

CS 103000

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Week 1



Dall-E 2: cats learning C++ in the forest on '90's technology



A common way to become familiar with algorithms is called turtle graphics: You instruct a robotic turtle to walk a certain path, via instructions like "Turn left", "Walk forward 10 steps", or "Pen down" (to draw a line while walking).

The 6-instruction algorithm shown below ("Pen down", "Forward 100", etc.) draws a triangle.

1. Press "Run" to see the instructions execute from top to bottom, yielding a triangle.
2. Can you modify the instructions to draw a square? Hint: "Pen down", "Forward 100", "Left 90", "Forward 100", "Left 90"—keep going!
3. Experiment to see what else you can draw.

Note: The values after a Left or Right turn are angles in degrees.

How to:

- Add an instruction: Click an orange button ("Pen up", "Pen down", "Forward", "Turn left").
- Delete an instruction: Click its "x".
- Move an instruction: Drag it up or down.

Pen up

Pen down

Forward

Turn left

Clear

Pen down

Forward 100

Left 120

Forward 100

Left 120

Forward 100

Run

Grey Walter:
1940's
Elmer & Elsie





[illegible]

STREAMS :

← "PUT TO" - INSERTION



```
cout << "onscreen!" <<  
endl;
```



```
cin >> variableName;
```



→ "GET FROM"
EXTRACTION





× hello.cpp



```
1  #include <iostream>
2
3  ▼ int main() {
4
5      std::cout << "Hello World!\n";
6
7  }
```