



# **Lecture 1:**

# **Welcome to CS106L!**

CS106L, Winter 2025

# Today's Agenda

- Introductions!
- The Pitch  
- Course Logistics

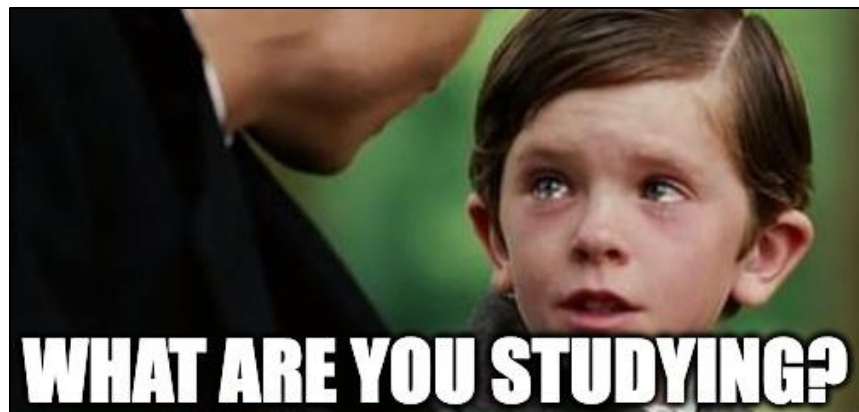
# **Introductions**



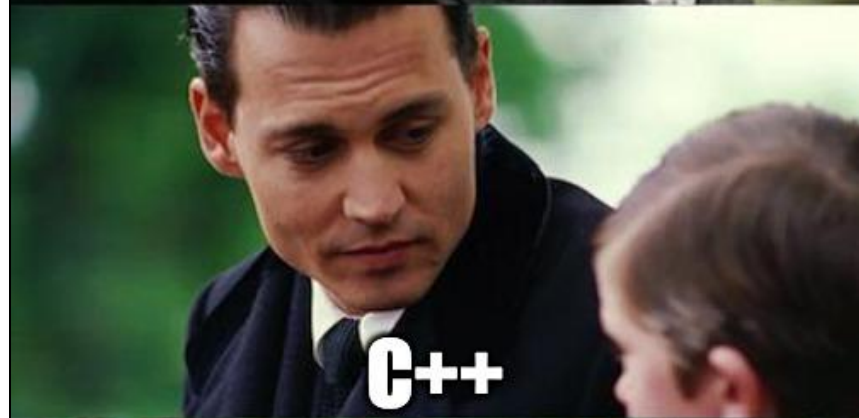
# Now you can meet (some of) each other!

- Turn to the people next to you and introduce yourselves!
- **Potential Conversation Topics:**
  - What's something you're into and not into?
  - Why do you want to take this class?

**The Pitch** 🦈 🦈



**WHAT ARE YOU STUDYING?**



**C++**



**Why C++?**



**“The invisible foundation of everything”**

# Valorant



[source]



# CS: GO 2



[source]  
ke Out  
my

...and many more!





# High Frequency Trading

Optiver 



CITADEL | Securities



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# Self Driving



TESLA



WAYMO

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# GPU Programming

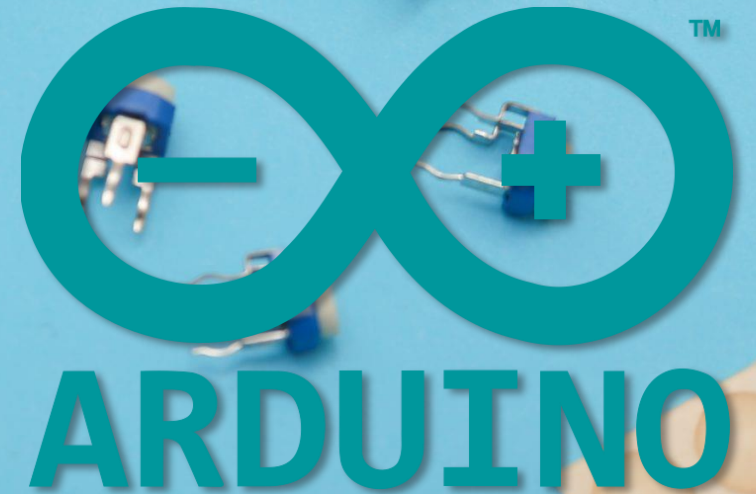
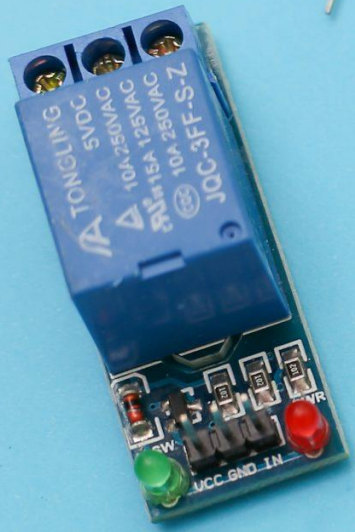


**NVIDIA®**

**CUDA®**



# Arduino



[source]



# And much, much more!






- Databases (MySQL, MongoDB)
- Web Browsers (Chrome, Safari, Edge)
- Virtual Reality (Quest)
- Low level ML (PyTorch, TensorFlow, OpenAI)
- Compilers, virtual machines (JVM, LLVM, GCC)
- Operating Systems (Windows)

**“The invisible foundation of everything”**

# C++ is great for...

- Handling lots of data
- And handling it very efficiently
- And doing it in an elegant, readable way

# C++ was created in 1983, still #2!

Dec 2024	Programming Language		Ratings	Change
1		Python	23.84%	+9.98%
2		C++	10.82%	+0.81%
3		Java	9.72%	+1.73%
4		C	9.10%	-2.34%
5		C#	4.87%	-2.43%

[TIOBE Index, December 2024]

# C++ in Industry

amazon.com<sup>®</sup>

 Meta

 OpenAI



Google

# CppCon 2018

cppcon  
the c++ conference

cppcon  
the c++ conference

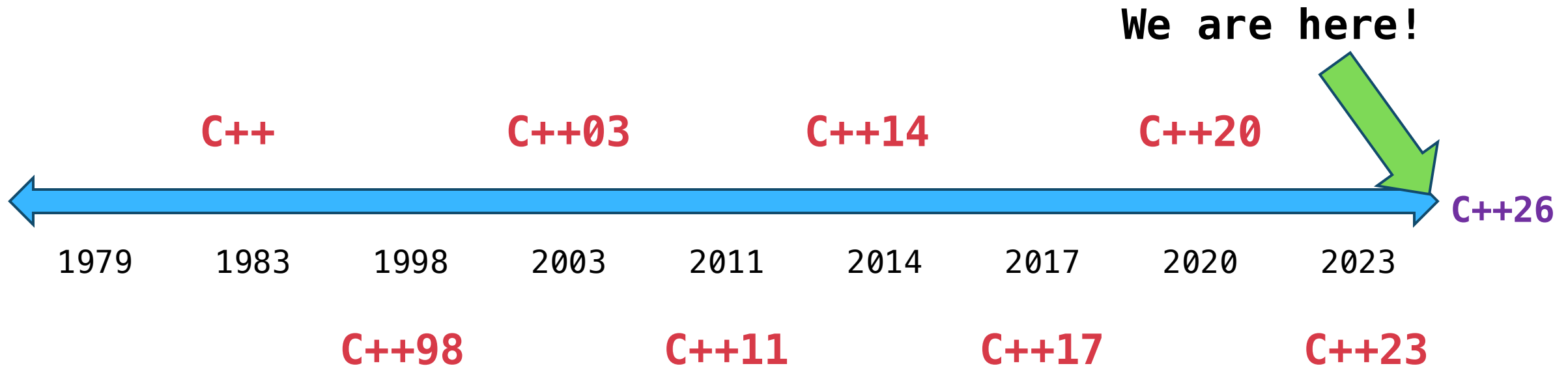
cppcon  
the c++ conference

cppcon  
the c++ conference

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# The C++ Community

- C++ has a **MASSIVE** user base
- C++ Standard continues to be revised every three years



**What is C++?**



# A valid C++ program

```
#include <iostream>
#include <string>

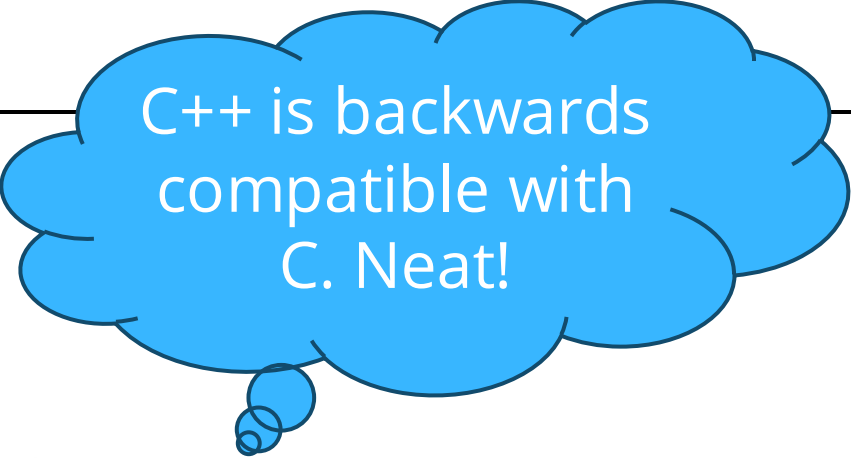
int main() {
    auto str = std::make_unique<std::string>("Hello World!");
    std::cout << *str << std::endl;
    return 0;
}

// Prints "Hello World!"
```

# Also a valid C++ program

```
#include "stdio.h"
#include "stdlib.h"

int main(int argc, char *argv) {
    printf("%s", "Hello, world!\n");
    // ^a C function!
    return EXIT_SUCCESS;
}
```



C++ is backwards  
compatible with  
C. Neat!

# Also a valid C++ program

```
#include "stdio.h"
#include "stdlib.h"

int main(int argc, char *argv) {
    asm(".LC0:\n\t"
        ".string \"Hello, world!\"\n\t"
        "main:\n\t"
        "push rbp\n\t"
        "mov rbp, rsp\n\t"
        "sub rsp, 16\n\t"
        "mov DWORD PTR [rbp-4], edi\n\t"
        "mov QWORD PTR [rbp-16], rsi\n\t"
        "mov edi, OFFSET FLAT:.LC0\n\t"
        "call puts\n\t");
    return EXIT_SUCCESS;
}
```






# C++ History: Assembly

```
section .text
global _start
_start:
    mov edx, len
    mov ecx, msg
    mov ebx, 1
    mov eax, 4
    int 0x80
    mov eax, 1
    int 0x80
section .data
    msg db 'Hello, world!' ,0xa
    len equ $ - msg
```







;must be declared for linker (ld)  
;tell linker entry point  
;message length  
;message to write  
;file descriptor (stdout)  
;system call number (sys\_write)  
;call kernel  
;system call number (sys\_exit)  
;call kernel  
;our dear string  
;length of our dear string

# C++ History: Assembly

-  Unbelievably **simple** instructions
-  Extremely **fast** (when well-written)
-  Complete **control** over your program

**Why don't we always use assembly?**

# C++ History: Assembly

-  Unbelievably **simple** instructions
-  Extremely **fast** (when well-written)
-  Complete **control** over your program
  
-  A **lot of code** (even for simple tasks)
-  Very **hard to understand**
-  Extremely **unportable**

# C++ History: Invention of C

- Dennis Ritchie created C in 1972 to much praise.
- C made it easy to write code that was:
  - Fast
  - Simple
  - Cross platform
    - **Compilers!** Source Code → Assembly
- Learn to love it in **CS107!**



Ken Thompson and Dennis Ritchie,  
creators of the C language



# C++ History: Invention of C

- C was popular because it was simple
  - *“When I read C I know what the output Assembly is going to look like”*  
—Linus Torvalds, creator of Linux
- However, C has some weaknesses:
  - No **objects** or classes
  - Difficult to write **generic or templated** code
  - **Tedious** to write large programs

# C++ History: Welcome to C++!

- In 1983, the beginnings of C++ were created by Danish computer scientist Bjarne Stroustrup
- He wanted a language that was
  - Fast
  - Simple to use
  - Cross-platform
  - **Had high level features**



Bjarne Stroustrup, the man himself ☺

# C++ Design Philosophy

- Express ideas and intent directly in code.
- Enforce safety at compile time whenever possible.
- Do not waste time or space.
- Compartmentalize messy constructs.
- Allow the programmer full control, responsibility, and choice.

"Code should be elegant **and** efficient; I hate to have  
to choose between those"

—Bjarne Stroustrup

# C++ Design Philosophy (Summarized)

- Readable
- Safety
- Efficiency
- Abstraction
- Multi-paradigm

# A valid C++ program

```
#include "stdio.h"
#include "stdlib.h"

int main(int argc, char *argv) {
    asm(".LC0:\n\t"
        ".string \"Hello, world!\"\n\t"
        "main:\n\t"
        "push rbp\n\t"
        "mov rbp, rsp\n\t"
        "sub rsp, 16\n\t"
        "mov DWORD PTR [rbp-4], edi\n\t"
        "mov QWORD PTR [rbp-16], rsi\n\t"
        "mov edi, OFFSET FLAT:.LC0\n\t"
        "call puts\n\t");
    return EXIT_SUCCESS;
}
```

# A valid C++ program

```
#include "stdio.h"
#include "stdlib.h"

int main(int argc, char *argv) {
    printf("%s", "Hello, world!\n");
    // ^a C function!
    return EXIT_SUCCESS;
}
```

# A valid C++ program

```
#include <memory>
#include <string>

int main() {
    auto str = std::make_unique<std::string>("Hello World!");
    std::cout << *str << std::endl;
    return 0;
}
```

// Prints "Hello World!"

```
graph TD
    A["std::make_unique<std::string>"] --> B[Smart Pointers]
    A --> C[Templates!]
    D["std::cout"] --> E[Streams]
    F["<<"] --> G[Operator Overloading]
```



# Topics We'll Cover

<b>Week 1</b>	Welcome	Types & Structs
<b>Week 2</b>	Initialization & References	Streams
<b>Week 3</b>	Containers	Iterators & Pointers
<b>Week 4</b>	Classes	Template Classes
<b>Week 5</b>	Template Functions	Functions & Lambdas
<b>Week 6</b>	Operator Overloading	Special Member Functions
<b>Week 7</b>	Move Semantics	std::optional and Type Safety
<b>Week 8</b>	RAII, Smart Pointers, C++ Projects	

**Why take CS106L?**

# CS106B

vs.

# CS106L

- Focus on **concepts** like abstractions, recursion, pointers etc.
- **Bare minimum** C++ in order to use these concepts

- Focus is on **code**: what makes it good, what powerful and elegant code looks like
- The real deal: No Stanford libraries, only STL
- Understand **how** and **why** C++ was made

# When might you use C++?

- In one of Stanford's classes
  - **CS 111:** Operating Systems Principles
  - **CME 213:** Introduction to parallel computing using MPI, openMP, and CUDA
  - **CS 143:** Compilers
  - **CS 144:** Introduction to Computer Networking
  - **CS 248A:** Computer Graphics: Rendering, Geometry, and Image Manipulation
  - **MUSIC 256A:** Music, Computing, Design: The Art of Design
  - ...and more!
- And in real life!



“Nobody should call themselves a professional if they only know one language” —Bjarne Stroustrup

# C++ helps develop good coding hygiene

- Am I using objects the way they're meant to be used?
  - Type checking, type safety
- Am I using memory efficiently?
  - Reference/copy semantics, move semantics
- Am I modifying something I'm not supposed to?
  - `const` and const correctness
- Other languages relax these restrictions

# Magnus vs. Me



# What questions do you have?



bjarne\_about\_to\_raise\_hand

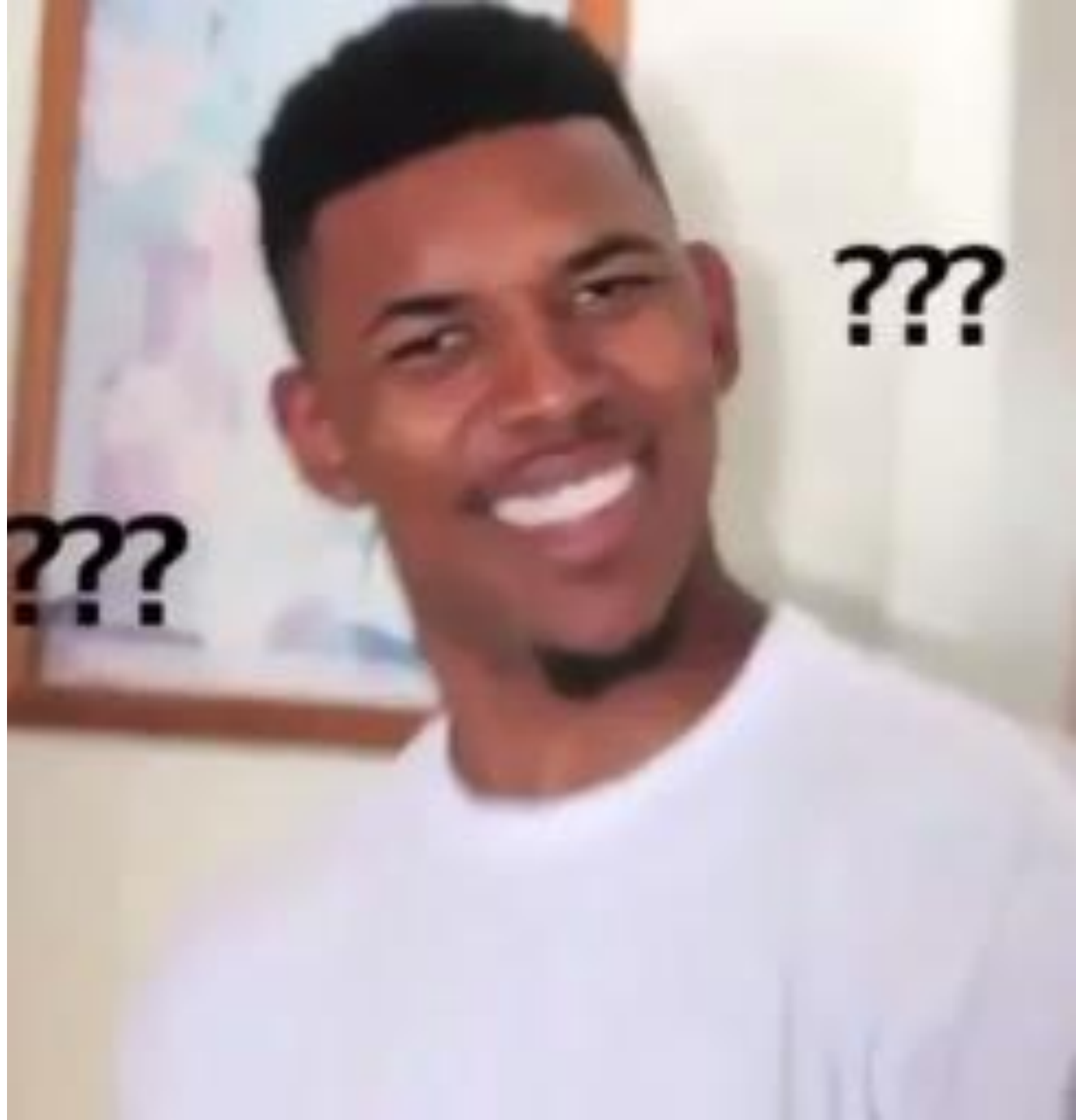


# **Course Logistics**

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# Asking Questions

- We welcome questions!
- Feel free to raise your hand at **any time** with a question
- We'll also pause periodically to solicit questions and check understanding



# Access and Accommodations

- Disabled students are a valued and essential part of the Stanford community. We welcome you to our class!
- Please work with OAE but also let us know if there's anything we can do to make the course more accessible to you.
- Don't be shy about asking for accommodations if problems arise. We're very reasonable people and will do whatever we can to help.

# Community Norms

- Shame-free zone
- Treat your peers and instructors with kindness and respect
- Be curious
- Communication is key!
- Recognized we are all in-process (humility, question posing, avoid perfectionism)

# Guiding Principles

- We will do everything we can to support you. We want to provide flexibility to the best of our ability!
- We want to hear your feedback so we can ensure the class is going as smoothly as possible for everyone
- Please communicate with us if any personal circumstances or issues arise! We are here to support you :)

# What questions do you have?



bjarne\_about\_to\_raise\_hand

# Lecture

- Held **Tuesdays** and **Thursdays** from 3:00pm – 4:20pm in Turing Auditorium
- Lecture is not recorded.
- **Attendance is required.** Short participations quizzes (1-2 questions) will be given at the beginning of lecture starting in week 2. **All students are given 2 free absences.**

# Illness

- If you are sick, for the wellbeing of yourself and others **please stay home**, take care of yourself, and reach out to us – **we never want** you to feel that you must attend class if you are not feeling well!
- Similarly, if you have an emergency or exceptional circumstance, **please reach out to us** so that we can help!



# Office Hours

- OH times are TBD and will be in person
  - These will be settled by week 2 (before the first assignment)
- We want to talk to you! Come talk!
- Extra OH weeks 9 – 10!
- Watch the course website ([cs106l.stanford.edu](https://cs106l.stanford.edu)) and [Ed](#) for more info.

# CS106L

Standard C++ Programming

Stanford University


Winter 2025


Assignments


Policies


Grades

## About CS106L

 **CS106L** is a 1-unit class that explores the modern C++ language in depth. We'll cover some of the most exciting features of C++, including modern patterns (up through C++26) that give it beauty and power.

 Anyone who is taking or has taken CS106B/X (or equivalent) is welcome to enroll. In other words, we welcome anyone that has learned or is learning programming fundamentals like functions and objects/classes.





 CS106L is a class for **1 unit**. Students will complete 8 *very short* weekly assignments. These are not meant to be too challenging but instead function as some hands-on practice with a few of the concepts we discuss in class the previous week. There are *no exams or papers*. All grades are S/NC. Class will finish in week 8 to give you time for finals.

 CS106L is built for you! Even if you're not taking the class, you're welcome to come to our in-person office hours (**starting week 2**). *Times TBD*






## Schedule

Week	Tuesday	Thursday
1	January 7 1. Welcome!	January 9 2. Types and Structs
2	January 14 3. Initialization and References	January 16 4. Streams
3	January 21 5. Containers	January 23 6. Iterators and Pointers
4	January 28 7. Classes	January 30 8. Template Classes and Const Correctness
5	February 4 9. Template Functions	February 6 10. Functions and Lambdas
6	February 11 11. Operator Overloading	February 13 12. Special Member Functions

## Course Info

-  Jacob Roberts-Baca
-  Fabio Ibanez
-  [cs106l-win2425-staff@lists.stanford.edu](mailto:cs106l-win2425-staff@lists.stanford.edu)
-  TTh 3:00 - 4:20pm, [Turing Aud](#)

## Quick Links

-  [See My Grades](#)
-  [Discussion Forum](#)
-  [Paperless \(Submit Code\)](#)
-  [C++ Documentation](#)
-  [Python to C++ Guide](#)

# Assignments

- There will be 8 short weekly assignments (typically will take 1 hour at most depending on experience)
  - Submissions will be on paperless as directed on the assignment handout!
- Assignments will be released on Fridays and due in one week (the following Friday)
  - All students have three free late days.

# Grading

- Grading is S/NC. We expect everyone to get an S!
- How do you get an S?
  - Attend **11 of the 13** lectures between Week 2 and Week 9
  - Successful completion of **6 out of 8** weekly assignments

# Get in touch with us!

- Here are the best ways to communicate with us!
- Email us: [cs106l-win2425-staff@lists.stanford.edu](mailto:cs106l-win2425-staff@lists.stanford.edu)
  - Please use this email and not our individual emails so we both receive the message!
- Public or private post on Ed
- After class or in our office hours

# What questions do you have?



bjarne\_about\_to\_raise\_hand