

C++ Program Design

-- Introduction



Junjie Cao @ DLUT

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<https://github.com/jjcao-school/c>

**What the C++ language is
and what we can use it for?**

Different languages for different purposes

- What is computer programming?
- Natural language vs. programming language
- What natural language is?
 - **a language is a tool for expressing and recording human thoughts.**
 - use language for speaking, writing, reading, listening and **thinking**
 - allowing us all to understand and to be understood
 - accompanies us throughout our entire lives

Different languages for different purposes

- What natural language is?
- What programming language is?
 - Communication between **Human & Machine**, Human & Human
 - defined by a certain set of rigid rules, much more inflexible than any natural language. these rules determine:
 - **Lexicon**词汇: which symbols符号 (letters, digits, punctuation marks标点, and so on) could be used
 - **Syntax**句法: how to compose a valid program
 - **Semantics**语义: what syntactically valid programs mean
 - Any program must be error-free in these three ways: lexically, syntactically and semantically, otherwise, the program won't run.
 - It is sure that you'll encounter all of these errors, as to err is human and it's these fallible humans who write the computer programs.

Different languages for different purposes

- Machine language vs. high-level programming language
- A computer, is like a well-trained dog – it responds only to a predetermined **set of known commands**.
 - “take that number, add to another and save the result”.
 - an example x86 machine language instruction: 10110000 01100001
- A complete set of well-known commands is called an **instruction list (IL, 指令集)**.
- The IL is known as **machine language**: the computer’s mother tongue.
- Computer programming: composing instructions to cause a desired effect.

Different languages for different purposes

- Machine language vs. high-level programming language
- The IL is known as **machine language**: the computer's mother tongue.
 - In early stages, it was the only available method of programming: 10110000
01100001
 - This kind of programming is tedious, time-consuming and **highly susceptible to a programmer's mistakes**.
 - ILs of different types of computers may be entirely different.
- => high-level programming language: **bridge** between the people's language (natural language) & computer language (machine language)
 - The translation is done by a computer, making the whole process fast and efficient.
 - This makes machine language: **Machine & Machine**.

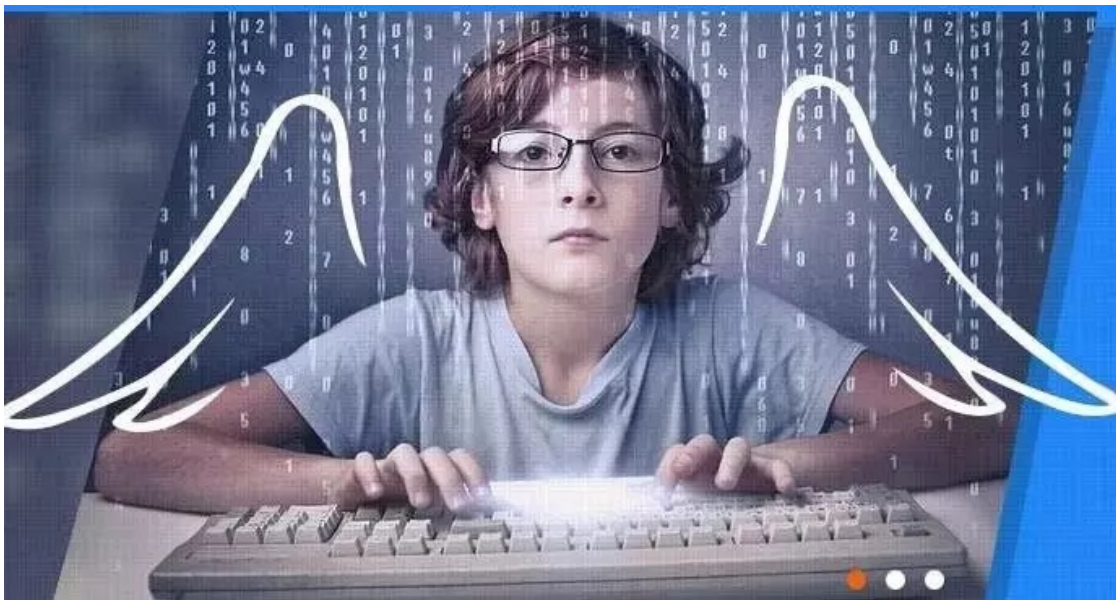
Different languages for different purposes

- Machine language vs. high-level programming language
- High-level programming language
 - **bridge** between the people's language (natural language) & computer language (machine language)
 - The **translation** is done by a computer, making the whole process fast and efficient.
 - **Portability**可移植性
 - the programs written in high-level languages can be translated into any number of different machine languages, => enable them to be used on many different computers

Translation via a Compiler

- The translation is made by a specialized computer program called a **compiler** 编译器.
 - Write the program in accordance with the rules of the chosen programming language.
 - This program (which in fact is just a text) is called the **source code**, or simply source, while the file that contains the source is called the **source file** (**cpp**, **cc**, **cp**, **cxx**, **c++**).
 - Compilation => an **executable file** (**exe**, 可执行程序) composed of machine language
- Of course the whole process is actually a bit more complicated.
 - Linking by linker 链接器
 - We will say these later.

Coding is important



- 万物有眼（传感器），万物有脑（程序），万物互联
- 许多工作岗位逐步被机器所替代或融合
- 幼儿编程；Alpha Go；你呢？

- When human beings acquired language, we learned not just how to listen but how to speak.
- When we gained literacy, we learned not just how to read but how to write.
- And as we move into an increasingly digital reality, we must **learn not just how to use programs but to make them.**
- In the emerging, highly programmed landscape ahead, you will either create the software or you will be the software. It's really that simple: **Program, or be programmed.**
- Choose the former, and you gain access to the control panel of civilization. Choose the latter, and it could be the last real choice you get to make.

本学期的目标

给定数据+问题描述，独立写程序解决这个问题

**What the C++ language is
and what we can use it for?**

Is Matlab/Python the final weapon?

Why teaching C++



C
Rulez!

Dennis Ritchie
1969 -- 1973 at [Bell Labs](#)
C89, ..., C99, C11, C18



C++
Rulez!

[Bjarne Stroustrup: Why I Created C++ - YouTube](#)
[*bijani sdzæusdzup*]

1979--1983 at [Bell Labs](#)
[C++11](#), [C++14](#), [C++17](#), [C++20](#)

Functions, Performance && Maintainable

Functions, Performance && Maintainable

- **Functions**

- C is a subset of C++
- C++是一种混合语言，是集过程化设计、面向对象、基于对象和泛型算法等多种技术于一体的编程语言

- **Performance**

- Approximately equal to C (\leq)
- In practice, use them instead of any other programming languages, Matlab, Python, Java, etc.

- **Maintainable**

- \gg C
- There are many comparable, even better, languages for large systems
- But C++ has most of libraries for scientific computing, \gg than all other languages

Language evolution

- **Machine Language**

- The **very limited set** of instructions that a CPU natively understands is called **machine code** (or **machine language** or an **instruction set**)
- each instruction is composed of a number of binary digits, each of which can only be a 0 or a 1. These binary numbers are often called **bits** (short for binary digit)
 - an example x86 machine language instruction: 10110000 01100001
- each set of binary digits is **translated** by the CPU into an **instruction** that tells it to do a very specific job
 - compare these two numbers
 - put this number in that memory location.
- Different types of CPUs will typically have **different** instruction sets, so instructions that would run on a Pentium 4 would not run on a Macintosh PowerPC based computer.
- Back when computers were first invented, programmers had to **write programs directly in machine language**, which was a very difficult and time consuming thing to do.

- **Assembly Language**

- **High-level Languages**

Language evolution

- **Machine Language**

- an example x86 machine language instruction: 10110000 01100001

- **Assembly Language** 汇编语言

- each instruction is identified by a **short name** (rather than a set of bits), and **variables** can be identified by names rather than numbers
 - must be translated into machine language by using an **assembler**.
 - Assembly languages tend to be very **fast**, and assembly is still used today when speed is critical.
 - However, the reason assembly language is so fast is because assembly language is tailored to a particular CPU. Assembly programs written for one CPU will **not run on another CPU**.
 - Furthermore, assembly languages still require a lot of instructions to do even simple tasks, and are **not very human readable**.
 - the same instruction as above in assembly language: mov al, 061h

- **High-level Languages**

Language evolution

- Machine Language
 - an example x86 machine language instruction: 10110000 01100001
- Assembly Language
 - the same instruction as above in assembly language: mov al, 061h
- High-level Languages
 - C++: more abstract, easy:
 - **Conciseness**: 1 = many
 - **Maintainability**: easier to modify
 - **Portability**: suitable for different types of processor
 - C++ is a **high-level** language, **compiled** language, strong **types**, **case sensitive**.

```
int main(){  
    return 0;  
}
```

可维护，更利于人机交流是演化的方向；同时，现实要求有足够的性能

编程语言和思想








- Assembly language
- Computation: Fortran 1954
- System programming: C 1969, **C++** 1979, C# 1999, Objective-C
- Application: Java 1995, Java script, **PHP**
- Unix shell to everything: Perl, **Python**, Ruby
- Computation: **Matlab**, Mathematics, Mapple, R
- **The "concept" of "programming languages" are quite "similar"**

Language is the dress of thought.

~Samuel Johnson

But if thought corrupts language, language can
also corrupt thought.

~George Orwell

Jun 2021	Jun 2020	Change	Programming Language		Ratings	Change
1	1			C	12.54%	-4.65%
2	3	▲		Python	11.84%	+3.48%
3	2	▼		Java	11.54%	-4.56%
4	4			C++	7.36%	+1.41%
5	5			C#	4.33%	-0.40%
6	6			Visual Basic	4.01%	-0.68%
7	7			JavaScript	2.33%	+0.06%
8	8			PHP	2.21%	-0.05%

What is the most common use of C++?

- What is C++?
 - An object-oriented 面向对象 programming language
 - C++是一种混合语言，是集过程化设计、面向对象、基于对象和泛型算法等多种技术于一体的编程语言
- Its usage:
 - Large, complex applications
 - Scientific Computing
 - The most of **libraries** for science computation are still implemented in C++.
 - Performance
 - **game**
 - **HPC**（高性能计算）
 - **AI** 人工智能底层
 - **Financial** 金融: 高频交易平台
 - **Operation System**, such as windows, Linux
 - ...

Why teaching C++

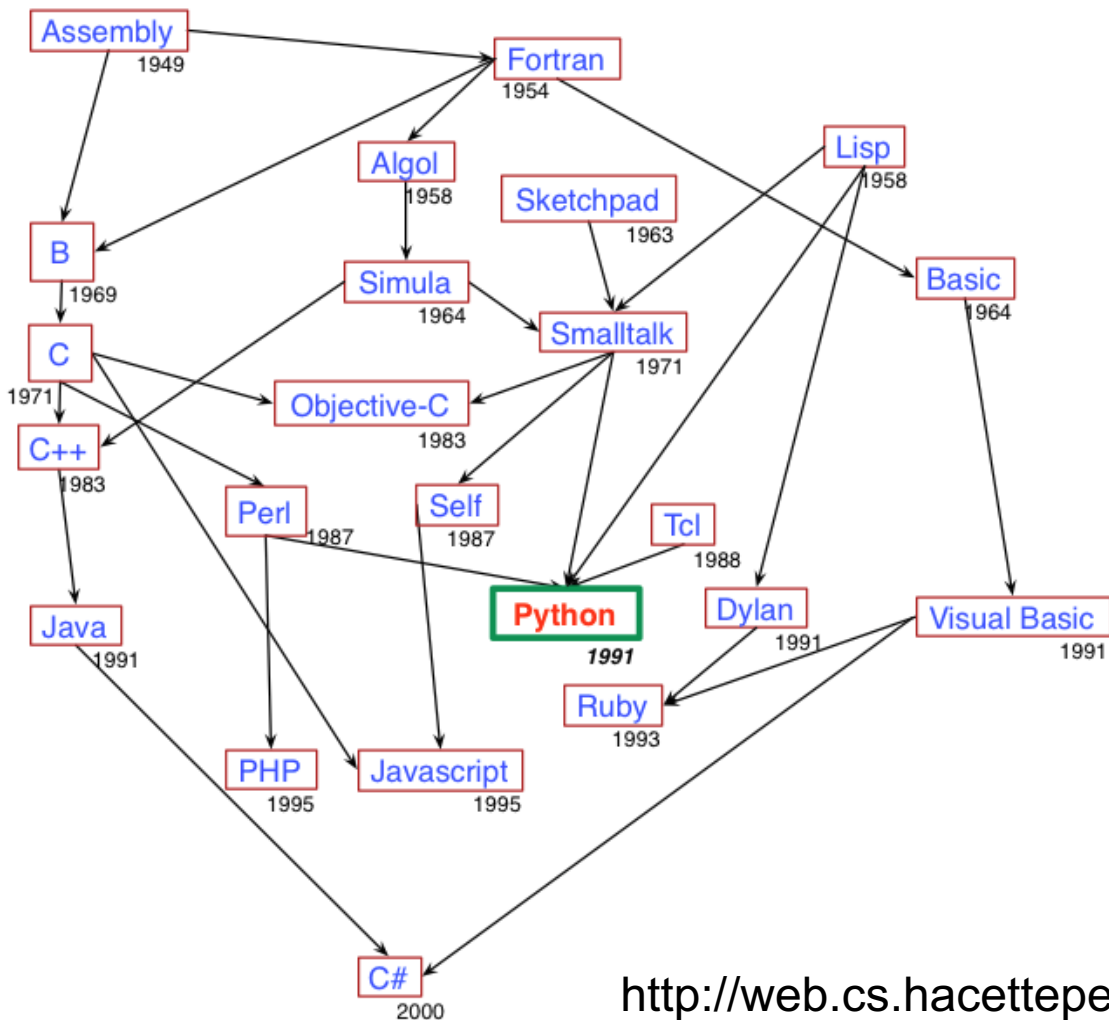
- Versatile
 - Python \geq C++ > Matlab
- 易于掌握
 - Python (free) > Matlab (commercial)
- 性能
 - C++。是Matlab和Python的必要补充。
 - Prerequisites
 - **Proficiency in Python, high-level familiarity in C/C++**
 - All class assignments will be in Python, but some of the deep learning libraries we may look at later in the class are written in C++.
 - If you have a lot of programming experience but in a different language (e.g. C/C++/Matlab/Javascript) you will probably be fine.

Why teaching C++

- Versatile
 - Python \geq C++ > Matlab
- 易于掌握
 - Python (free) > Matlab (commercial)
- 性能
 - C++。是Matlab和Python的必要补充。
- Java, Matlab & Python 不适合学习数据结构和算法
- 其它语言不够 **hard**, C++可以用来区分great programmers and mediocre programmers.

Evolution of Programming Languages

The conceptual apparatus used by the C++ language is common for all object programming languages.



- 其实这么多年我看着各种库的起起落落，还有一种感慨是研究者**不能始终抱着一个大腿**，要与时俱进。但是时代的潮流在哪里也不是随时都能看出来的，也没法时刻保持自己在前沿，但好在**掌握了一个库之后再换另一个库并不是很费劲**。

- --CMU LTI博士研究生
王赞

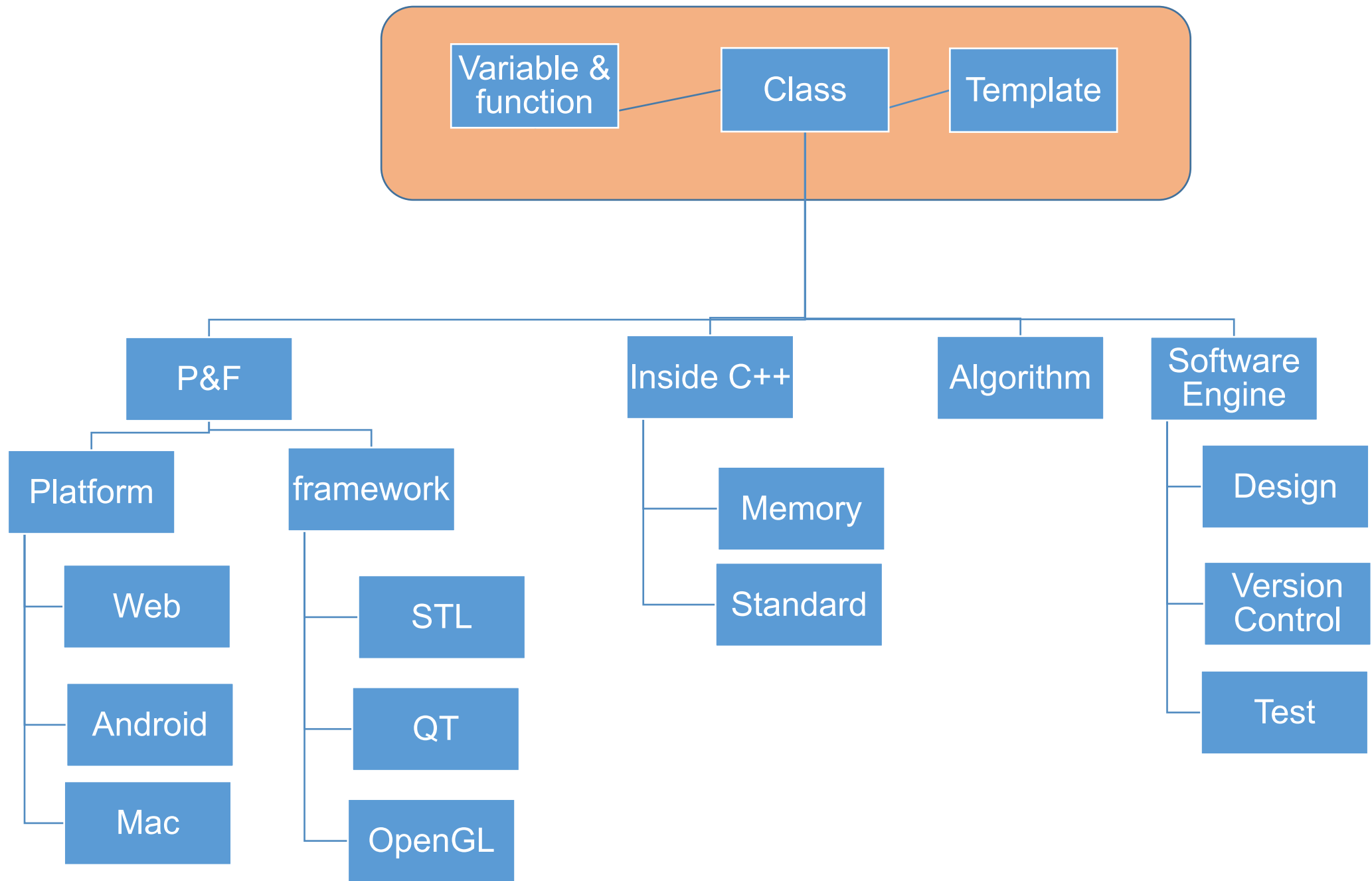
课程相关

- 教师

- [Junjie Cao](http://jjcao.github.io), <http://jjcao.github.io>
- jjcao@dlut.edu.cn

- 助教

- 主页: <https://github.com/jjcao-school/c>



考核

item	ratio
签到、日常测试、作业	30%
Exam	70%

上机

- 西部校区机房
 - 2-4周的周一下午
 - 1-3周的周四晚
- 做什么
 - 书后习题
 - 后面References中的小题目
 - 4个homework

How to Succeed?

- 56 hours (32 talks + 24 practices) in 4 weeks
- 每个人都可以
 - Work hard
 - 精英日课2: 正确的学习方法只有一种风格
 - 多做编程练习胜过多看书
 - “少想多做”，落实到IDE内;
 - 增量开发，确保每一步可运行:
 - void main() first
 - Function 1
 - Function 2
 - ...
 - Debug your code
 - 英文搜索错误信息, Google!!!
 - Learn by good example: follow open source projects
 - 代码行数 约等于 编程能力



对数学的学生而言;
进阶要求

Video

- [The birth of the computer](#), George Dyson
- [SageMath – Open source is ready to compete with Mathematica for use in the classroom](#), William Stein



程序员 vs 程序猿

控制台程序(**Console programs**)

远比图形接口程序容易实现和迁移到
不同的操作系统

Hello World

```
// A Hello World program
# include <iostream>
int main()
{
    std::cout << "Hello, world!\n";
    return 0;
}
```

Line-By-Line Explanation

- `//` 注释comment

indicates that everything following it until the end of the line is a **comment**: it is ignored by the compiler.

- `/*` and `*/`

- (e.g. `x = 1 + /*sneaky comment here*/ 1;`)
- multiple lines;

```
// A Hello World program
# include <iostream>
int main() {
    std::cout << "Hello, world!\n";
    return 0;
}
```

- Usages

- Comments exist to **explain non-obvious** things going on in the code. Use them: **document** your code well!

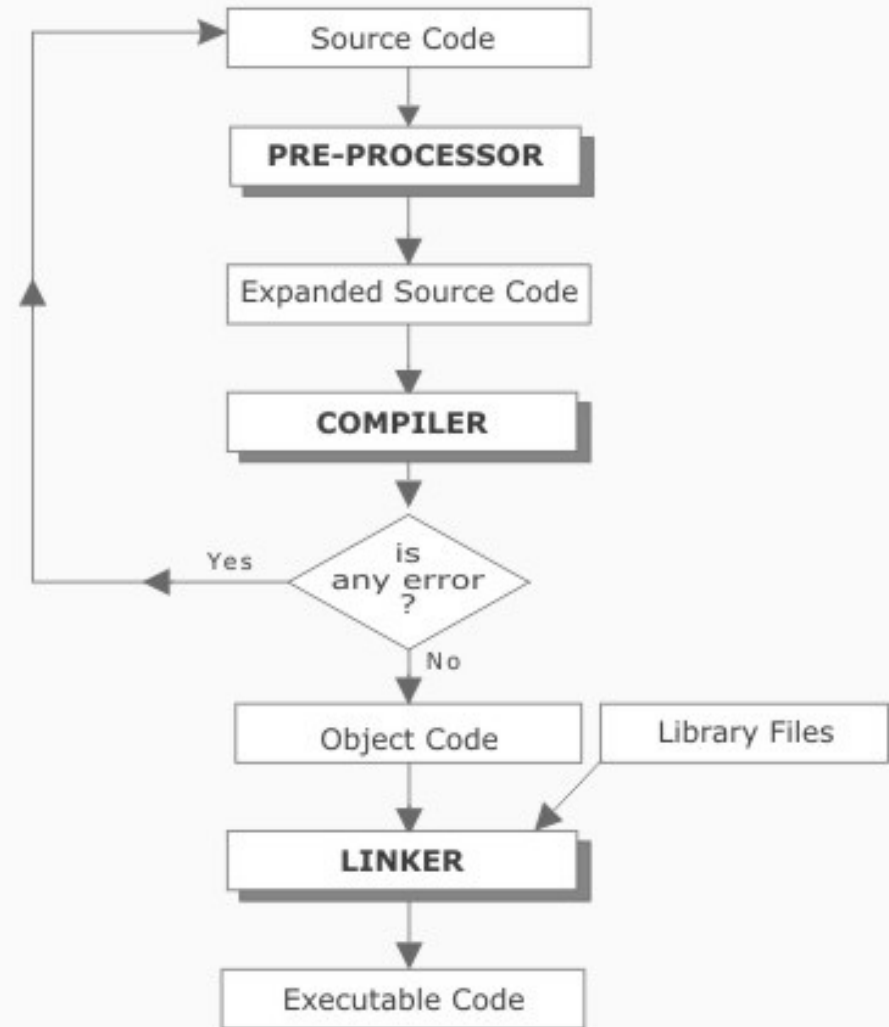
```
// A Hello World program
```

```
# include <iostream>
```

```
int main() {  
    std::cout << "Hello, world!\n";  
    return 0;  
}
```

- **# preprocessor commands**

- 用#开始的行是预处理命令(preprocessor commands), which usually change what code is actually being compiled.
- **#include** tells the **preprocessor** to dump in the contents of another file, here the `iostream` file, which defines the procedures for input/output.



Compilation and Linking of a C++ Program

```
// A Hello World program
# include <iostream>
int main() {
    std::cout << "Hello, world!\n";
    return 0;
}
```

- **int main()**

- main 函数名
- 跟随main的()说明它是一个函数
- main()之前的int表明该函数返回一个整数值
- 当程序被执行（载入内存），main()是第一个被执行的函数（程序的入口）

```
// A Hello World program
# include <iostream>
int main() {
    std::cout << "Hello, world!\n";
    return 0;
}
```

- 大括号{}表明main()的函数体

- {}把多个命令组成一组命令：multiple commands =》 a block代码块
- 每一个命令/声明（command/statement）必须分号结尾
- More about this syntax in the next few lectures.

```
// A Hello World program
#include <iostream>
int main() {
    std::cout << "Hello, world!\n";
    return 0;
}
```

- `cout <<`
- This is the syntax for outputting some piece of text to the screen.

```
// A Hello World program
# include <iostream>
int main() {
    std::cout << "Hello, world!\n";
    return 0;
}
```

- **std**是一个名称空间Namespaces
 - 作用域解析操作符scope resolution operator ::
 - 通知编译器要调用std中的cout，而不是别处jjcao::cout

using namespace std;

- This line tells the compiler that it should look in the std namespace for any identifier we haven't defined.
- If we do this, we can omit the std:: prefix when writing cout.

```
// A Hello World program
#include <iostream>
int main() {
    std::cout << "Hello, world!\n";
    return 0;
}
```

- 字符串String
 - *Hello, world*
 - 像这样显示指定的字符串，叫string literal.字符串字面量
- \n
 - The \n indicates a **newline** character.
 - 转义序列（Escape sequences）：It is an example of an escape sequence – a symbol used to represent a special character in a text literal.


```
// A Hello World program
#include <iostream>
int main() {
    std::cout << "Hello, world!\n";
    return 0;
    std::cout << "Hello, again!\n";
}
```

- **return 0**

- 通知OS，本程序成功执行完毕。
- 是main block的最后一行

- **注意**

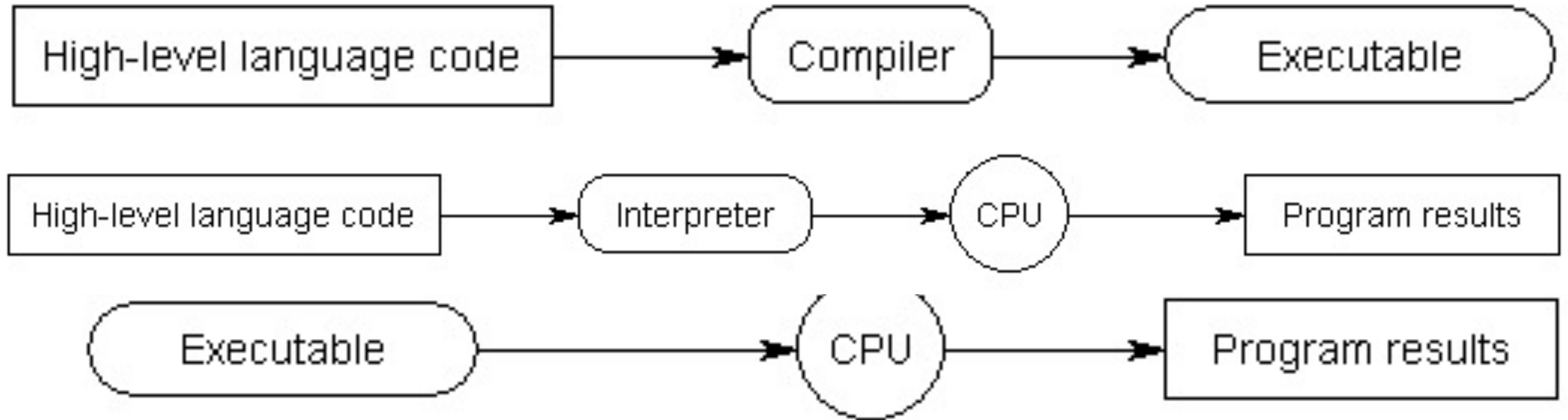
- 每一个声明需要分号结束（预处理命令和{}除外（如果是定义class的时候，{}也要跟着分号））
- 忘记分号，是新手常犯错误

The Compilation Process

Our language v.s. binary language the computer used

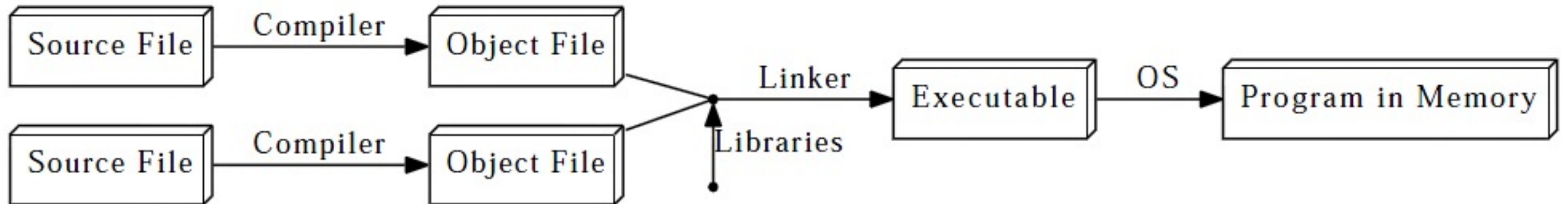
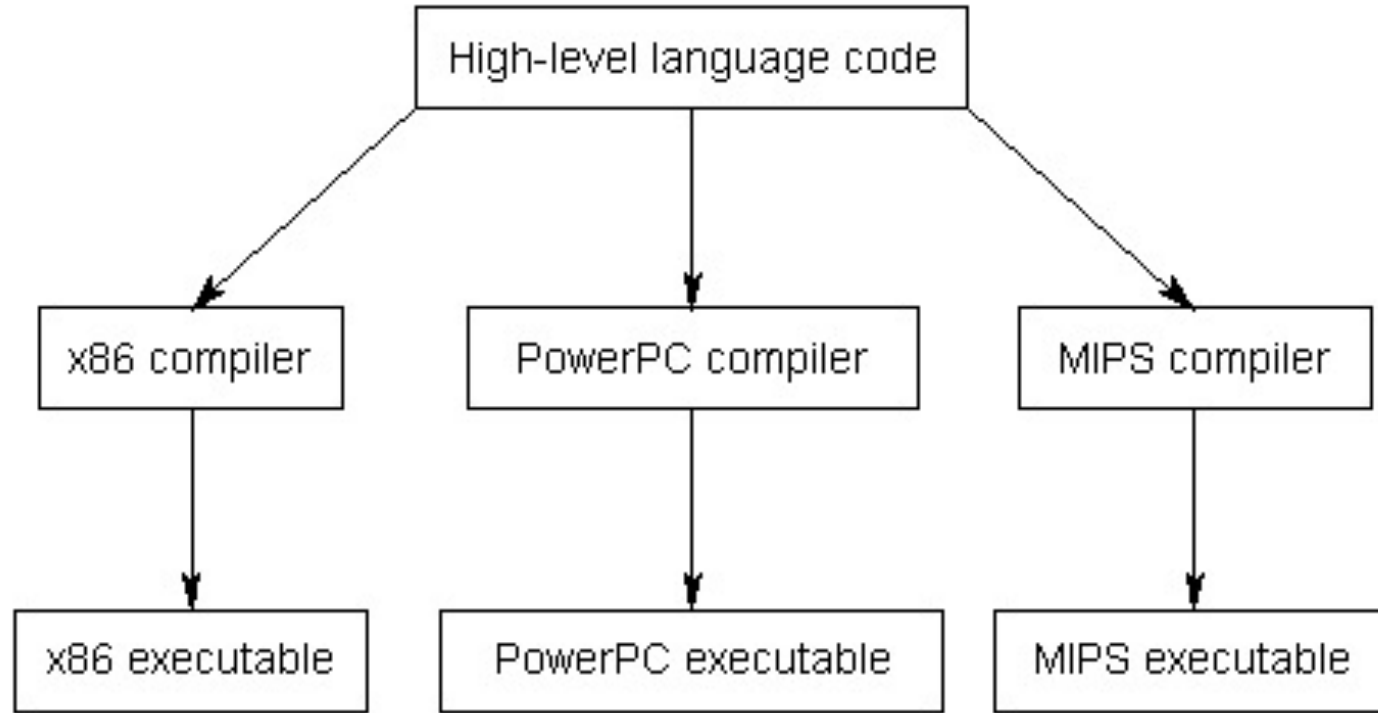
C++ is like natural language

Compiler: make computer understand C++



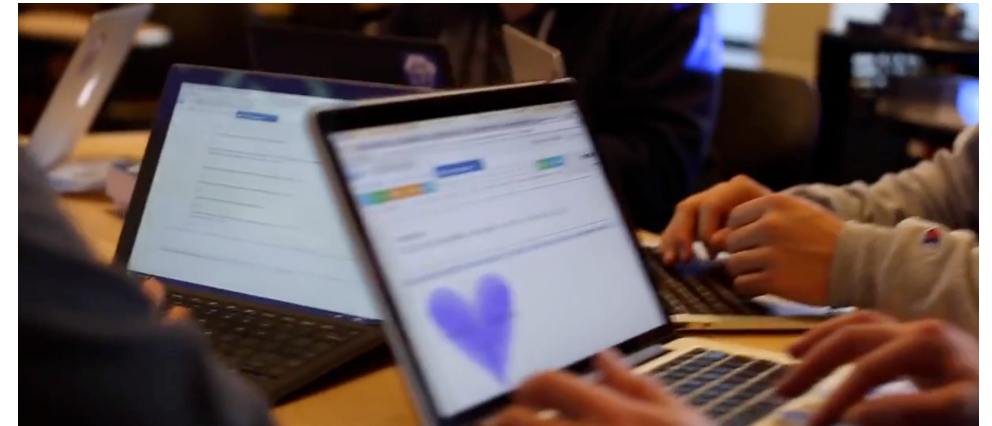
The Compilation Process

Compiler: make computer understand C++



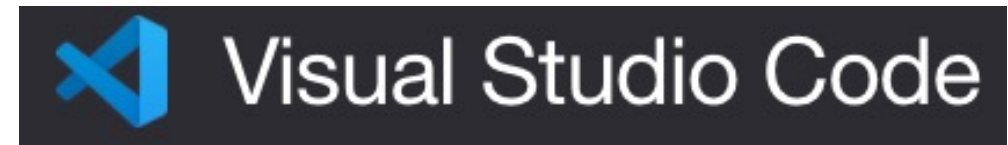
How to construct your virtual world?

- Every creative activity needs tools: a sheet of paper and a pencil?
- **Running** the code is the **only method** of finding out whether it's correct.
 - a computer equipped with some additional tools.
- A standard text editor and command-line compiler tools? May talk this later.
- An **IDE** is better.
- Or On-line tools?



IDE (Integrated Development Environment)

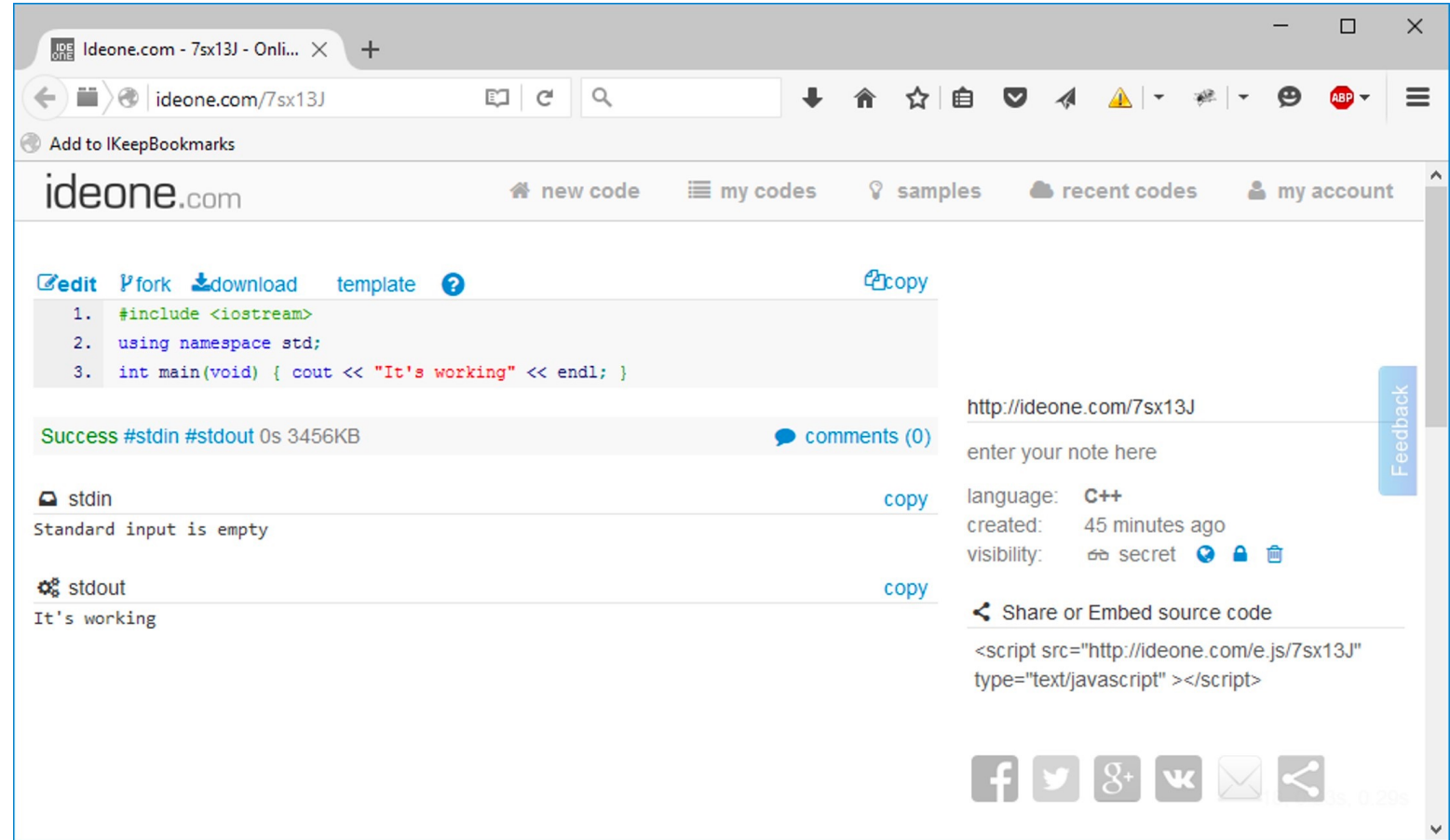
- A software: a code **editor**, a **compiler**, a **debugger**, and a graphical user interface (GUI) builder.
 - consume a lot of resources and, frankly speaking, you probably don't need most of the functions they can perform.
- If using on-line tools: an Internet browser + Internet access. But ...
- Choose the one that's more convenient for you.



[Installing an Integrated Development Environment \(IDE\)](#)

On-line tools: ideone

- <http://ideone.com>
- <http://cpp.sh>



The screenshot displays the Ideone.com interface in a web browser. The address bar shows the URL `ideone.com/7sx13J`. The website header includes navigation links: `new code`, `my codes`, `samples`, `recent codes`, and `my account`. The main content area features a code editor with the following C++ code:

```
1. #include <iostream>
2. using namespace std;
3. int main(void) { cout << "It's working" << endl; }
```

Below the code editor, the execution status is shown as "Success #stdin #stdout 0s 3456KB". To the right of this status is a link for "comments (0)".

On the left side, there are two input/output sections:

- stdin**: Standard input is empty.
- stdout**: It's working

On the right side, there is a section for "http://ideone.com/7sx13J" with a "Feedback" button. Below this is a "Share or Embed source code" section with a script snippet:

```
<script src="http://ideone.com/e.js/7sx13J" type="text/javascript"></script>
```

At the bottom right, there are social media sharing icons for Facebook, Twitter, Google+, VK, Email, and a generic share icon. The text "0.29s" is visible next to the share icons.

编译你的第一个程序

- [lab01_IDE_vscode_helloworld.pptx](#)
- [lab01_IDE_VC_Win32ConsoleApplication.pptx](#)

- [LearnCpp.com](#)

C and C++'s philosophy能力与责任

- Underlying design philosophy: “**trust the programmer**”
 - Wonderful
 - compiler will not stand in your way if you try to do something unorthodox that makes sense,
 - Dangerous
 - compiler will not stand in your way if you try to do something that could produce unexpected results.
 - That is one of the primary reasons why knowing **what you shouldn't do** in C/C++ is almost **as important as knowing what you should do** -- because there are quite a few pitfalls that new programmers are likely to fall into if caught unaware.



Reference Books

1. C++ Primer, 5th version

2. The C++ Programming Language. (more advance than 1)
3. The C++ Standard Library – A Tutorial and Reference
4. Teach Yourself C++ in One Hour a Day
5. Code complete 2nd
6. Clean Code A Handbook of Agile Software Craftsmanship

Reference Courses

- [cpp for school](http://www.cppforschool.com) <http://www.cppforschool.com>
 - simpler and with assignments, projects, quiz and papers.
- [LearnCpp.com](http://www.learncpp.com) <http://www.learncpp.com>
 - more detail explanations than cpp for school
- [online course & IDE]: [cpp在线中文教程](<https://www.runoob.com/cplusplus/cpp-tutorial.html>), 包括主流操作系统下g++和Visual C++的设置. 提供在线编译运行, 可见编译错误提示, 程序输出等
- [online course & IDE](<https://www.dotcpp.com>), 大量练习题, 在线提交, 可以获取3种状态: 编译失败, 运行结果错误, 成功。

Useful Links

- <http://www.cplusplus.com>
- [代码打包工具]: [Visual C++代码打包工具](#), 可以自行调整.
- [总结]: [C++知识体系](#), 总结的很好, 包括一些高级内容.

Academic Integrity

- Honest work is required of a scientist or engineer.
- Integrity is the key for everything!!!
- Discussion is permitted.
- **Everything you turn in must be your own work.**
- Cite your sources, explain any unconventional action.
- **If you have a question, ask.**