

# C/C++

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## Summary

### Building a C/C++ Program and the Compiler Steps

Building a c++ program is similar to c#, just that it involves one extra step which is compiling.

The steps I used in running the given “change calculator program”

1. Created a new program cpp file
2. Compiled it using “clang++ program.cpp -l SplashKit -o program” command as I already had the globally installed splashkit.
3. I prepared the code in c# previously , I took help of the given resource and some extra text references to understand the syntax of c++ and converted the code into c++

### The Main Function

I would start summarizing it with the basic syntax

```
int main() {  
    // Program logic goes here  
    return 0; // Optional return statement indicating successful termination  
}
```

Where

int: Indicates the return type of the main function. It specifies whether the program completed successfully or encountered an error.

main(): The name of the function.

{ }: The body of the main function, enclosed within curly braces

return 0;: An optional return statement at the end of the main function. This statement is used to indicate that the program terminated successfully.

To summarize

When we start organising code in this way, we need to indicate where the program starts. The main function forms the starting point for a C/C++ program. The code within the braces ({ ... }) is what runs when the program starts.

## Reflection.

### How do you know you have achieved the learning goals?

*Compile and run C/C++ programs, including linking with external libraries.*

I compiled the c/c++ program using the command stated above and for now used just the splashkit libraries as they are easier to work with.

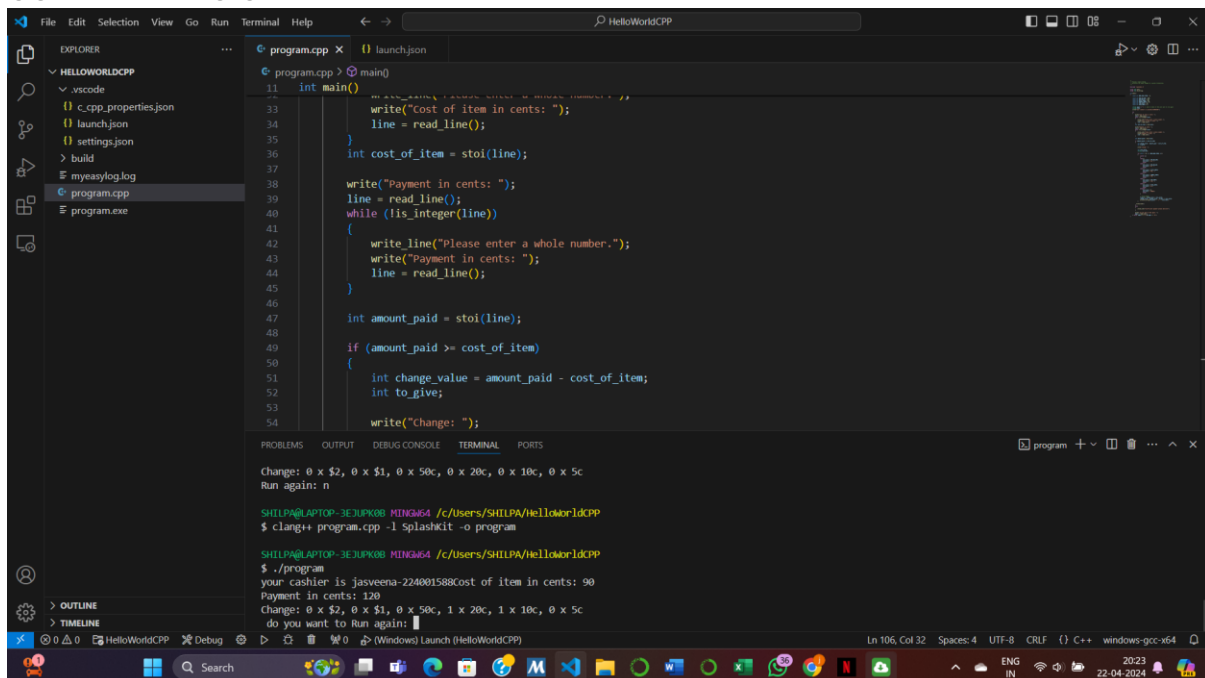
*Code programs using C/C++ that involve sequence and data, and control flow.*

I converted the pre coded c# programs into c/c++. And yes they involved sequence and data and control flow

### What is the most important thing you learned from this and why?

The most important thing is a new language I started to learn. I was not familiar with c/c++ at all and this task was the commencement of me engaging with a new language.

### HERE ARE THE SCREENSHOTS OF THE CHANGE CALCULATOR PROGRAM CONVERTED TO C++



```
File Edit Selection View Go Run Terminal Help
HelloWorldCPP
EXPLORER
  HELLOWORLDCPP
    .vscode
    c_cpp_properties.json
    launch.json
    settings.json
    build
    myeasylog.log
    program.cpp
    program.exe
  program.cpp X
    11 int main()
    33     write("cost of item in cents: ");
    34     line = read_line();
    35 }
    36 int cost_of_item = stoi(line);
    37
    38 write("Payment in cents: ");
    39 line = read_line();
    40 while (!is_integer(line))
    41 {
    42     write_line("Please enter a whole number.");
    43     write("Payment in cents: ");
    44     line = read_line();
    45 }
    46
    47 int amount_paid = stoi(line);
    48
    49 if (amount_paid >= cost_of_item)
    50 {
    51     int change_value = amount_paid - cost_of_item;
    52     int to_give;
    53
    54     write("change: ");
    55
    56     Change: 0 x $2, 0 x $1, 0 x 50c, 0 x 20c, 0 x 10c, 0 x 5c
    57     Run again: n
    58
    59 SHELLPA@LAPTOP-3E3UPK08 MINGW64 /c/Users/SHELLPA/HelloWorldCPP
    60 $ clang++ program.cpp -l Splashkit -o program
    61
    62 SHELLPA@LAPTOP-3E3UPK08 MINGW64 /c/Users/SHELLPA/HelloWorldCPP
    63 $ ./program
    64 your cashier is jasveena-224801588cost of item in cents: 90
    65 Payment in cents: 120
    66 Change: 0 x $2, 0 x $1, 0 x 50c, 1 x 20c, 1 x 10c, 0 x 5c
    67 do you want to run again:
    68
    69 Ln 106, Col 32, Spaces: 4, UTF-8, CRLF, {} C++, windows-gcc-x64
```

The image displays two screenshots of a Visual Studio Code editor window, showing a C++ program for a cashier simulation. The top screenshot shows the initial code, and the bottom screenshot shows the code after adding a loop to repeat the process.

**Top Screenshot:**

```
11 int main()
12 {
13     // Give Change
14     to_give = change_value / coin_value;
15     change_value = change_value - to_give * coin_value;
16     write(to_string(to_give) + " x " + coin_text);
17 }
18
19 write_line();
20
21 else
22 {
23     write_line("Insufficient payment please add more");
24 }
```

**Bottom Screenshot:**

```
11 int main()
12 {
13     // Give Change
14     to_give = change_value / coin_value;
15     change_value = change_value - to_give * coin_value;
16     write(to_string(to_give) + " x " + coin_text);
17 }
18
19 write_line();
20
21 else
22 {
23     write_line("Insufficient payment please add more");
24 }
25
26 write(" do you want to Run again: ");
27 again = read_line();
28 } while (again != "n" && again != "N");
29 }
```

The terminal output for both screenshots is identical, showing the program's execution and the user's input:

```
Change: 0 x $2, 0 x $1, 0 x 50c, 0 x 20c, 0 x 10c, 0 x 5c
Run again: n

SHILPA@LAPTOP-3E3UPK08 MINGW64 /c/Users/SHILPA/HelloworldCPP
$ clang++ program.cpp -l Splashkit -o program

SHILPA@LAPTOP-3E3UPK08 MINGW64 /c/Users/SHILPA/HelloworldCPP
$ ./program
your cashier is jasveena-224001588Cost of item in cents: 90
Payment in cents: 120
Change: 0 x $2, 0 x $1, 0 x 50c, 1 x 20c, 1 x 10c, 0 x 5c
do you want to Run again: 
```

## Learning Journey and Evidence

Capture how you progress through the activities here. This can include any notes, screenshots, code snippets, etc. Use this to show how you have achieved the learning outcomes.