



Tutorial 2: C++ Basics

C++ Basics

Prof. Sangyoung Park

Module "Vehicle-2-X: Communication and Control"



Programming your code in multiple files



- Header file (*.h)
 - Contains declaration of variables and functions
- CC file (*.cc or *.cpp)
 - Contains the actual definition and C++ code
 - If you want to make use of the variables and functions in a cc file, you need to use "#include" directive to include the header files

How would you code?



- On Windows platform, for now let's use an editor of your selection
 - For example, I used sublime editor
- Editors come with coloring schemes such as the follows
- This makes the code convenient to read, easy to spot syntax errors (typos), etc.

Divide the Car.cc file



- Let's divide the car.cc file into a header file and a cc file
- First, create car.h file in the editor of your selection
- Which part is the declaration? In the original car.cc file?
 - Answers given on the right
 - Declarations don't contain the actual definitions

```
[#include <stdio.h>
class Vehicle{
public:
        Vehicle(double, double);
        double getVelocity();
        void setVelocity(double velocity);
        double m_velocity;
        void proceedTime(double time);
        double getLocation();
private:
        double m_x;
[};
lass Pkw: public Vehicle{
public:
        Pkw(int);
        void setPassenger(int passenger);
        int getPassenger();
private:
        int m_passenger;
};
```

How does the .cc file recognize the declarations?



- You need to use "#include"
- Try typing #include "car.h" in the car.cc file
- Try also later, what happens if you don't have this line

```
#include <stdio.h>
#include "car.h"

Vehicle::Vehicle(double initVelocity, double initLoc){
        m_velocity = initVelocity;
        m_x = initLoc;
}

double Vehicle::getVelocity()
```

Create a separate main.cc file



- Let's create a separate main.cc file from your editor
- Let's just copy the main function to this file
- Don't forget to #include "car.h"
 - Otherwise you won't be able to use Pkw in this file

How do we generate an executable?



- Now, we want to generate an executable from multiple files, how?
- Do you remember compile -> link from the last tutorial?
- Compile
 - >> g++ -c main.cc car.cc
 - Above line compiles to cc files without linking
 - The command will generate two files named main.o and car.o
 - These are called "object files"
 - Machine codes, but not yet executable, because it doesn't know where printf(), etc. are
- Link and generate executable
 - >> g++ main.o car.o
- Output executable a.out or a.exe is generated
 - You can check the same results by typing ./a.out

But you don't have to do this manually



- The purpose of this tutorial was to help you get familiarized with the C++ header files and cc files
- Veins simulator will contain thousands of header files and cc files and you can't type g++ command every time
- It's automatically handled by the tools
- It's much easier and you'll be familiar with them soon

C++ Programming Task of your own: LKW



- Could you try to implement a class called "Lkw", which inherits the Car class, and has a new protected variable "double payload"?
- Implement it in two new files lkw.cc and lkw.h
- Implement a member function named "setPayload(double payload)"
- Implement a member function named "double getPayload()"
- Modify the main() function in the main file such that it generates two objects of Lkw using the "new" operator
- Set the payload value and print it using cout function
- Hints
 - #include "car.h"
 - #include "lkw.h"
 - g++ -c main.cc car.cc lkw.cc
 - g++ main.o car.o lkw.o
 - ./a.out

