

C++ Tutorial

Rajeev Singh

Contents

1	Day 1	3
1.1	aa_hello_world.c	3
1.2	ab_hello_world.cpp	4
1.3	ac_hello_world.cpp	5
1.4	ad_powers_of_integer.cpp	6
1.5	ae_powers_of_real.cpp	7
2	Day 2	8
2.1	af_pointer.cpp	8
2.2	ag_reference.cpp	9
2.3	ah_arithmetic_operators.cpp	10
2.4	ai_relational_logical.cpp	11
3	Day 3	12
3.1	aj_blocks_scope.cpp	12
3.2	ak_scope.cpp	13
3.3	al_if_else.cpp	14
3.4	am_for_loop.cpp	15
3.5	an_while_loop.cpp	16
3.6	ao_do_while_loop.cpp	17
3.7	ap_break.cpp	18
3.8	aq_break_nested_loop.cpp	19
3.9	ar_break_all_loops.cpp	20
4	Day 4	21
4.1	as_function_square.cpp	21
4.2	at_function_factorial.cpp	22
4.3	au_function_call_by_value.cpp	23
4.4	av_function_call_by_reference.cpp	24
4.5	aw_function_call_by_reference_using_pointers.cpp	25
4.6	ax_function_multiple_return_values.cpp	26

5	Day 5	27
5.1	ay_function_default_arguments.cpp	27
5.2	az_function_inline.cpp	28
5.3	ba_function_pointers.cpp	29
5.4	bb_function_pointers_as_arguments.cpp	30
5.5	bc_static_variables.cpp	31
5.6	bd_array.cpp	32
5.7	be_function_with_array_argument.cpp	33
5.8	bf_multidimensional_arrays.cpp	34
5.9	bg_array_and_pointer.cpp	35

1 Day 1

1.1 aa_hello_world.c

```
// C program to print "Hello World".  
//  
// Rajeev Singh  
// 2013-03-27  
  
#include <stdio.h>  
  
int main() {  
    printf("Hello World from C\n");  
    return 0;  
}
```

1.2 ab_hello_world.cpp

```
// C++ program to print "Hello World".
//
// Rajeev Singh
// 2013-03-27

#include <iostream>

int main() {
    std::cout << "Hello World from C++"; // << std::endl;
    return 0;
}
```

1.3 ac_hello_world.cpp

```
// C++ program to print "Hello World".  
//  
// Rajeev Singh  
// 2013-03-27  
  
#include <iostream>  
  
using namespace std;  
  
int main() {  
    cout << "Hello World from C++" << endl;  
    return 0;  
}
```

1.4 ad_powers_of_integer.cpp

```
// Program to calculate powers of given integer.
//
// Rajeev Singh
// 2013-03-27

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

int main() {
    //int given_number;
    long int given_number;
    cout << "Enter an integer: ";
    cin >> given_number;

    cout << "Given number = " << given_number << endl
         << "Square      = " << pow(given_number,2) << endl
         << "Cube        = " << pow(given_number,3) << endl
         << "Forth power  = " << pow(given_number,4) << endl;

    return 0;
}
```

1.5 ae_powers_of_real.cpp

```
// Program to calculate powers of given integer.
//
// Rajeev Singh
// 2013-03-27

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

int main() {
    double given_number;
    //long double given_number;
    cout << "Enter a real number : ";
    cin >> given_number;

    cout << "Given number = " << given_number << endl
         << "Square      = " << pow(given_number,2) << endl
         << "Square root  = " << pow(given_number,1./2) << endl
         << "Cube        = " << pow(given_number,3) << endl
         << "Forth power  = " << pow(given_number,4) << endl;

    return 0;
}
```

2 Day 2

2.1 af_pointer.cpp

```
// Program to illustrate pointers.
//
// Rajeev Singh
// 2013-03-28

#include <iostream>
using namespace std;

int main() {
    int *np = NULL;
    int n = 10;

    cout << "Initial" << endl
         << "n    = " << n    << endl
         << "np   = " << np   << endl
         << "*np  = " << "since np is NULL, printing *np gives segmentation fault"
    << endl << endl;

    np = &n;
    cout << "After: np = &n" << endl
         << "n    = " << n    << endl
         << "np   = " << np   << endl
         << "*np  = " << *np  << endl << endl;

    *np = 22;
    cout << "After: *np = 22" << endl
         << "n    = " << n    << endl
         << "np   = " << np   << endl
         << "*np  = " << *np  << endl << endl;

    return 0;
}
```


2.2 ag_reference.cpp

```
// Program to illustrate the use of references (special pointers).
//
// Rajeev Singh
// 2013-03-28

#include <iostream>
using namespace std;

int main() {
    int    n = 5;
    int & r = n;
    int    m;

    cout << "Initial" << endl
         << "n = " << n << endl
         << "r = " << r << endl
         << "m = " << m << endl << endl;

    m = r + 3;      // m == n + 3
    cout << "After: m = r + 3" << endl
         << "n = " << n << endl
         << "r = " << r << endl
         << "m = " << m << endl << endl;

    r = m;          // r still points to n and n == m
    cout << "After: r = m" << endl
         << "n = " << n << endl
         << "r = " << r << endl
         << "m = " << m << endl << endl;

    m = 0;          // r and n are unchanged
    cout << "After: m = 0" << endl
         << "n = " << n << endl
         << "r = " << r << endl
         << "m = " << m << endl << endl;

    int & s = m;
    r = s;          // r still points to n and n == m (== 0)
    cout << "After: r = s where s is new reference to m" << endl
         << "n = " << n << endl
         << "r = " << r << endl
         << "m = " << m << endl << endl;

    return 0;
}
```

2.3 ah_arithmetic_operators.cpp

```
// Program to illustrate basic arithmetic operators.
//
// Rajeev Singh
// 2013-03-28

#include <iostream>
using namespace std;

int main() {
    int m = 100,
        n = 200;

    cout << "Initial" << endl
         << "m = " << m << endl
         << "n = " << n << endl
         << "m + n = " << m + n << endl
         << "m - n = " << m - n << endl
         << "m * n = " << m * n << endl
         << "m / n = " << m / n << endl
         << "m % n = " << m % n << endl << endl;

    //m = m + 200;
    m += 200; // both this commands are same
    cout << "After: m += 200" << endl
         << "m = " << m << endl
         << "n = " << n << endl
         << "m + n = " << m + n << endl
         << "m - n = " << m - n << endl
         << "m * n = " << m * n << endl
         << "m / n = " << m / n << endl
         << "m % n = " << m % n << endl << endl;

    m++;
    cout << "After: m++" << endl
         << "m = " << m << endl
         << "n = " << n << endl
         << "m + n = " << m + n << endl
         << "m - n = " << m - n << endl
         << "m * n = " << m * n << endl
         << "m / n = " << m / n << endl
         << "m % n = " << m % n << endl << endl;

    return 0;
}
```

2.4 ai_relational_logical.cpp

```
// program to illustrate logical and relational operators.
//
// Rajeev Singh
// 2013-03-28

#include <iostream>
using namespace std;

int main() {
    int    x = 2;
    int    y = 4;
    int    z = 4;
    bool    b;

    cout << "x = " << x << endl
         << "y = " << y << endl
         << "z = " << z << endl << endl;

    // z == 4 is not tested
    b = ( x == 2 && y == 3 && z == 4 );
    cout << "b = ( x == 2 && y == 3 && z == 4 )" << endl
         << "b = " << b << endl << endl;

    // only x == 2 is tested
    b = ( x == 2 || y == 3 || z == 4 );
    cout << "b = ( x == 2 || y == 3 || z == 4 )" << endl
         << "b = " << b << endl << endl;

    // correct, since x != 0 in "y/x"
    b = ( x != 0 && y/x > 1 );
    cout << "b = ( x != 0 && y/x > 1 )" << endl
         << "b = " << b << endl << endl;

    return 0;
}
```

3 Day 3

3.1 aj_blocks_scope.cpp

```
// program to illustrate blocks.
//
// Rajeev Singh
// 2013-03-29

#include <iostream>
using namespace std;

int main() {
    { // block 1
        int n1 = 1;
        double f1 = 0.0;
        cout << "Block 1 " << endl;
        cout << "n1 = " << n1 << endl;
        cout << "f1 = " << f1 << endl;
    }

    { // block 2
        int n1 = 2;
        // n1 has value 2 in this block
        cout << "Block 2 " << endl;
        cout << "n1 = " << n1 << endl;

        //int n1 = 5; // ERROR
    }

    return 0;
}
```

3.2 ak_scope.cpp

```
// program to illustrate scope of variables
//
// Rajeev Singh
// 2013-03-29

#include <iostream>
using namespace std;

int main() {
    { // block 1
        int m, n1 = 1;
        { // block 1.1
            int n2 = 2;
            { // block 1.1.1
                m = n1 + n2; // evaluates to m = 3
                cout << "Block 1.1.1: m = " << m << endl;
            }
        }

        { // block 1.2
            int n2 = 3;
            m = n1 + n2; // evaluates to m = 4
            cout << "Block 1.2 : m = " << m << endl;
        }
    }

    return 0;
}
```

3.3 al_if_else.cpp

```
// program to illustrate conditional structure
//
// Rajeev Singh
// 2013-03-29

#include <iostream>
using namespace std;

int main() {
    int n = 1;

    if ( n > 0 )
    {
        n = n / n;
    }

    if ( n < 0 ) {
        n += 5; // NOTE: trivial block!
        cout << "hello " << n << endl;
    }
    else if ( n %2 == 0 ) {
        n += 1;
        cout << "hello " << n << endl;
    }
    else {
        n -= 6;
        cout << "hello " << n << endl;
    }

    cout << "n = " << n << endl;

    return 0;
}
```

3.4 am_for_loop.cpp

```
// program to illustrate for loop
//
// Rajeev Singh
// 2013-03-29

#include <iostream>
using namespace std;

int main() {
    int n = 1;

    for (int i=1; i<10; i++) {
        if (i>5) {
            n *= i;
            cout << "n = " << n << endl;
        }
    }

    return 0;
}
```

3.5 an_while_loop.cpp

```
// program to illustrate while loop
//
// Rajeev Singh
// 2013-03-29

#include <iostream>
using namespace std;

int main() {
    int n = 1;
    int i = 1;

    while (i < 10) {
        n *= i;
        i++;
        cout << "n = " << n << endl;
    }

    return 0;
}
```


3.6 ao_do_while_loop.cpp

```
// program to illustrate do-while loop
//
// Rajeev Singh
// 2013-03-29

#include <iostream>
using namespace std;

int main() {
    int n = 1;
    int i = 100;

    do {
        n *= i;
        i++;
        cout << "n = " << n << endl;
    } while (i < 10);

    return 0;
}
```

3.7 ap_break.cpp

```
// program to illustrate use of break
//
// Rajeev Singh
// 2013-03-29

#include <iostream>
using namespace std;

int main() {
    int n = 1;

    for ( int i = 1; i < 20; i++ ) {
        // avoid overflow
        if ( n > 21474836 )
            break;
        n *= i;
        cout << "n = " << n << endl;
    }

    return 0;
}
```

3.8 aq_break_nested_loop.cpp

```
// program to illustrate behavior of break in nested loops
//
// Rajeev Singh
// 2013-03-29

#include <iostream>
using namespace std;

int main() {
    for ( int i = 1; i < 20; i++ ) {
        int n = 1;
        for ( int j = 1; j < i; j++ ) {
            if ( n > 21474836 )
                break;
            n *= j;
        }

        cout << "n = " << n << endl;
    }

    return 0;
}
```

3.9 ar_break_all_loops.cpp

```
// program to illustrate breaking all nested loops
//
// Rajeev Singh
// 2013-03-29

#include <iostream>
using namespace std;

int main() {
    int flag = 0;
    for ( int i = 1; i < 20; i++ ) {
        int n = 1;
        for ( int j = 1; j < i; j++ ) {
            if ( n > 21474836 ) {
                flag = 1;
                break;
            }
            n *= j;
        }
        if (flag == 1)
            break;

        cout << "n = " << n << endl;
    }

    return 0;
}
```

4 Day 4

4.1 as_function_square.cpp

```
// program to illustrate defining function
//
// Rajeev Singh
// 2013-03-31

#include <iostream>
using namespace std;

double
square (const double x) {
    return x*x;
}

int main() {
    double a = 2.5;

    cout << "a    = " << a << endl
          << "a^2 = " << square(a) << endl;

    return 0;
}
```

4.2 at_function_factorial.cpp

```
// program to illustrate defining the factorial function
//
// Rajeev Singh
// 2013-03-31

#include <iostream>
using namespace std;

int
factorial (const int n) {
    int f = 1;
    for (int i = 1; i <= n; i++ )
        f *= i;

    return f;
}

int main() {
    int m = 10;

    cout << "m   = " << m << endl
         << "m!  = " << factorial(m) << endl;

    return 0;
}
```

4.3 au_function_call_by_value.cpp

```
// program to illustrate call by value feature
//
// Rajeev Singh
// 2013-03-31

#include <iostream>
using namespace std;

int
f (int n) {
    n = 10;
    return n;
}

int main() {
    int m = 5;

    cout << "m before calling = " << m << endl;
    cout << "function output   = " << f(m) << endl;
    cout << "m after calling   = " << m << endl;

    return 0;
}
```

4.4 av_function_call_by_reference.cpp

```
// program to illustrate call by reference feature
//
// Rajeev Singh
// 2013-03-31

#include <iostream>
using namespace std;

int
f (int & n) {
    n = 10;
    return n;
}

int main() {
    int m = 5;

    cout << "m before calling = " << m << endl;
    cout << "funtion output    = " << f(m) << endl;
    cout << "m after calling   = " << m << endl;

    return 0;
}
```


4.5 aw_function_call_by_reference_using_pointers.cpp

```
// program to illustrate call by reference feature using general  
// pointers  
//  
// Rajeev Singh  
// 2013-03-31  
  
#include <iostream>  
using namespace std;  
  
int  
f (int * n) {  
    *n = 10;  
    return *n;  
}  
  
int main() {  
    int m = 5;  
  
    cout << "m before calling = " << m << endl;  
    cout << "funtion output    = " << f(&m) << endl;  
    cout << "m after calling   = " << m << endl;  
  
    return 0;  
}
```

4.6 ax_function_multiple_return_values.cpp

```
// program to illustrate funtions with multiple return values using
// call by reference
//
// Rajeev Singh
// 2013-03-31

#include <iostream>
using namespace std;

void
min_max ( const int n1, const int n2,
          int & min, int & max );

int main() {
    int m1, m2, min, max;

    cout << "Enter two integers :";
    cin >> m1 >> m2;

    min_max(m1, m2, min, max);
    cout << "m1          = " << m1 << endl
         << "m2          = " << m2 << endl << endl
         << "min(m1,m2) = " << min << endl
         << "max(m1,m2) = " << max << endl;

    return 0;
}

void
min_max ( const int n1, const int n2,
          int & min, int & max ) {
    if ( n1 < n2 ) {
        min = n1;
        max = n2;
    }
    else {
        min = n2;
        max = n1;
    }
}
```

5 Day 5

5.1 ay_function_default_arguments.cpp

```
// program to illustrate function with default arguments
//
// Rajeev Singh
// 2013-04-01

#include <iostream>
using namespace std;

double
square (const double x = 10.0) {
    return x*x;
}

int main() {
    double a = 2.5;

    cout << "a          = " << a << endl;
    cout << "a^2        = " << square(a) << endl;
    cout << "square() = " << square() << endl;

    return 0;
}
```

5.2 az_function_inline.cpp

```
/* program to illustrate inline functions
 *
 * WARNING: do not inline functions with large bodies. it can cause
 *          the final executable to be very large in size and decrease
 *          performance.
 *
 *
 * Rajeev Singh
 * 2013-04-01
 *
 */

#include <iostream>
using namespace std;

inline double
square (const double x = 10.0) {
    return x*x;
}

int main() {
    double a = 2.5;

    cout << "a          = " << a << endl;
    cout << "a^2        = " << square(a) << endl;
    cout << "square() = " << square() << endl;

    return 0;
}
```

5.3 ba_function_pointers.cpp

```
/* program to illustrate function pointers
 *
 * Rajeev Singh
 * 2013-04-01
 *
 */

#include <iostream>
using namespace std;

double
square (const double x) {
    return x*x;
}

int main() {
    double a = 2.5;
    double (* pf) (const double x);
    pf = square;

    cout << "a          = " << a << endl;
    cout << "square(a) = " << square(a) << endl;
    cout << "pf(a)      = " << pf(a) << endl;

    return 0;
}
```

5.4 bb_function_pointers_as_arguments.cpp

```
/* program to illustrate function pointers as arguments
 *
 * Rajeev Singh
 * 2013-04-01
 *
 */

#include <iostream>
using namespace std;

double
square (const double x) {
    return x*x;
}

double
cube (const double x) {
    return x*x*x;
}

double
f ( double ( * func ) ( const double x ),
    const double x ) {
    return func( x );
}

int main() {
    double a = 2.5;

    cout << "a          = " << a << endl;
    cout << "f(square, a) = " << f(square, a) << endl;
    cout << "f(cube,   a) = " << f(cube,   a) << endl;

    return 0;
}
```

5.5 bc_static_variables.cpp

```
/* program to illustrate static variables
 *
 * Rajeev Singh
 * 2013-04-01
 *
 */

#include <iostream>
using namespace std;

double
f ( const double x, long & cnt ) {
    static long counter = 0; // allocated and initialised
                             // once per program

    cnt = ++counter;
    return 2.0*x*x - x;
}

int main() {
    long cnt = 0;

    for ( double x = -10; x <= 10.0; x += 0.1 )
        f( x, cnt );

    cout << "num times f called = " << cnt << endl;

    return 0;
}
```

5.6 bd_array.cpp

```
/* program to illustrate array
*
* Rajeev Singh
* 2013-04-01
*
*/

#include <iostream>
using namespace std;

int main() {
    double f[5];

    for ( int i = 0; i < 5; i++ )
        f[i] = 2*i;

    cout << "f = " << f << endl;
    for ( int i = 0; i < 5; i++ )
        cout << "f[" << i << "] = " << f[i] << endl;

    cout << "f[5] = " << f[5] << endl; // bug but program still compiles
    // if you lucky such bugs will be detected by segmentation fault

    return 0;
}
```


5.7 be_function_with_array_argument.cpp

```
/* program to illustrate arrays as function arguments
 *
 * Rajeev Singh
 * 2013-04-01
 *
 */

#include <iostream>
using namespace std;

void
copy ( const double x[3], double y[3] ) {
    for ( int i = 0; i < 3; i++ )
        y[i] = x[i];
}

void
add ( const double x[3], double y[3] ) {
    for ( int i = 0; i < 3; i++ )
        y[i] += x[i];
}

int main() {
    double a[3],
           b[] = {0, 0, 0}; // b is automaticall of size 3

    for ( int i = 0; i < 3; i++ )
        a[i] = 2*i;

    cout << "Intial a and b:" << endl;
    for ( int i = 0; i < 3; i++ )
        cout << "a[" << i << "] = " << a[i]
              << " b[" << i << "] = " << b[i]<< endl;

    copy( a, b );
    cout << endl << "After calling copy funtion:" << endl;
    for ( int i = 0; i < 3; i++ )
        cout << "a[" << i << "] = " << a[i]
              << " b[" << i << "] = " << b[i]<< endl;

    add( a, b );
    cout << endl << "After calling sum funtion:" << endl;
    for ( int i = 0; i < 3; i++ )
        cout << "a[" << i << "] = " << a[i]
              << " b[" << i << "] = " << b[i]<< endl;

    return 0;
}
```

5.8 bf_multidimensional_arrays.cpp

```
/* program to illustrate multidimensional arrays
 *
 * Rajeev Singh
 * 2013-04-01
 *
 */

#include <iostream>
using namespace std;

void
mulvec ( const double M[3][3],
         const double x[3],
         double y[3] ) {
    for ( int i = 0; i < 3; i++ ) {
        y[i] = 0.0;

        for ( int j = 0; j < 3; j++ )
            y[i] += M[i][j] * x[j];
    }
}

int main() {
    double M[3][3],
           x[3], y[3];

    for ( int i = 0; i < 3; i++ ) {
        x[i] = 2*i;
        for ( int j = 0; j < 3; j++ )
            M[i][j] = 3*i+j;
    }

    mulvec(M, x, y);

    cout << "M:" << endl;
    for ( int i = 0; i < 3; i++ ) {
        for ( int j = 0; j < 3; j++ )
            cout << " " << M[i][j];
        cout << endl;
    }

    cout << "x:" << endl;
    for ( int j = 0; j < 3; j++ )
        cout << " " << x[j] << endl;

    cout << "y = M*x:" << endl;
    for ( int j = 0; j < 3; j++ )
        cout << " " << y[j] << endl;

    return 0;
}
```

5.9 bg_array_and_pointer.cpp

```
/* program to illustrate pointers as arrays
 *
 * in C/C++ there is NO distinction between a pointer and an array.
 *
 * Rajeev Singh
 * 2013-04-01
 *
 */

#include <iostream>
using namespace std;

int main() {
    int    n[5] = { 2, 3, 5, 7, 11 };
    int * p    = n;
    int * q    = &n[1];

    cout << "n:" << endl;
    for ( int j = 0; j < 5; j++ )
        cout << " " << n[j] << endl;

    cout << "p:" << endl;
    for ( int j = 0; j < 5; j++ )
        cout << " " << p[j] << endl;

    cout << "q:" << endl;
    for ( int j = 0; j < 5; j++ )
        cout << " " << q[j] << endl;

    return 0;
}
```