**Language: C++**

**Philosophy:**

* C++ designed to allow programmer high degree of freedom to do what they want.
* Won’t stop you from doing things that don’t make sense.

**C++ GOOD AT:**

* Excels where high performance and precise control over memory and other resources needed.
* EX: video games, real time systems, embedded software

**INTRODUCTION TO COMPILER, LINKER, AND LIBRARIES**

* C++ compiler used to compile C++ program.
  + Compiler sequentially goes through each source code in prog and
    - Checks your code to make sure follows rules of C++ language, give error if does not.
    - Translates C++ source code to machine language file called object file.
      * Typically named name.o or name.obj where name is same name as the .cpp file
* After compiler creates object files, the linker kicks in.
  + First, takes all object files generated and combines them into single executable program.
  + It will also link library files.
    - A library file is a collection of precompiled code that has beek “packaged” up for reuse.
    - C++ has extensive library called C++ standard library containing functionality for printing on monitor, keyboard I/O , etc.
  + Linked makes sure all cross-file dependencies resolved properly.
    - Ex: If define something in one .cpp file, and use it in another, the linker connects the two together.
    - Will get link error if linker unable to reference something with its

Definition

**C++ Basics**

* *STATEMENTS* 
  + - a cpu prog is sequence of instructions that tell cpu what to do. Statements are a type of instruction that causes the prog to perform an action.
  + Examples include: Declaration, Jump, Expression, Compound, Selection, Iteration, and Try statements.
* *COMMENTS*
  + CAN USE // symbol to indicate a single-line comment
  + CAN USE /\* insert comments here \*/ to denote block comment
* *OBJECTS AND VARIABLES*
  + Object
    - Region of storage (usually memory) that has a value and other associated properties. When object defined, compiler auto determines where object will be placed in memory.
    - A named object is called a VARIABLE.
    - Name of the object called an IDENTIFIER
  + VARIABLE INSTANTIATION
    - To create variable, use special kind of declaration statement called a DEFINITION.
      * Ex: int x; //define a variable named x, of type int
    - Instantiation
      * When program runs, variable will be instantiated.
      * Fancy word meaning object will be created and assigned memory addr.
    - Variable Assignment and Initialization
      * After variable defined, can give it a balue using = operator.
        + This called a copy assignment in which it copies the value on the right-hand side of the = to the left and side of the operator.
      * To initialize a variable means to define and assign value at same time.
        + CAN INITIALIZE **3 DIF WAYS**:

Int width=5; //copy initialization

Int width(5); //direct initialization

Direct initialization same as copy for simply data tyipes but for more advanced types direct might be better.

Int width {5} ;

Called brace initialization.

If initialize with empty brace, then that’s zero initialization.

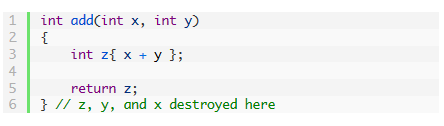
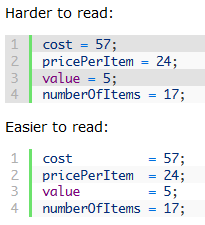
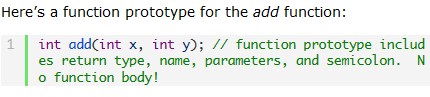
* *INTRO TO IOSTREAM: COUT, CIN, ENDL* 
  + Iostream lib part of C++ standard library dealing with basic input and output.
  + To use functionality defined within iostream, need to include iostream header at top of any code file that uses it.
    - **#include <iostream>**
  + Std::cout
    - Predefined var allows us to send data to console to be printed as text.
      * Ex: std::cout<<4;
      * Note the insertion operator <<
      * Can also print multiple things combining << operators
        + Ex: std::cout<<”hello”<<”world!”;
  + Std::endl
    - If want to print separate lines of ouput to console, need to tell console to move cursor to next line using std::endl
      * Ex: std::cout<<”hi”<<std::endl;
    - Std::endl vs \n
      * Using endl can be inefficient as it moves cursor to next line and flushes output.the \n character only moves cursor to next line.
      * TYPICALLY USE \n OVER endl
  + Std::cin
    - Reads input from kb using >> operator
      * Std::cout<< “Enter a number \n”;
      * Int x{ };
      * Std::cin>>x;
* *UNINITIALIZED VARS* 
  + **C++** doesn’t initialize most vars to a given value (such as zero) automatically.
    - When var assigned a mem location by compiler, default val of that var is whatever happens to already be there.
    - Like this for performance
      * Ex: if had to read in 100,000 values from file and had to initialize all of em first, slowww.
    - Using values of uninitialized vars can lead to crashes/bugs.
* *KEYWORDS AND NAMING IDENTIFIERS* 
  + KeyWords (reserved words) are words with special meaning for c++.
    - Ex: bool, int, class, const, enum, if, else…
  + IDENTIFIER NAMING RULES:
    - Name of a var.
      * Can’t have a keyword.
      * Only composed of letters, numbers, and underscores.
      * Must begin with a letter or underscore.
      * Case sensitive
    - BEST PRACTICES:
      * Var names should begin with lowercase letter
        + If one word then whole thing lower
      * Function names also start with lower
      * Names that start with capital letter typically used for user-defined types (like structs, classes, and enumerations)
      * If multi-word, can camelCase or use underscores
* *LITERALS* 
  + Literal
    - Fixed value that has been inserted directly into source code.
    - Literals have a fixed value and can’t be changed like a variable.

**C++ BASICS: FUNCTIONS AND FILES**

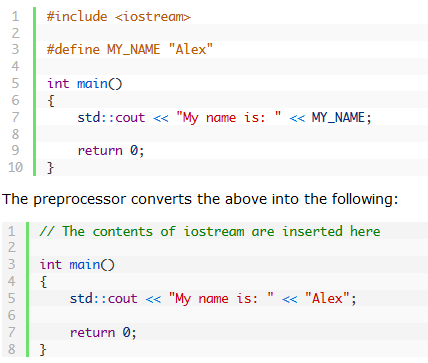
* *Functions -*Reusable sequence of statements designed to do a particular job.
  + Putting all code inside main make hard to manage.
  + Functions provide way to split prog into small chunks, easier to organize, test, and use.
    - C++ STL has lots of functions for you to use, however can define em as well.
  + When function call hit in execution, tells CPU to interrupt current function and execute another. Calls function named then CPU returns back to point. EXAMPLE:
    - Return-type identifier( params) //identifier replaced with name of func
    - {

//enter code here

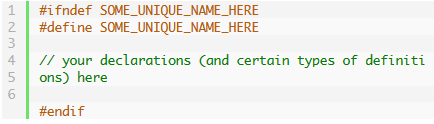
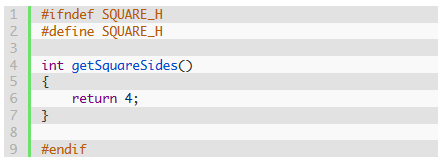
}

* + Functions can call other functions, **but NESTED functions in C++ not supported.**
  + **MAIN should return 0, and if you change it to void, compiler will implicitly return 0.**
  + When making functions don’t repeat yourself. If need to do something more than once, consider to remove redundancy.
* *Local Scope:* 
  + Function params, and vars defined in function called local variables.
    - LifeTime- time between creation and destruction of a var.
  + An identifiers SCOPE refers to where identifier can be accessed within code.
    - Names used in functions or vars declared in function body ONLY VISIBLE WITHIN function that declares them. So local vars within functions can be named without regard for names of vars in other functions.
* *WHY USE FUNCTIONS?* 
  + Organization – as programs grow, having all code in main too messy. Helps separate without having to think about rest of program.
  + Reusabiity – Once function written, can be called multiple times.
  + Testing – Functions reduce code redundency, so less code to test.
    - Self-Contained so can easily test function to see if works.
  + Extensibility- When need to extend program to handle unique cases, can just change function and it will carry throughout whole program.
  + Abstraction- In order to use function only need name, input, outputs, and where it lives. Don’t need to know how it works.
    - REFACTORING – when function become too long, too complicated, hard to understand can split into multiple subfunctions.
* *BEST PRACTICES FOR FUNCTIONS:* 
  + Lines no longer than 80 chars in length.
  + Use whitespace to make code easier to read
* *FORWARD DECLARATIONS AND DEFINITIONS* 
  + CANT call function if defined below main MUST BE ABOVE.
  + Can avoid this error by forward declarations or reordering.
  + FORWARD DECLARATION
    - Allows to tell compilre about existence of identifier before actually defining
    - TO WRITE A FORWARD DECLARATION :
      * We use a declaration statement calld a FUNCTION PROTOTYPE
      * Can define above main, and then add details  
        below it
        + DEFINITIONS ACTUALLY IMPLEMENT FUNCTION WhiLE   
          DECLARATIONS DO NOT.
* *NAMING COLLISIONS AND INTRO TO NAMESPACES* 
  + Most common naming collisions occur when
    - Two or more defs for a fn are introduced into sep files that are compiled into same prog. Results in linker error.
    - Two or more defs for a fn introduced into same file
  + A namespace is a region that allows you to declare names inside of it for purpose of disambiguation.
    - Provides scope to names declared insode of it.
    - Name declared in here won’t be mistaken for an identical name declared in another scope.
      * Global namespace- any name not defined in class, fn, or namespace.
      * STD namespace- std::cout 🡸 example.
        + Std is name of namespace that identifier cout is a part of.
        + **When use identifier defined inside a namespace, you have to tell compiler that the identifier lives inside the namespace.**
      * Explicit namespace- use explicit namespace prefixes to access identifiers defined in a namespace .
        + AVOID using namespace std;

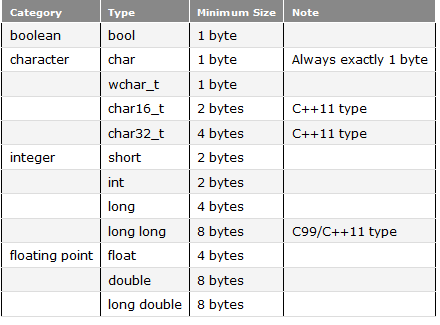
each The using directive tells compiler to check specified namespace when trying to resolve identifier that has no namespace prefix.

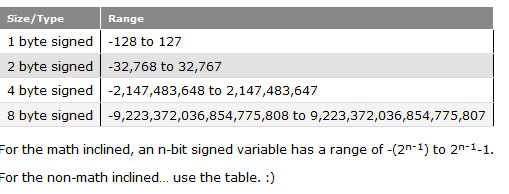
* *PreProcessor*
  + Essentially a separate program that manipulates text in each code file. When ran, looks for PREPROCESSOR DIRECTIVES
    - -instructions that start with # symbol and end with a newline (no semicolon)
      * The directives tell preprocessor to perform specific text manip.
        + EX: when #include, preprocessor replaces #include with contencts if the file.
        + #define Is directive can be used to create macro.

Macro – rule that defines how inpt text converted into replacement output.

* + Directives resolved before compilation from top to bottom.
* *HEADERFILES*
  + As programs grow larger, like to split into files.
  + Header files (.h extension) very popular.
    - Used to propagate declarations to code files.
    - Can save a lot of typing in multiple-file progs.
    - HeaderFiles should not contain function and var definitions generally.
      * Helps not to violate one def rule.
    - Consits of two things: **header guards**. And actual content of header file
      * USE A .H EXTENSION FOFR HEADER FILES
    - Code file should #include paired header file if exists.
    - USE ANGLED bRACKETS INSTEAD OF QUOTES FOR H FILES
* *HEADER GUARDS* 
  + Used to avoid name collisions (like protyping same function twice…)
    - Example:
* Preprocessor checks whether some unique name here has been defined, if not than contents included
* All header files should have header guards.
  + Ex:
* Have simpler alternate form of heade guards using #pragma directive.
* Serves same purpose, and has added benefit of being shorter
  + NOT official part of C++ lang doe, so not all compilers support it.

FUNDAMENTAL DATA TYPES

* Smallest unit of mem is binary digit.
* Memory organized into sequential units called memory addresses.
* All data is just sequence of bits, we use data type to tell compiler how to interpret contents of memory.
* **Void**
  + Easiest data type, NO TYPE. Used for functions not returning value. Can also put in parameter to indicate no params, but better to leave blank



* **Signed Integers**
  + An int is integral type represent pos and neg whole nums.
  + By default integers are signed

Overflow:

* + - Occurs when try to store val outside range of type. Results in data lost because obj not enough mem to store. Results in undefined behavior.
* **Unsigned Integers**
  + Can define using unsigned keyword (i.e. unsigned short us)…
  + 0-2^n –1 range.
    - What happens if store larger num in unsigned int cant hold?
      * Ex: put 280 in a 1 byte unsigned int.
        + Range of 1 byte unsined is 0-255. Cpu adds 1 so 256, and then the division of 280/256 remainder is kept, so 280/256= 1 remainder 24. So 24 kept.
    - Typically aavoid unsigned ints as if we subtract 2 of them and it is negative, what to do? What if mix signed unsigned ints?