

CS 101: Computer Programming and Utilization

Shivaram Kalyanakrishnan
(Abhiram Ranade's slides, borrowed and edited)

Lecture 2

This Lecture

- Some more S++/C++ commands and features
- Coding convention and terminology
- Spirit of the course

Some commands for today

- `repeat()`
- `cout` and `cin`
- Variables
- S++ commands: `left()`, `penUp()`, `penDown()`

This Lecture

- Some more S++/C++ commands and features
- Coding convention and terminology
- Spirit of the course

General remarks about C++ programs

- **Program** = sequence of statements/commands.

`main_program{... written here ...}`

- **Statement/command**: terminated by “;”
- Commands are executed from top to bottom, left to right.
- **Arguments**: additional data needed by command to do its work.
 - `forward`: how much forward?
 - `right`: what angle?
 - `()` if no arguments, e.g. `turtleSim()`

Language syntax

- Syntax = grammatical rules indicating how commands must be written.
- Syntax of programming languages is **very strict**, e.g.
 - “right(90);” cannot be written as “right 90;”.
 - “penUp()” cannot be written as “penup()” or “penUp”, i.e. without parentheses.
 - We will later learn other kinds of statements which will have their own syntax which must be adhered to.
- Lot of flexibility is still allowed, e.g.
 - Wherever a number is acceptable, often an “expression” such as $360/n$ is acceptable
 - repeat statement is allowed wherever other statements are allowed, e.g. we can have a repeat inside another repeat.

Comments

- A program will be executed on a computer, but it will also be read by people.
- Sometimes readers may not understand why the program is written the way it is written.
- To help such human readers, you can place “comments” in your program.
 - Anything placed between `/*` and `*/` is a comment
 - Anything between `//` and end of line is a comment
 - A comment is meant only for human readers and is ignored by the computer during execution.

Indentation

```
#include <simplecpp>
main_program{
    turtleSim();
    cout << "How many sides?";
    int nsides; cin >> nsides;
    repeat(nsides){
        forward(100);
        right(360.0/nsides);
    }
    wait(10);
}
```


Some commonly used terminology

- “**Control** is at statement w ”: Computer is currently executing statement w .
- “Control flow”: The order in which statements get executed.
 - Execution starts at top and goes down. Retraced if there is a repeat statement.
- **Variable**: region of memory designated for storing some value you need
 - Example: `nsides` which we saw earlier.
 - Named so because the value stored in the region can vary
 - How to change the value: later.

This Lecture

- Some more S++/C++ commands and features
- Coding convention and terminology
- Spirit of the course

Spirit of the course

- Learn C++ statements/concepts.
 - We have already covered a lot of ground, even if it doesn't seem so.
- Understand patterns in the calculations that you want to do
 - Very important in all programming, not just drawing.
- Goal: if you can solve a problem by hand, possibly taking an enormous amount of time, by the end of the book, you should be able to write a program for it.
- Learn new ways of solving problems!

Spirit of the course 2

- Do not be afraid of using the computer.
- “What if I write xyz in my program instead of pqr?” : Just do so and find out.
 - Be adventurous.
- Exercise your knowledge by writing programs – that is the real test.

This Lecture

- Some more S++/C++ commands and features
- Coding convention and terminology
- Spirit of the course