#### 19CSE201: Advanced Programming

# Lecture 2 Hello World!

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#### From C to C++

```
Similar but not the same...
#include<stdio.h>
                              #include<iostream>
                              using namespace std;
                              int main()
int main()
   Lines of code;
                              // Lines of code;
return 0;
                              return 0;
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```

#### Anatomy of C++

```
#include<iostream>
                                     a header file library that lets us
                                    - work with input and output
using namespace std;
                                     objects
int main()
                                   - Quite similar to C. The main
                                    function that returns an integer
                                    datatype
// Lines of code;
                                 → Notice that all statements still
return 0;
                                 * end with a semicolon ";"
```

## Anatomy of C++

using namespace

(std)

The keyword used to introduce a name from a namespace into the current declarative region

Keyword that allows to group entities like classes, objects and functions under a name. This way the global scope can be divided in "sub-scopes", each one with its own name.

All the files in the C++ standard library declare all of its entities within the std namespace

Ends with semicolon

#### Anatomy of C++

#### IMPORTANT NOTE:

• using namespace std;

Is generally included as a statement in all C++ programs that use any entity defined in iostream.

- In essence, a namespace defines a scope.
- All C++ standard library types and functions are declared in the std namespace or namespaces nested inside std thus it is widely used in most of the programs.

#### Comments

```
#include<iostream>
using namespace std;
                                             Comments are for the readers of the
                                             code. The compiler ignores lines
                                             starting with // and /* ...*/
int main()
//This is a single line comment
/*Like in C, if the comment goes for multiple lines,
You can use this multi-line comment syntax*/
return 0;
```

## Input and Output

<u>C</u>

VS

<u>C++</u>

```
#include<stdio.h>
int main(){
int a,b;
scanf("%d",&a);
printf("The entered value
is %d",a);
}
```

```
#include<iostream>
Using namespace std;
int main(){
int a,b;
cin>>a;
cout<<"The entered value is
" <<a;
}</pre>
```

## Stream Input/Output

```
cout << //means "cout gets a value"

cin >> var //means "cin gives a value to var"
```

//note: on execution press enter key to end
input

#### Stream Input/Output Cont.

The stream insertion operator "knows" how to output different types of data.

<< is the stream insertion operator

>> is thestream extraction operat

#### Stream Input / Output Cont.

Cascading stream insertion operators - using multiple stream insertion operators in a single statement. Also known as concatenating or chaining.

e.g.,

cout << "The answer is: " << result << ".\n";</pre>

#### Reserved Words (Keywords)

- Líke ín C, C++ also has Reserved words, keywords, or word symbols
- · They include:
  - int
  - float
  - · double
  - char
  - const
  - · void
  - return

We will see each of these later

#### endl vs \n

```
cout << endl; //Inserts a new line and flushes the stream cout << "\n"; // Only inserts a new line.
```

Additional problems involving OS Windows uses " $\n$ " for new line while OSx uses " $\n$ "

#### Good bye C ... Hello C++

```
#include<stdio.h>
int main()
printf("Goodbye C");
return 0;
```

```
#include<iostream>
using namespace std;
int main()
cout << "Hello C++";</pre>
return 0;
```

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## up Next

variables, Data types & Operators!