lines are ignored.
- More than one statement can be on one line.
- A statement may be spread over several lines.

For example:

```
cout << "Hello" <<
" world";
cout << "!" << endl;
```

Variables

- Basic Data Types:
 - Integer: Examples of values: 0, 1, 100, -101, ...
 - Floating point:
 - Examples of values: 0.5, -123.908232

 - Examples of values: "A", 'abc', "comp 2012H".
 - Boolean:
 - Examples of values: True, False
- Variables need not be declared and their data types are inferred from the assignments. For examples:

```
num1 = 100 # integer data type
num2 = 0.05 # float data type
```

- Basic Data Types:
 - Integer: short, int, long, long long, etc. Examples of values: 0, 1, 100, -101, ...
 - Floating point: float, double, long double, etc. Examples of values: 0.5, -123.908232
 - Character: char
 - Examples of values: 'A', 'a', 'B', 'b', ...
 - Boolean: bool Examples of values: true, false
- Variables have to be declared and defined. For examples:

```
int num1;
num1 = 100;
double num2 = 0.05;
```

if Statement

```
if (<bool-expr>) :
                                                       if (<bool-expr>) <stmt>
   <stmt>
if (<bool-expr>) :
                                                       if (<bool-expr>) { <stmt(s)> }
   <stmt(s)>
if (<bool-expr>) :
                                                       if (<bool-expr>) <stmt> else <stmt>
   <stmt>
else :
   <stmt>
                                                       if (<bool-expr>) { <stmt(s)> } else { <stmt(s)> }
if (<bool-expr>) :
   <stmt(s)>
else :
   <stmt(s)>
if (<bool-expr>) :
                                                       if (<bool-expr>)
   <stmt(s)>
elif (<bool-expr>) :
                                                        <stmt(s)>
                                                       } else if (<bool-expr>) {
   <stmt(s)>
                                                          <stmt(s)>
if (<bool-expr>) :
                                                       if (<bool-expr>)
   <stmt(s)>
elif (<bool-expr>) :
                                                          <stmt(s)>
   <stmt(s)>
                                                       } else if (<bool-expr>) {
else :
                                                          <stmt(s)>
                                                       } else {
   \langle stmt(s) \rangle
                                                          \langle stmt(s) \rangle
                                                   2
```

```
Note: Blocks are identified by having the same inden-
tation.
For example:
x = -5
if x > 0:
   print("x is positive", end="")
   if x % 2 :
      print(" and odd.")
   else :
      print(" and even.")
elif (x < 0) and (x % 2):
   print("x is negative and odd.")
elif (x < 0) and (not (x % 2)):
   print("x is negative and even.")
else :
   print("x is zero.")
```

```
Note: Blocks are identified by pairs of braces ({}).
For example:
int x = -5:
if (x > 0)
   cout << "x is positive";</pre>
   if (x % 2)
      cout << " and odd." << endl;</pre>
   else
      cout << " and even." << endl;</pre>
} else if ((x < 0) && (x % 2)) {
   cout << "x is negative and odd." << endl:
} else if ((x < 0) && !(x % 2)) {
   cout << "x is negative and even." << endl;</pre>
} else {
   cout << "x is zero." << endl;</pre>
if-else Operator
In C++, there are if-else expressions. The syntax is:
    <condition> ? <result1> : <result2>
It means that if <condition> is true, the expression's value
will be <result1>, otherwise it will be <result2>.
For example:
int x = 2, y = 3;
int z = (x > y) ? x : y;
cout << z << endl;</pre>
// the output will be 3
```

while Loop

```
while (<bool-expr>) :
    <stmt(s)>
Note: Blocks are identified by having the same indentation.
For example:
```

i = 10

while i > 0:

i = i - 2print(i)

```
while (<bool-expr>)
   <stmt>
while (<bool-expr>)
    <stmt(s)>
do (<bool-expr>)
    <stmt>
    <stmt(s)>
} while (<bool-expr>);
Note: Blocks are identified by pairs of braces ({}).
For example:
int i = 10;
while (i > 0)
  i -= 2;
   cout << i << endl;</pre>
```

```
for Loop
for <item> in <a list of item> :
                                                       for (<for-initialization>; <bool-exp>;
   <stmt(s)>
                                                       <post-processing>) { <stmt(s)> }
For example:
                                                       For example:
for i in range(10):
                                                       for (int i = 0; i < 10; i++)
   print(i)
                                                           cout << i << endl;</pre>
```

break and continue

In a for loop, break means to stop the whole loop; while | the same. continue means to skip the current execution.

Functions

return types. For example,

```
""" File: function_example.py
   A Python Program with two functions:
   PrintNum() and AddOne()
def PrintNum(num):
  print("The number is", num)
def AddOne(num):
  return (num + 1)
PrintNum(10)
PrintNum(AddOne(10))
```

A Python function need not specify the parameter types and | A C++ function has to specify the parameter types and return types. For example,

```
/* File: function_example.cpp
  A C++ Program with two functions:
  PrintNum() and AddOne()
#include <iostream>
using namespace std:
void PrintNum(int num)
  cout << "The number is " << num << endl;</pre>
int AddOne(int num)
  return (num + 1);
int main()
  PrintNum(10):
  PrintNum(AddOne(10));
   return 0;
```

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Some Operators in Python and C++

		Python			C++		
		Symbol	Example	Output	Symbol	Example	Output
Arithmetic Operators	Addition	+	1 + 2	3	Same		
	Subtraction	-	1 - 2	-1	Same		
	Multiplication	*	1 * 2	2	Same		
	Division	/	1 / 2	0.5	/	1.0 / 2	0.5
	Integer Division	//	1 // 2	0	/	1 / 2	0
	Modulus (Remainder)	%	9 % 4	1	Same		
	Power	**	2 ** 3	8	Nil		
Assignment Operators	Assignment	=	x = y		Same		
	Addition Assignment	+=	x += y		Same		
	Subtraction	-=	x -= y		Same		
	Assignment						
	Multiplication	*=	x *= y		Same		
	Assignment		3				
	Division	/=	x /= v		Same		
	Assignment	ļ ·	, ,				
Relational	And	and	True and False	False	&&	true && false	false
Operators	Or	or	True or False	True	11	true false	true
	Not	not	not False	True	!	!false	true
Comparison	Larger than	>	20 > 10	True	-	Same	
Operators	Larger than or	>=	20 >= 10	True	Same		
	equal to						
	Smaller than	<	20 < 10	False	Same		
	Smaller than or	<=	20 <= 10	False	Same		
	equal to						
	Equal to	==	20 == 10	False	Same		
	Not equal to	!=	20 != 10	True	!=	20 != 10	true
	Post-increment		Nil		++	x = 1; y = 2;	2 1
						y = x++;	
						cout << x <<	
Increment						" " << y;	
Operators	Pre-increment		Nil		++	x = 1; y = 2;	2 2
						y = ++x;	
						cout << x <<	
						" " << y;	
	Post-decrement	Nil				x = 1; y = 2;	0 1
						v = x;	
						cout << x <<	
Decrement						" " << v;	
Operators	Pre-decrement	Nil				x = 1; y = 2;	0.0
		1111				v =x;	" "
						cout << x <<	
						" " << y;	
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References:

1. Cay Horstmann. (2012). C++ For Everyone. Second Edition. Wiley.

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