

CPP - Pre Req

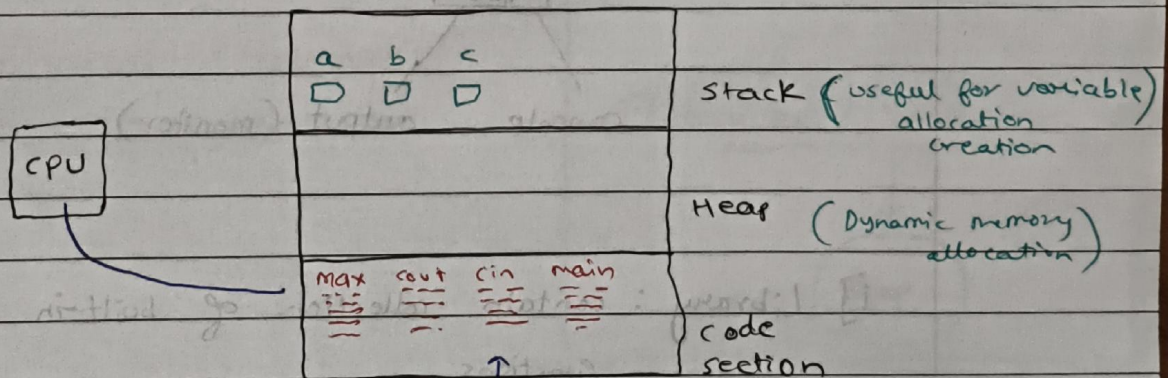
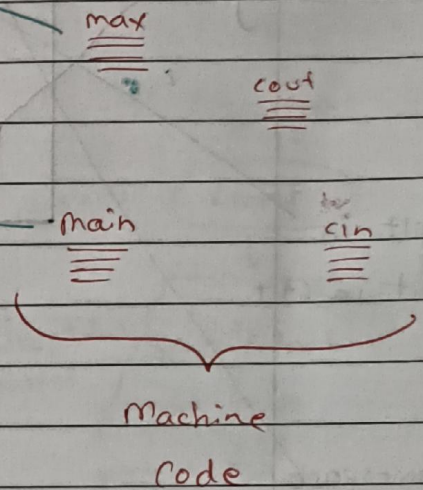
Steps for Program development and execution:-

first.cpp

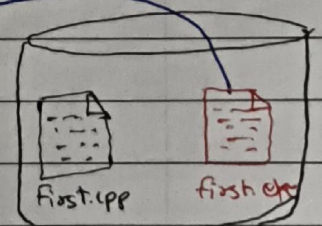
```
#include <iostream>
int max (int x, int y)
{
    if (x > y)
        return x;
    else
        return y;
}
```

```
int main()
{
    int a=10, b=5, c;
    c = max(a,b);
    std::cout << c;
    return 0;
}
```

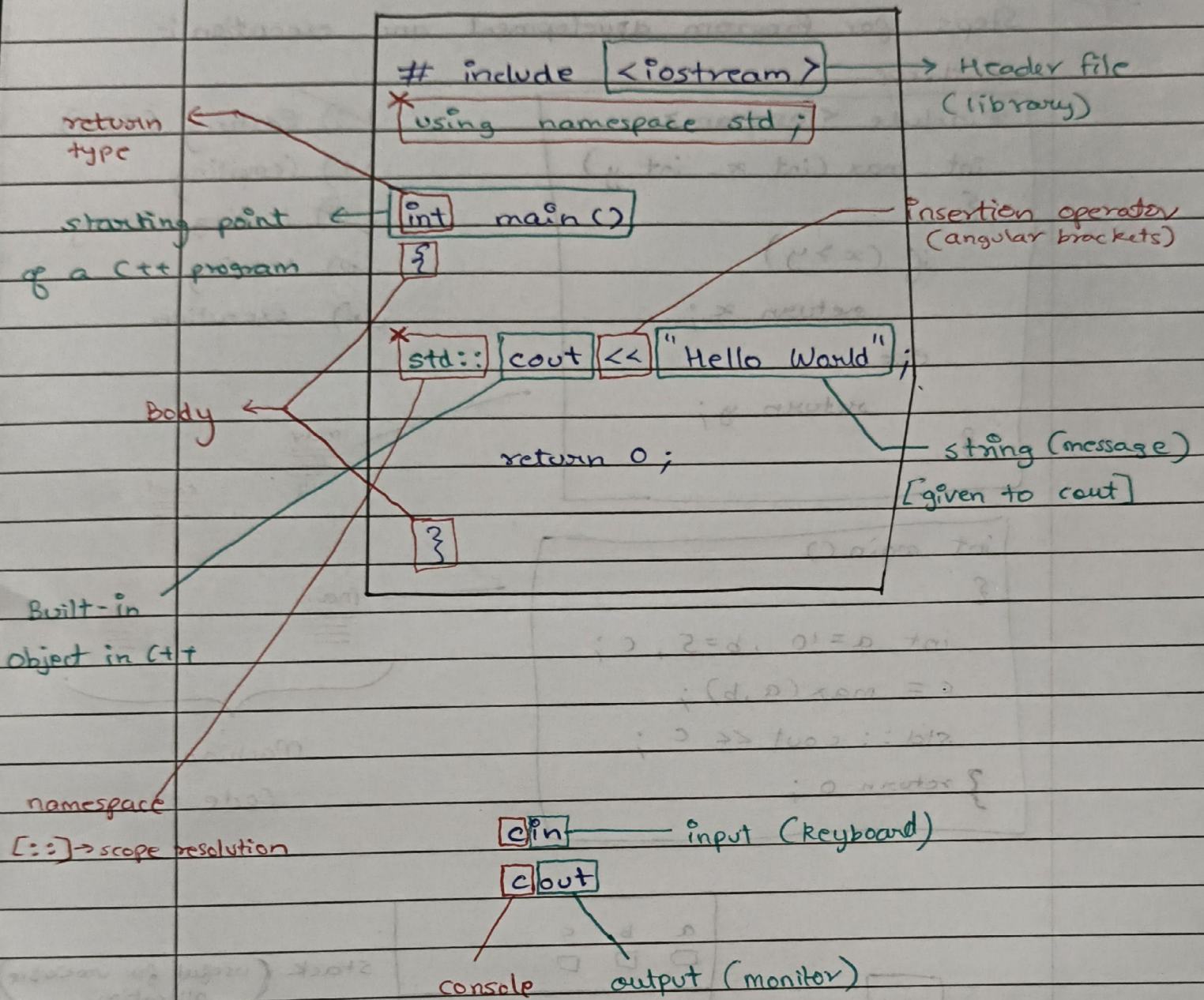
- ✓ i) Editing (IDE)
- ✓ ii) Compiling
- ✓ iii) Linking Library
- ✓ iv) Loading
- ✓ v) Execution



loading done by os

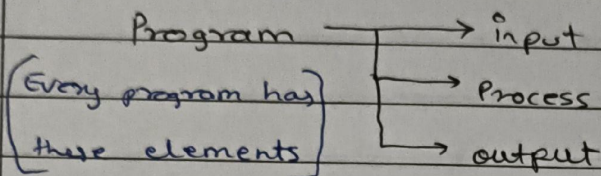


Skeleton of C++ Program



i] Library : contain collection of built-in objects and functions.

Writing first Program :-



Adding 2 numbers

① Algorithm (Pseudocode)

Begin

Print "Enter 2 nos"

Read a, b

$c \leftarrow a + b$

Print "Addition is", c

end

CODE

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

int main()
{
    int a, b, c;
    cout << "Enter 2 numbers";
    cin >> a >> b;
    c = a + b;
    cout << "Addition is" << c;

    return 0;
}
```

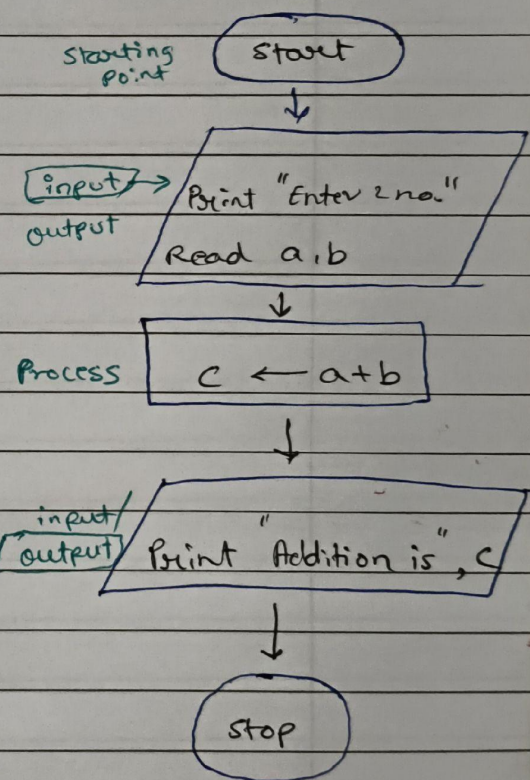


→ You cannot directly use variables without declaring

→ "=" here is not equal to. Read it as "assigned".

main() is mandatory as entry point of program

flowchart



getline (cin, str)

reads whole line of text including spaces

variable

where to store

where to read from