

Table of Contents

About the Tutorial	i
Audience	i
Prerequisites	i
Copyright & Disclaimer	i
Table of Contents	ii
1. OVERVIEW	1
Object-Oriented Programming	1
Standard Libraries	1
The ANSI Standard	1
Learning C++	2
Use of C++	2
2. ENVIRONMENT SETUP	3
Try it Option Online	3
Local Environment Setup.....	3
Installing GNU C/C++ Compiler:	4
3. BASIC SYNTAX	6
C++ Program Structure:	6
Compile & Execute C++ Program:	7
Semicolons & Blocks in C++	7
C++ Identifiers	8
C++ Keywords	8
Trigraphs	9
Whitespace in C++	10
4. COMMENTS IN C++	12

5. DATA TYPES	14
Primitive Built-in Types	14
typedef Declarations	16
Enumerated Types	17
6. VARIABLE TYPES	18
Variable Definition in C++	19
Variable Declaration in C++	19
Lvalues and Rvalues	21
7. VARIABLE SCOPE	23
Local Variables	23
Global Variables	24
Initializing Local and Global Variables	25
8. CONSTANTS/LITERALS	26
Integer Literals	26
Floating-point Literals	27
Boolean Literals.....	27
Character Literals	27
String Literals	29
Defining Constants	29
9. MODIFIER TYPES	32
Type Qualifiers in C++.....	33
10. STORAGE CLASSES	34
The auto Storage Class	34
The register Storage Class	34
The static Storage Class	35

The extern Storage Class	36
The mutable Storage Class	37
11. OPERATORS	38
Arithmetic Operators	38
Relational Operators	40
Logical Operators	43
Bitwise Operators	45
Assignment Operators.....	47
Misc Operators	50
Operators Precedence in C++	51
12. LOOP TYPES	55
While Loop	56
for Loop	58
do...while Loop	60
nested Loops	62
Loop Control Statements.....	64
Break Statement	65
continue Statement	67
goto Statement	69
The Infinite Loop	72
13. DECISION-MAKING STATEMENTS	73
If Statement	74
if...else Statement	76
if...else if...else Statement	77
Switch Statement	79
Nested if Statement	82

The ? : Operator	85
14. FUNCTIONS	86
Defining a Function	86
Function Declarations	87
Calling a Function	88
Function Arguments	89
Call by Value	90
Call by Pointer	91
Call by Reference.....	93
Default Values for Parameters	95
15. NUMBERS	97
Defining Numbers in C++	97
Math Operations in C++	98
Random Numbers in C++	100
16. ARRAYS	102
Declaring Arrays	102
Initializing Arrays	102
Accessing Array Elements	103
Arrays in C++	104
Pointer to an Array	107
Passing Arrays to Functions	109
Return Array from Functions	112
17. STRINGS	115
The C-Style Character String	115
The String Class in C++	118

18. POINTERS	120
What are Pointers?	121
Using Pointers in C++	121
Pointers in C++	122
Null Pointers	123
Pointer Arithmetic.....	124
Pointers vs Arrays	128
Array of Pointers	130
Pointer to a Pointer	133
Passing Pointers to Functions	134
Return Pointer from Functions	136
19. REFERENCES	139
References vs Pointers	139
Creating References in C++	139
References as Parameters	141
Reference as Return Value	142
20. DATE AND TIME	145
Current Date and Time	146
Format Time using struct tm	147
21. BASIC INPUT/OUTPUT	149
I/O Library Header Files.....	149
The Standard Output Stream (cout)	149
The Standard Input Stream (cin).....	150
The Standard Error Stream (cerr)	151
The Standard Log Stream (clog)	152
22. DATA STRUCTURES	153

Defining a Structure	153
Accessing Structure Members	154
Structures as Function Arguments	155
Pointers to Structures	157
The typedef Keyword	159
23. CLASSES AND OBJECTS	161
C++ Class Definitions	161
Define C++ Objects	161
Accessing the Data Members	162
Classes & Objects in Detail	163
Class Access Modifiers	168
The public Members.....	168
The private Members	170
The protected Members	172
Constructor & Destructor	173
Parameterized Constructor	175
The Class Destructor	177
Copy Constructor	179
Friend Functions	183
Inline Functions	185
this Pointer	186
Pointer to C++ Classes	188
Static Members of a Class	190
Static Function Members	192
24. INHERITANCE	195
Base & Derived Classes.....	195

Access Control and Inheritance	197
Type of Inheritance	197
Multiple Inheritance	198
25. OVERLOADING (OPERATOR & FUNCTION)	201
Function Overloading in C++	201
Operators Overloading in C++	202
Overloadable/Non-overloadable Operators	205
Operator Overloading Examples	206
Unary Operators Overloading	206
Increment (++) and Decrement (- -) Operators	208
Binary Operators Overloading	211
Relational Operators Overloading	213
Input/Output Operators Overloading.....	215
++ and - - Operators Overloading	217
Assignment Operators Overloading	219
Function Call () Operator Overloading	221
Subscripting [] Operator Overloading	223
Class Member Access Operator - > Overloading	224
26. POLYMORPHISM	229
Virtual Function	232
Pure Virtual Functions	232
27. DATA ABSTRACTION	233
Access Labels Enforce Abstraction	234
Benefits of Data Abstraction	234
Data Abstraction Example	234
Designing Strategy	236

28. DATA ENCAPSULATION	237
Data Encapsulation Example	238
Designing Strategy	239
29. INTERFACES.....	240
Abstract Class Example	240
Designing Strategy	242
30. FILES AND STREAMS	244
Opening a File	244
Closing a File	245
Writing to a File	246
Reading from a File	246
Read & Write Example	246
File Position Pointers	248
31. EXCEPTION HANDLING	249
Throwing Exceptions	250
Catching Exceptions	250
C++ Standard Exceptions	252
Define New Exceptions	253
32. DYNAMIC MEMORY	255
new and delete Operators.....	255
Dynamic Memory Allocation for Arrays	257
Dynamic Memory Allocation for Objects	257
33. NAMESPACES	259
Defining a Namespace	259
The using directive	260

Discontiguous Namespaces	262
Nested Namespaces	262
34. TEMPLATES	265
Function Template	265
Class Template	266
35. PREPROCESSOR	270
The #define Preprocessor	270
Function-Like Macros	271
Conditional Compilation	272
The # and ## Operators	273
Predefined C++ Macros	275
36. SIGNAL HANDLING	277
The signal() Function	277
The raise() Function	279
37. MULTITHREADING.....	281
Creating Threads	281
Terminating Threads	282
Passing Arguments to Threads	284
Joining and Detaching Threads	286
38. WEB PROGRAMMING	289
What is CGI?	289
Web Browsing	289
CGI Architecture Diagram	290
Web Server Configuration	290
First CGI Program	291

My First CGI program	292
HTTP Header	292
CGI Environment Variables	293
C++ CGI Library	296
GET and POST Methods	296
Passing Information Using GET Method	296
Simple URL Example: Get Method	297
Simple FORM Example: GET Method	299
Passing Information Using POST Method	299
Passing Checkbox Data to CGI Program	300
Passing Radio Button Data to CGI Program	302
Passing Text Area Data to CGI Program	303
Passing Dropdown Box Data to CGI Program.....	305
Using Cookies in CGI	307
How It Works	307
Setting up Cookies	307
Retrieving Cookies.....	309
File Upload Example	310
39. STL TUTORIAL	313
40. STANDARD LIBRARY	316
The Standard Function Library	316
The Object Oriented Class Library	316