

## 03 - Program Structure and Variables

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# Outline

- 1 Program Structure
- 2 Variables
- 3 Stock Portfolio Program

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# Startup

- 1 Log in to your shell account
- 2 `cd cs1-fall2019-username`
- 3 `git pull`

# hello.cpp

```
#include <iostream>

using namespace std;

int main()
{
    cout << "hello, world" << endl;
}
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- Preprocessor directives begin with #.
- The include directive copies the contents of a file to its location.
- `iostream` is a C++ library file which contains definitions for input and output.
- For any program that does input and output in C++, you must therefore have the directive:

```
#include<iostream>
```

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- for example, the `cout` line in `hello.cpp` would read:  
`std::cout << "hello, world" << std::endl;`
- Needless to say, this gets tedious!
- The `using` line tells c++ to import all the objects from a namespace so we don't have to use `::` to access them.  
`using namespace std;`

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- The main function returns an integer to the operating system. A 0 means success, all other numbers are errors.
- If you do not specify a return value, the compiler will default to 0.
- All of your code, for now, will go in between the curly braces that mark the start and end of the main function.

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- The `main` function's body is a block of code.
- Blocks can be nested inside each other (more on this later).

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- The `//` comment is new to C++, and is the preferred method.
- `/* */` are c-style comments and can be used to make multi-line comments, but be careful!
- Every program should have comments (lest they lose points when being graded).

# boilerplate.cpp

- 1 `cd ~/cs1-fall2019-username`
- 2 **Create the file `boilerplate.cpp` and enter the following:**

```
// File:
// Purpose:
// Author:
#include <iostream>

using namespace std;

int main()
{

}
```

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means “Display the words ‘hello, world’ and then end the line”
- **Something to Try:** Remove the `<< endl` portion of this line in `hello.cpp`. Recompile and run it. What changed?

# Multiple Lines of Output

Often, we want to have multiple lines of text. This can be done in one statement!

```
cout << "Tell me, where is fancy bred?" << endl  
    << "  Or in the heart, or in the head?" << endl  
    << "                --William Shakespeare" << endl  
    << "                (Merchant of Venice)" << endl;
```

## Challenge: Draw a Diamond!

**Challenge:** Write a program `diamond.cpp` in your `labs/week2` folder which uses a single statement to print the following figure (begin by copying your `boilerplate.cpp` file!:

#  
# # #  
# # # # #  
# # # # # # #  
# # # # # # # #  
# # # # # # # # #  
# # # # # # # # # #  
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- Variables can be assigned values, be used in operations, and can be changed.
- In C++, variables are strongly typed. That is, each variable can only store one type of information!

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- C++ has the following variable types:

**bool** Stores a value that is either true or false

**char** Stores a single character (a letter, digit, or any other symbol)

**int** Stores an integer

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**double** Stores a double precision floating point number.

- Variables must be declared before they are used:

```
int x;
```

```
char letter;
```

```
double num;
```

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- are case sensitive.
- must be unique.

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- `cin` is the character input stream object.
- User input can be read into a variable using the **extraction operator** `»`.
- For example:

```
cin » x;
```

would allow the user to enter an integer which is then stored in `x`.



# Example: multiple\_choice.cpp

Compile and run this program (found in your examples folder)

```
#include <iostream>

using namespace std;

int main()
{
    char choice; //The choice made by the user

    //Get the user's choice
    cout << "In my opinion, computer programming is _____.\" << endl
         << "\tA) the best part of my day\" << endl
         << "\tB) what gives me a sense of purpose\" << endl
         << "\tC) how I scream into the void\" << endl
         << endl
         << "Your Choice? ";
    cin >> choice;

    //report the user's choice
    cout << "You chose \" << choice << "."\" << endl;
}
```

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# Overview

Over the course of this class, we will develop an application which manages a stock portfolio. It will allow us to:

- Buy Stocks

This program was inspired by a project found in *Complete C Language Programming for the IBM PC* by Douglas A. Troy (1986)

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- Buy Stocks
- Sell Stocks
- Run Reports
- Store Stock Data in a File

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# Main Menu

Write a program `stock.cpp` which displays the main menu of the stock portfolio system and reads a user's choice.

```
$ ./stock
```

```
    Stock Portfolio Management System
```

```
        Please Make a Selection
```

```
1 -- Buy a Stock
```

```
2 -- Sell a Stock
```

```
3 -- Report Current Holdings
```

```
4 -- Report Gains and Losses
```

```
5 -- Remove a Current Holding
```

```
6 -- Done!  (quit)
```

```
Choice? 6
```

# Finishing Up

- Make sure you have the following files in `cs1-fall2019-username/labs/week2`
  - `hello.cpp`
  - `diamond.cpp`
  - `stock.cpp`
- Make sure you have `boilerplate.cpp` in your `cs1-fall2019-username` directory.
- These programs must all be in working order to receive full credit for the week!
- `git add -A`
- `git commit -a -m 'Finished Week2!'`
- `git push`