

C++

# 程式語言（二）

## Introduction to Programming (II) Course Introduction

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# Platform/IDE

- Dev-C++



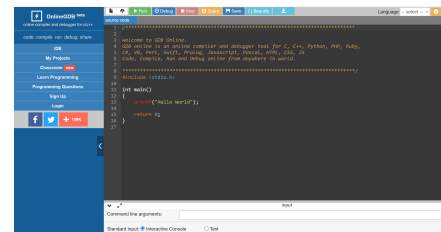
<https://www.pngegg.com/en/search?q=Dev-C>

- Codeblocks

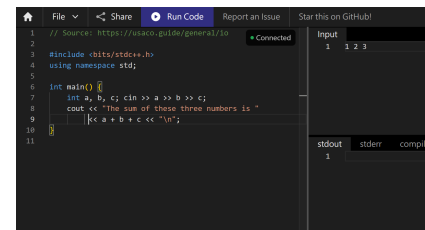


<https://icons8.com/icons/set/code-blocks>

- OnlineGDB (<https://www.onlinegdb.com/>)



- Real-Time Collaborative Online IDE (<https://ide.usaco.guide/>)



# Textbooks (We focusing on C++11)

- *Learn C++ Programming by Refactoring* ( 由重構學習 C++ 程式設計 ). Pang-Feng Liu ( 劉邦鋒 ). NTU Press. 2023.
- *C++ Primer. 5th Edition.* Stanley B. Lippman, Josée Lajoie, Barbara E. Moo. 2019.
- *Effective C++.* Scott Meyers. O'Reilly. 2016.
- *Thinking in C++. Vol. 1: Introducing to Standard C++.* 2nd Edition. Bruce Eckel. Prentice Hall PTR. 2000.

# Useful Resources

- Tutorialspoint
  - <https://www.tutorialspoint.com/cplusplus/index.htm>
  - Online C++ Compiler
- Programiz
  - <https://www.programiz.com/cpp-programming>
- LEARN C++
  - <https://www.learncpp.com/>
- MIT OpenCourseWare - Introduction to C++
  - <https://ocw.mit.edu/courses/6-096-introduction-to-c-january-iap-2011/pages/lecture-notes/>
- Learning C++ Programming
  - <https://www.programiz.com/cpp-programming>
- GeeksforGeeks
  - <https://www.geeksforgeeks.org/c-plus-plus/>

# Course TAs

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# Grading Policy

- Assignment: 20%
- Midterm Exam: 40%
- Final Exam: 40%

# Notes on Homework Submission

- Makeup due date:
  - 1 week after the due date.
  - 40% discount.

# If possible...

- Bring your laptops or notebook to the classroom if possible.





# Introduction to OOP

# Object-Oriented Programming Languages

- [Wikipedia] A programming paradigm based on the concept of “objects”, which can contain data and code.
  - Data: in the form of fields (i.e., *attributes* or *properties*)
  - Codes: procedures (i.e., *methods*).
- Examples:
  - C++, JAVA, Python, Perl, Lisp.
- Most popular: *Class*-based.
  - Objects are instances of classes.

# C++

- Created by Bjarne Stroustrup (a Danish computer scientist; C++ started in 1979 and has become generally available since 1985; standardized 1998 by ISO).
- Originally C with classes and renamed as C++.
- Efficiency of C is maintained.
- Applications in
  - System software
  - Application software
  - Device drivers
  - Embedded software
  - Games
  - High-performance computing server
  - Used to program FPGAs (Field Programmable Gate Arrays)

# Why C++?

- Roughly a superset of C.
- Maintainability and Portability.
- International standard(s)
  - “C with Classes” -> C++03 -> C++11 -> C++14 -> C++17 -> C++20 -> C++ 23..
- General purpose.
- Powerful yet efficient.
- Low-level access to hardware.
- Easy to move to other OOP languages
  - But NOT in other direction.

# The four basic concepts of OOP

- **Encapsulation ( 封裝 )**

- **Wrapping up** of data and information under a single unit.
- Binding together the data and the functions that manipulates them.
- Emphasize on the “**interface**”.
- Using classes.
- Protect the data from outside interference and misuse.

- **Abstraction ( 抽象化 )**

- Displaying only **essential information** and hiding the details.
- Providing only essential information about the data to the outside world.
- **Hiding the details and implementation.**
- Using classes or header files.
- Reducing complexity and allowing the programmer to focus on interactions at a higher level.

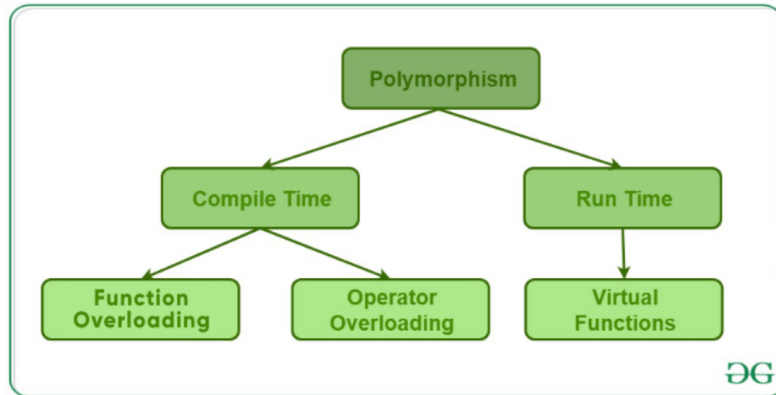
# The four basic concepts of OOP

- **Inheritance ( 繼承 )**

- The ability of **deriving properties and characteristics from another class**.
- Promoting code **reusability** and establishing a natural **hierarchy** between classes.

- **Polymorphism ( 多型 )**

- The ability of a message to be displayed **in more than one form**.

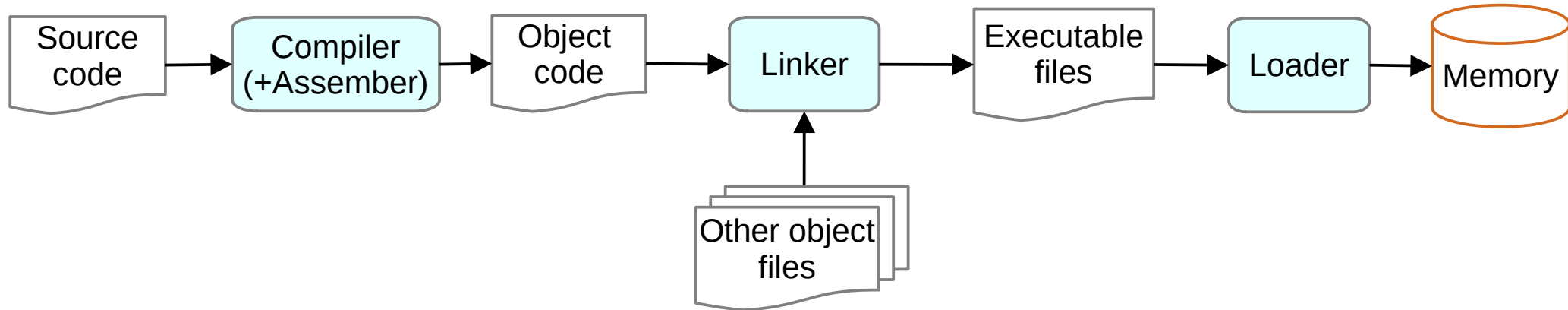


Reference:

<https://www.geeksforgeeks.org/polymorphism-in-c/?ref=lbp>

# Flowchart

**Linker:** combines the object files (e.g., generated by the compiler/assembler) and generate executable files.



**Loader:** load executable files to main memory.

# GNU Compiler Collection (GCC)

## C++ Compiler

```
g++ [options] input_file.cpp
```

To object code file:

```
g++ -c file_1.cpp // get file_1.o  
g++ -c file_2.cpp // get file_2.o
```

To link object code files and produce a executable file:

```
g++ -o executable.exe file_1.o file_2.o
```

To directly produce a executable file from a C++ source code:

```
g++ -o executable.exe source.cpp
```



# Your first C++ program

```
#include <iostream>

int main() {
    std::cout << "Welcome to C++!\n"; // :: scope resolution operator
    return 0;
}
```

```
#include <iostream>
using namespace std;

int main() {
    cout << "Welcome to C++!\n";
    //cout << "Welcome to C++!" << endl;
    return 0;
}
```

# A simple I/O example

```
#include <iostream>
using namespace std;

int main() {
    int n1 = 0, n2 = 0;
    cout << "Enter two numbers: " << endl;
    cin >> n1 >> n2;
    cout << "The sum is " << n1+n2 << endl;

    return 0;
}
```

**cin >> n1 >> n2;** // using cascading; the same as (cin >> n1) >> n2;

# A typical syntax error ( 語法錯誤 )

```
#include <iostream>
using namespace std;

int main() {
    int n1 = 0, n2 = 0;
    cin >> a >> b >> c;
    cout << a * b / c << endl

    return 0;
}
```

What's wrong with the above example?

# main () with no return type

```
#include <iostream>

using namespace std;

main()
{
    cout << "Hello World";
}
```

```
#include <iostream>

using namespace std;

void main()
{
    cout << "Hello World";
}
```

# main () with no return type

```
#include <iostream>

using namespace std;

main()
{
    cout << "Hello World";
}
```

```
#include <iostream>

using namespace std;

void main()
{
    cout << "Hello World";
}
```


warning: ISO C++ forbids declaration of 'main' with no type [-Wreturn-type]

# Continually getting input numbers

```
#include <iostream>
using namespace std;

int main() {
    int sum = 0, value = 0;
    // continually getting numbers and sum over them until
    // reaching end-of-file
    while (cin >> value)
        sum += value;
    cout << "The sum is " << sum << endl;

    return 0;
}
```



```
while (!cin.eof()) {
    // do something on s
    cin >> s;
}
```

## Note:

In Windows OS, use `Ctrl+z` to represent end-of-file.

In Mac OS or Unix/Linux OS, use `Ctrl+d` to represent end-of-file.

# String I/O

```
#include <iostream>
using namespace std;

int main()
{
    char str[100];

    cout << "Enter a string: ";
    cin >> str;
    cout << "You entered: " << str << endl;

    return 0;
}
```

```
#include <iostream>
using namespace std;

int main()
{
    string str;

    cout << "Enter a string: ";
    cin >> str;
    cout << "You entered: " << str << endl;

    return 0;
}
```

# String I/O: read a line of text

```
#include <iostream>
#include <string>
using namespace std;

int main()
{
    char str[100];
    //string str;

    cout << "Enter a string: ";
    cin.get(str, 100); //or "cin.getline(str, 100)."
    //or using "getline(cin, str);"
    cout << "You entered: " << str << endl;

    return 0;
}
```



# getline

- The prototype of `getline` function

```
istream& getline(istream& is, string & str);
```

`istream`: a class (input stream); so `ostream` is for output stream

`&`: similar to `*` (pointer); in C++ it's called a **reference declarator**

- **The referenced object will NOT be copied.**

# Supplementary

- Difference between

```
cout << "blah blah ..." << endl;
```

and

```
cout << "blah blah ..." << "\n";
```

- `cout << "blah blah ..." << endl;`

is equivalent to

```
cout << "blah blah ..." << "\n" and then flush the buffer.
```

- 
- Let's review and renew some features we have learned in C.



# Variables

Mostly the same as C language.

# Basic C++ variables vs. Modern C++ Variables

```
int age = 25;  
double pi = 3.14159;  
char rank = 'A';
```

The conventional way

# Basic C++ variables vs. Modern C++ Variables

```
int age = 25;  
double pi = 3.14159;  
char rank = 'A';
```

The conventional way

```
auto age = 25;  
auto pi = 3.14159;  
auto rank = 'A';  
//deduce the type automatically
```

Modern C++

# Basic C++ variables vs. Modern C++ Variables

```
int age = 25;  
double pi = 3.14159;  
char rank = 'A';
```

The conventional way

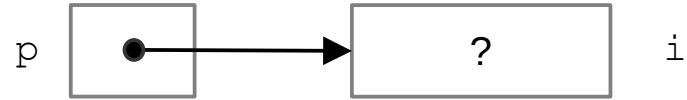
```
auto age {25};  
auto pi {3.14159};  
auto rank {'A'};  
//deduce the type automatically  
//using uniform initialization  
// using {} from C++11
```

Modern C++

<https://onlinegdb.com/ZGFO-8-NQ>

# The address operator

```
int i, *p;  
...  
p = &i;
```



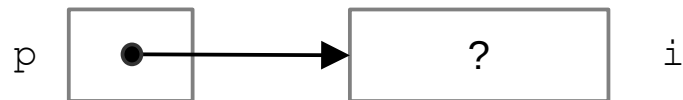
```
cout << p << &i;  
//print the address of i
```



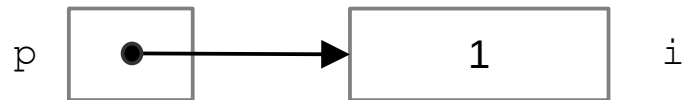
# The indirection operator ( 間接取值 )

It can be used to obtain the **value** stored at the memory location **referenced by a pointer variable**.

```
int i, *p;  
...  
p = &i;
```



```
i = 1;
```



```
cout << i << endl;  
cout << *p << endl;
```

What's are the outputs?

```
*p = 2;
```

```
cout << i << endl;  
cout << *p << endl;
```

What's are the outputs?

# Supplement: void pointer

```
void* p; cout << *p; /* invalid */  
// error: 'void*' is not a pointer-to-object type
```

```
void* p;  
int *px = (int*)p; /*forced type-transformation first!*/  
cout << *px; /*valid now*/
```

# Pointer variables

- Pointer variables can appear in declaration along with other variables.

```
int i, j, a[10], b[20], *p, *q;
```

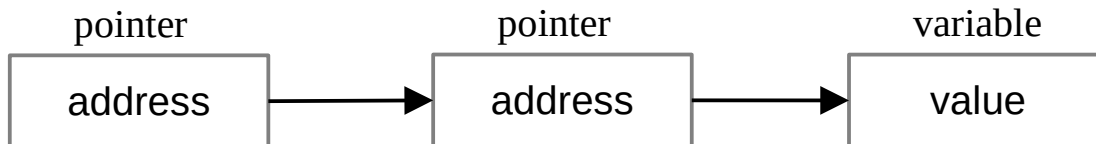
- Every pointer variable points only to objects of a particular type.

```
int *p; /*points only to integers */
```

```
double *q; /*points only to doubles */
```

```
char *r; /*points only to characters */
```

- A pointer variable can even point to another pointer!



# Example

- Try the right-hand side example.
- What are the outputs?



<https://imgur.com/13cMvKI>

```
int  var;
int  *ptr;
int  **pptr;

var = 3000;

/* take the address of var */
ptr = &var;

/* take the address of ptr using address of operator & */
pptr = &ptr;

/* take the value using pptr */
cout << "Value of var = " << var << endl;
cout << "Value available at *ptr = " << *ptr << endl;
cout << "Value available at **pptr = " << **pptr << endl;
cout << "What's the value of pptr? => " << ptr << endl;
cout << "What's the value of *pptr? => " << *pptr << endl;
```

# Example (Revised)

- Try the right-hand side example.
- What are the outputs?



<https://imgur.com/13cMvKI>

```
auto var {3000};

/* take the address of var */
auto *ptr {&var};

/* take the address of ptr using address of operator & */
auto **pptr {&ptr};
/* take the value using pptr */
cout << "Value of var = " << var << endl;
cout << "Value available at *ptr = " << *ptr << endl;
cout << "Value available at **pptr = " << **pptr << endl;
cout << "What's the value of pptr? => " << ptr << endl;
cout << "What's the value of *pptr? => " << *pptr << endl;
```

```
Value of var = 3000
Value available at *ptr = 3000
Value available at **pptr = 3000
What's the value of pptr? => 94203732
What's the value of *pptr? => 94203732
```

# Null pointer

- `NULL` is defined as `(void*) 0`
- Usage:
  - Initialization.
  - Error handling.
    - Dereference a pointer variable only if it's not `NULL`.
  - Pass a null pointer to a function argument when we don't want to pass any valid memory address.

```
int *p = NULL;
```

# Null pointer

```
int *p = NULL;
```

The conventional way  
(also in C)

```
int *p = nullptr;
```

Modern C++

# Boolean variable

- In C++, we can use the type "bool".

```
int a = 5, b = 3;  
bool check {a == b};  
cout << check << endl;
```

<https://onlinegdb.com/FenGBnjhR>



# Manipulator

- Note: We need to add:

```
#include<iomanip>
```

```
int i = 5  
cout << i << endl;  
cout << setw(4) << i << endl;
```

5

5

# dec, oct, hex, and setfill()

```
int i;  
cin >> i;  
cout << dec << setw(6) << i << endl;  
cout << oct << setw(7) << i << endl;  
cout << hex << setw(8) << i << endl;  
  
cin >> hex >> i;  
cout << setfill('0');  
cout << dec << setw(6) << i << endl;  
cout << oct << setw(7) << i << endl;  
cout << hex << setw(8) << i << endl;  
cout << setfill(' ');  
cout << left << setw(15) << "hello, world\n";  
cout << right << setw(15) << "hello, world\n";
```

```
100  
    100  
    144  
    64  
  
100  
000256  
0000400  
00000100  
hello, world  
    hello, world
```

# Set precision

```
double pi {3.1415926};  
double goldRatio {1.618};  
  
cout << setprecision(4) << pi << endl;  
cout << setprecision(3) << pi << endl;  
cout << setprecision(2) << pi << endl;  
cout << setprecision(1) << pi << endl;  
cout << setprecision(0) << pi << endl;  
cout << setprecision(2) << goldRatio << endl;  
cout << setprecision(1) << goldRatio << endl;  
cout << setprecision(0) << goldRatio << endl;
```

```
3.142  
3.14  
3.1  
3  
3  
1.6  
2  
2
```

# Standard integer types (C++11)

- `#include <cstdint>`

```
int8_t // sizeof(int8_t) = 1
```

```
int16_t // sizeof(int16_t) = 2
```

```
int32_t // sizeof(int32_t) = 4
```

```
int64_t // sizeof(int64_t) = 8
```

- **Maximum values:**

```
INT8_MAX // 127
```

```
INT16_MAX // 32767
```

```
INT32_MAX // 2147483647
```

```
INT64_MAX // 9223372036854775807
```

```
UINT8_MAX // 255
```

```
UINT16_MAX // 65535
```

```
UINT32_MAX // 4294967295
```

```
UINT64_MAX // 18446744073709551615
```



# Array

# Initialization for an array

```
int array1[] {1, 2, 3, 4, 5};
```

```
int array2[5] { 1, 2, 3 };
```

```
int array3[5] {1, 2, 3, 0, 0 }; // the same as array2
```

# Processing an array using the for loop

```
#define ARRAYSIZE 5
int a[ARRAYSIZE]{ 1, 2, 3, 4, 5 };

for (int i = 0; i < ARRAYSIZE; i++) {
    cout << a[i];
}
```

- What's the benefit using `#define ARRAYSIZE 5`?

# Processing an array using the for loop (Method #2)

```
#include <iostream>
#include <iomanip>

#define ARRAYSIZE 5

using namespace std;

int main() {
    int a[ARRAYSIZE]{ 1, 2, 3, 4, 5 };
    int sum{0};

    for (int v : a) {
        sum += v;
    }
    cout << sum << endl;
    return 0;
}
```

15



# assert

<https://onlinegdb.com/7pglNJahEM>

- Note: We need to add:  
`#include<cassert>`
- Usage: check if the condition holds

```
#include <iostream>
#include <cassert>
using namespace std;

#define N 10

int main() {
    int a[N];
    for (int i=0; i<N; i++)
        a[i] = i;

    int j;
    while (cin >> j) {
        assert( j >= 0 && j < N);
        cout << a[j] << endl;
    }
    return 0;
}
```

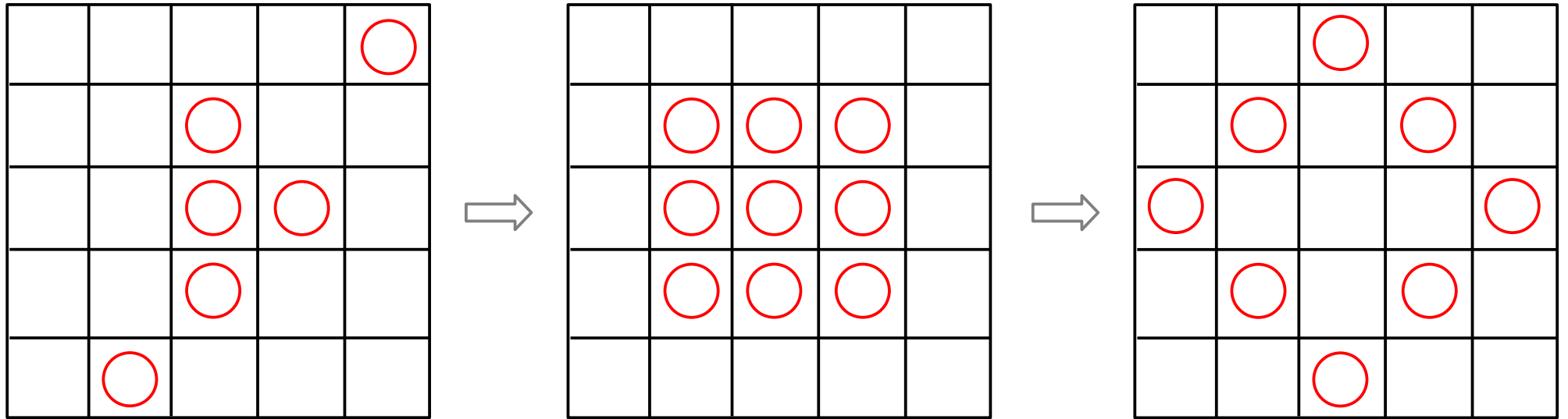
# Multi-dimensional array

```
int arr1[10][20][30];  
int arr2[3][3] {{1, 2}, {4}};  
int arr3[3][3] {{1, 2, 0}, {4, 0, 0}, {0, 0, 0}};  
// arr2 and arr3 are the same  
int arr4[100][100] {{0}};  
//initialize the whole array with zero entries
```

# Game of Life (Exercise)

- The game is represented as an  $n$ -by- $n$  2D array (given by the user). Each element represents a cell which could be “dead” or “alive”. An element has at most 8 neighbors.
- Rule:
  - An alive cell will be still alive in the next stage if it has **two or three alive neighbors** surrounding, otherwise it will be dead in the next stage.
  - A dead cell will become alive in the next stage if it has **exactly three alive neighbors**, otherwise it is still dead.
- Compute the stage after  $k$  iterations.

# Illustration



# Sample input/output

Sample code by the author:

<https://github.com/pangfengliu/Cplusplus-refactor/blob/main/array/life.cc>

<https://github.com/pangfengliu/Cplusplus-refactor/blob/main/function/life.cc>

```
bool life[2][n][n];  
int from = 0, to = 1;
```

```
for (int row=0; row<n; row++) // get input  
    for (int col=0; col<n; col++) {  
        int temp;  
        cin >> temp;  
        life[from][row][col] = (temp == 1);  
    }
```

Sample input

```
5 3  
0 0 0 0 1  
0 0 1 0 0  
0 0 1 1 0  
0 0 1 0 0  
0 0 1 0 0  
0 1 0 0 0
```

Sample output

```
0 0 1 0 0  
0 0 1 0 0  
0 1 0 1 0  
0 0 1 0 0  
0 0 1 0 0  
0 0 1 0 0
```



# Type casting or type conversion

# Static cast ( 靜態轉型 )

- Usage:

```
static_cast<type>(expression);
```

- Example:

```
int count {8};  
int sum_grade { 120 };  
double average = static_cast<double>(sum) / count;
```

In compile time

# Comparing with type conversion in C

<https://onlinegdb.com/5cODWYI71>

```
char *c1;  
int *p1 = static_cast<int *>(&c1);  
*p1 = 5;  
cout << *p1 << endl;
```

```
char c2[2] { 15, 16 };  
int *p2 = (int *) (c2);  
*p2 = 5;  
cout << *p2 << endl;
```



# Integer to string

```
#include <string>

std::string s = std::to_string(42);
```

# More on Strings in C++ (1/5)

```
#include <string>
string s; // in C, perhaps we use char *s or char s[20]...
cin >> s;
cout << s;
```

# More on Strings in C++ (2/5)

<https://onlinegdb.com/96tSeJs1T>

```
string s1, s_cp, s5;  
string s2 {"main()\n{\n}\n"};  
string s3 {"is the best in TW."};  
string s4 {"NTOU CSE"};  
s_cp = s3;  
s5 = s4 + " " + s_cp;  
if (s1.empty())  
    cout << "empty string" << endl;  
cout << "length of s2: " << s2.length() << endl;  
cout << s5 << endl;
```

```
empty string  
length of s2:11  
NTOU CSE is the best in TW.
```

# More on Strings in C++ (3/5)

```
string s {"NTU CSIE is fantastic!"};  
s[2] = 'O', s[7] = ' ';  
cout << s << endl;  
s.at(3) = 'U'; s.at(6) = 'E';  
cout << s << endl;
```

```
NTU CSIE is fantastic!  
NTUOCSE is fantastic!
```

An example of reversing a string:

<https://github.com/pangfengliu/Cplusplus-refactor/blob/main/string/string-reverse.cc>

# More on Strings in C++ (4/5)

```
string zodiac[12];  
for (string &s : zodiac)  
    cin >> s;  
  
for (int i = 10; i >= 1; i--)  
    for (int j = 0; j <= i; j++)  
        if (zodiac[j] > zodiac[j + 1])  
            swap(zodiac[j], zodiac[j + 1]);  
  
for (string &s : zodiac)  
    cout << s << endl;
```

Comparing string by the ASCII code

- "abc" < "def", "a" < "abc", "ABC" < "abc",...

An example of string sorting:

<https://github.com/pangfengliu/Cplusplus-refactor/blob/main/string/string-sort.cc>

# More on Strings in C++ (5/5)

Prototype: `string string::substr(size_t pos, size_t len);`

```
string s {"NTOU CSE is fantastic!"};  
cout << s.substr(5, 3) << endl; // CSE  
cout << s.substr(12) << endl; // fantastic!
```

Prototype: `size_t string::find(const string &s) const;`

```
string s {"NTOU CSE is fantastic!"};  
auto pos = s.find("CSE");  
if (pos != string::npos) // npos is just like nullpointer  
    cout << pos << endl; // 5 is the starting position!  
pos = s.find("CSIE");  
if (pos != string::npos)  
    cout << pos << endl; // None!
```



# Structure

# Define a customized data type: **struct**

```
struct Person {  
    char name[50];  
    int age;  
    float salary;  
};
```

Three members of Person:

- name
- age
- Salary

No memory is allocated so far.

Just a blueprint for creating variables of such a datatype.



# Define a customized data type: **struct**

```
struct Person {  
    char name[50];  
    //string name;  
    int age;  
    float salary;  
};
```

```
Person bill;  
bill.age = 50;  
bill.salary = 10000;  
  
cout << bill.age;  
cout << bill.salary;
```

Three members of Person:

- name
- age
- Salary

No memory is allocated so far.

Just a **blueprint** for creating variables of such a datatype.

# Another Example: Student

```
struct Student {  
    string name;  
    int id;  
    string phone;  
    // why use string?  
    float GPA;  
    int birthYear;  
    int birthMonth;  
    int birthDay;  
};
```

```
Student josef;
```

```
josef.name = "Josef Kunze";  
josef.id = 12345;  
josef.phone = "+49-01245678";  
josef.GPA = 3.5;  
josef.birthYear = 1965;  
josef.birthMonth = 9;  
josef.birthDay = 30;  
  
cout << "Student: " << josef.name << endl;  
cout << "ID: " << josef.id << endl;  
cout << "Phone: " << josef.phone << endl;  
cout << "GPA: " << josef.GPA << endl;  
cout << "Birthday: " << josef.birthYear << "/"  
    << josef.birthMonth << "/"  
    << josef.birthDay  
    << endl;
```

# List initialization

```
struct Student {  
    string name;  
    int id;  
    string phone;  
    // why use string?  
    float GPA;  
    int birthYear;  
    int birthMonth;  
    int birthDay;  
};
```

```
Student josef { "Josef Kunze",  
                12345,  
                "+49-01245678",  
                3.5,  
                1965,  
                9,  
                30 };  
  
cout << "Student: " << josef.name << endl;  
cout << "ID: " << josef.id << endl;  
cout << "Phone: " << josef.phone << endl;  
cout << "GPA: " << josef.GPA << endl;  
cout << "Birthday: " << josef.birthYear << "/"  
                        << josef.birthMonth << "/"  
                        << josef.birthDay << "/"  
                        << endl;
```

# Using pointers to assess object values

```
struct Student {  
    string name;  
    int id;  
    string phone;  
    // why use string?  
    float GPA;  
    int birthYear;  
    int birthMonth;  
    int birthDay;  
};
```

```
Student josef { "Josef Kunze",  
                12345,  
                "+49-01245678",  
                3.5,  
                1965,  
                9,  
                30 };  
  
auto ptr { &josef };  
cout << "Student: " << ptr->name << endl;  
cout << "ID: " << ptr->id << endl;  
cout << "Phone: " << ptr->phone << endl;  
cout << "GPA: " << ptr->GPA << endl;  
cout << "Birthday: " << ptr->birthYear << "/"  
                        << ptr->birthMonth << "/"  
                        << ptr->birthDay << "/"  
                        << endl;
```

# Passing a structure to a function

```
struct Person {  
    string name;  
    int age;  
    float salary;  
};
```

```
void displayData(Person);
```

```
int main() {  
    Person p;  
  
    cout << "Enter Full name: ";  
    cin.get(p.name, 50);  
    cout << "Enter age: ";  
    cin >> p.age;  
    cout << "Enter salary: ";  
    cin >> p.salary;  
  
    // Function call with structure variable as an argument  
    displayData(p);  
  
    return 0;  
}
```

```
void displayData(Person p) {  
    cout << "\nDisplaying Information." << endl;  
    cout << "Name: " << p.name << endl;  
    cout << "Age: " << p.age << endl;  
    cout << "Salary: " << p.salary;  
}
```

# Passing a structure to a function

```
struct Person {  
    string name;  
    int age;  
    float salary;  
};
```

```
void displayData(Person);
```

```
int main() {  
    Person p;  
  
    cout << "Enter Full name: ";  
    cin.get(p.name, 50);  
    cout << "Enter age: ";  
    cin >> p.age;  
    cout << "Enter salary: ";  
    cin >> p.salary;  
  
    // Function call with structure variable as an argument  
    displayData(p);  
  
    return 0;  
}
```

```
void displayData(Person p) {  
    cout << "\nDisplaying Information." << endl;  
    cout << "Name: " << p.name << endl;  
    cout << "Age: " << p.age << endl;  
    cout << "Salary: " << p.salary;  
}
```

Exercise:  
How to make it run successfully?

# Return a structure from a function

```
struct Person {  
    string name;  
    int age;  
    float salary;  
};  
  
void displayData(Person);  
Person getData(Person);  
  
int main() {  
    Person p, temp;  
  
    temp = getData(p);  
    p = temp;  
    displayData(p);  
  
    return 0;  
}
```

```
void displayData(Person p) {  
    cout << "\nDisplaying Information." << endl;  
    cout << "Name: " << p.name << endl;  
    cout << "Age: " << p.age << endl;  
    cout << "Salary: " << p.salary;  
}
```

```
Person getData(Person p) {  
  
    cout << "Enter Full name: ";  
    getline(cin, p.name);  
  
    cout << "Enter age: ";  
    cin >> p.age;  
  
    cout << "Enter salary: ";  
    cin >> p.salary;  
  
    return p;  
}
```

# Return a structure from a function (passing by reference)

```
struct Person {  
    string name;  
    int age;  
    float salary;  
};  
  
void displayData(Person &);  
void getData(Person &);  
  
int main() {  
    Person p;  
  
    getData(p);  
    displayData(p);  
    return 0;  
}
```

```
void displayData(Person &p) {  
    cout << "\nDisplaying Information." << endl;  
    cout << "Name: " << p.name << endl;  
    cout << "Age: " << p.age << endl;  
    cout << "Salary: " << p.salary;  
}
```

```
void getData(Person &p) {  
  
    cout << "Enter Full name: ";  
    getline(cin, p.name);  
  
    cout << "Enter age: ";  
    cin >> p.age;  
  
    cout << "Enter salary: ";  
    cin >> p.salary;  
}
```



# Benefit of using struct

leftUpCorner\_x, leftUpCorner\_y,



rightDownCorner\_x, rightDownCorner\_y,

```
double area(double leftUpCorner_x,  
            double leftUpCorner_y,  
            double rightDownCorner_x,  
            double rightDownCorner_y) {  
    ...  
}
```

# Benefit of using struct

leftUpCorner\_x, leftUpCorner\_y,



rightDownCorner\_x, rightDownCorner\_y,

```
double area(double leftUpCorner_x,  
            double leftUpCorner_y,  
            double rightDownCorner_x,  
            double rightDownCorner_y) {  
    ...  
}
```

```
struct Rect {  
    double leftUpCorner_x;  
    double leftUpCorner_y;  
    double rightDownCorner_x;  
    double rightDownCorner_y;  
};
```

# Exercise

- Using `struct` to compute the area of the input axis-parallel rectangle

```
struct Rect {  
    double leftUpCorner_x;  
    double leftUpCorner_y;  
    double rightDownCorner_x;  
    double rightDownCorner_y;  
};
```

**SAMPLE INPUT:**

10 20 30 -10

**SAMPLE OUTPUT:**

600

# Pointer to a structure

```
#include <iostream>
using namespace std;

struct Distance {
    int feet;
    float inch;
};

int main() {
    Distance *ptr, d;

    ptr = &d;

    cout << "Enter feet: ";
    cin >> (*ptr).feet;
    cout << "Enter inch: ";
    cin >> (*ptr).inch;

    cout << "Displaying information." << endl;
    cout << "Distance = " << (*ptr).feet << " feet " << (*ptr).inch << " inches";

    return 0;
}
```

# Lambda (anonymous) expressions

- The traditional fashion:

```
struct ADD {  
    int operator()(int a, int b) {  
        return a + b; }  
};  
ADD add;  
std::cout << add(2, 3) << endl;
```

- In Modern C++: [https://onlinegdb.com/MDI6l\\_dzW](https://onlinegdb.com/MDI6l_dzW)

```
auto add = [](int a, int b) { return a+b; };  
std::cout << add(2, 3) << endl;
```

# The syntax for lambdas

```
[ captureClause ] ( parameters ) -> returnType
{
    statements;
}
```

- Another examples:

```
auto isEven {
    [](int i) {
        return (i % 2) == 0;
    }
};
cout << isEven(3) << endl; // 0
cout << isEven(4) << endl; // 1
```

```
int num1 = 100, num2 = 200;

auto add_outside = [&] (int a, int b) {
    cout << "adding number by reference.\n";
    num1 += a, num2 += b;
};

auto add_inside = [=] (int a, int b) {
    cout << "adding numbers by value.\n";
    //num1 += a, num2 += b; // this line is
    erroneous
    return num1 + num2;
};
```