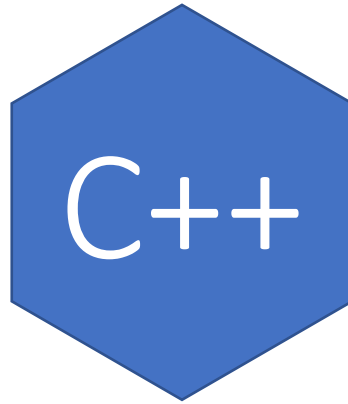


# Computer Programming with



B a b y S t e p s

Presentation By AwesomeKen

# Outline



- Data types
- Operators
- Variables
- Arrays
- Comments
- Loops
- c-strings

# Data Types



- C++ is a strongly typed language. ie the type of data to be stored or used in the program must be explicitly defined by the programmer.
- Data typed in C++ are grouped into in-built and user-defined types
- In-built: those that come by default with the language
- User-defined: Those that are created by the programmer or 3<sup>rd</sup> party companies.
- In-built types include `char`, `bool`, `int`, `float`, `double`, `long`



# Data Types

| Data Type | Example                      |
|-----------|------------------------------|
| char      | 'a', 'b', 'A', '8', '*', '@' |
| bool      | true, false                  |
| int       | 3, 34, 89, 12341             |
| float     | 32.23, 76.3123               |
| double    | 66.666, 55.2902123           |
| long      | 9834050183274209             |

# Operators



- Operators allows the performance of mathematical operations on data.

| Operator | Name       | Operation                                |
|----------|------------|--|
| +        | plus       | Add numbers eg. 3 + 22.6                 |
| -        | minus      | Subtract numbers eg. 89 - 25             |
| *        | times      | Multiply numbers eg. 6 * 8               |
| /        | Division   | Divide numbers eg. 3/2                   |
| %        | Modulo     | Find the modulus eg. 19%2                |
| =        | Assignment | Assign value to a variable eg. Age = 53; |
| ++       | increment  | Increment the current value by 1         |
| --       | decrement  | Decrement the current value by 1         |

| Operator | Operator Name         | Operation                    |
|----------|-----------------------|------------------------------|
| <        | Less than             | Add numbers eg.              |
| >        | Greater than          | Subtract numbers eg. 89 - 25 |
| <=       | Less than or equal to | Multiply numbers eg. 6 * 8   |
| >=       | Greater than or equal | Divide numbers eg. 3/2       |
| ==       | equality              | Find the modulus             |
| !=       | Not equal to          | Assign value to a variable   |
| !        | Not                   | Invert the a Boolean value   |

| Operator | Name |
|----------|------|
| &&       | and  |
|          | or   |

| Bitwise Operators | Operator Name |
|-------------------|---------------|
| &                 | Bitwise AND   |
|                   | Bitwise OR    |
| ^                 | XOR           |



# Variables

- Variable allow for storage of input
- Format: *data\_type name;*
- Eg. `int age;` *This form of creating a variable is called Declaration*
- A variable can be created and given a value at the point of creation this way is called Initialization.
- eg. `double pie = 3.142;`



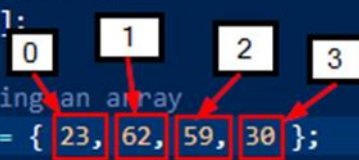
# Arrays

Arrays allows for multiple values of the same type

Arrays are zero index; indexing begins with zero

```
//Creating an array
int ages[50];

//Initializing an array
int age[4] = { 23, 62, 59, 30 };
```

A diagram illustrating array indexing. It shows four white boxes with black outlines, labeled 0, 1, 2, and 3, arranged horizontally. Below each box is a red arrow pointing to a corresponding element in an array. The array elements are 23, 62, 59, and 30, which are each enclosed in a red square box. The entire diagram is set against a dark blue background.

```
//Format for array
// data_type name[size];
```

```
//Creating an array
int ages[50];

//Initializing an array
int age[4] = { 23, 62, 59, 30 };
```

# Adding Comments



- One way of improving code readability is to comment code.
- Comments are not compiled, they are only texts that give information to the programmer.
- `/* */` is used for multiline commenting
- `//` is used for single line commenting

A screenshot of a code editor window titled 'main.cpp'. The code is as follows:

```
1
2
3  /*
4   * Written By: AwesomeKen
5   * Date : 05/07/2020
6   * Time : 20:36:03
7   * Program : Learning about commenting code
8   */
9
10 #include <iostream>
11
12 int main() {
13     // This is a single line comment
14     std::cout << "Hello, World!" << std::endl;
15     return 0;
16 }
17
18
```

Two callout boxes with red arrows point to specific parts of the code:

- A box labeled "Multiline comment" points to the block of code between lines 3 and 8, which is enclosed in `/* */`.
- A box labeled "Single line comment" points to line 13, which contains the comment `// This is a single line comment`.



# Loops



Loops are used to perform repetitive tasks. For example to get the index numbers and names of students. This code has to do one thing several times. Hence with a loop the code is written just once and is repeated in a loop for the required number of times.

There are 3 basic types of loops in C/C++ :

- for loop
- while loop
- do while loop



# for Loops

Suitable for Repetitive task who's last index is known  
Loops until the end is reached.

```
//Format for FOR LOOP
/*
for (begin; condition; increment){
    //code
}
*/
```

```
testcode.cpp > main()
1  #include <iostream>
2
3  using namespace std;
4
5  int main () {
6
7  //Format for FOR LOOP
8  /*
9  for (begin; condition; increment){
10 |     //code
11 | }
12 */
13
14 int lbound = 10;
15 |
16 for (int i=0; i < lbound; i++) {
17     cout << i << endl;
18 }
19
20     return 0;
21 }
```



# while loop

A **while** loop will run forever until a condition is specified for it to **stop**. Lets look at the format.

```
/*
format
while (condition) {
    //code
}
*/

bool isOut = true;

while ( isOut == true ) {
    //code
    cout << " I am still out " << endl;
}
```

- A **while** loop without a condition to break out is called an **Infinite Loop**.
- Care must be taken not to create an infinite loop when not intended.

```
1
2  #include <iostream>
3
4  using namespace std;
5
6  int main()
7  {
8
9      //print the value of the index from 0 to 9
10     /* for (int i= 0; i <10; i++) {
11         cout << i << endl;
12     }
13     */
14
15     ///While loop to print from 1 to 10
16
17     int i = 0; ///counter
18     //bool isOut = true;
19
20     while (i < 10 ) {
21         cout << (i + 1) << endl;
22         i++;
23     }
24
25     return 0;
26
27 }
28
```

begin

condition

increment

This is just like the for loop we wrote earlier



# do while Loops

- What make the do while loop so special is its ability to run the code at least once.
- A careful look at the code you will see that the code first runs before the condition is checked.

```
/*  
    Format  
    do {  
        // code  
    } while ( condition);  
*/
```

```
//Do while loop
```

```
int i = 0;  
do {  
    cout << "\tI run i = " << i << endl;  
} while ( i > 1);
```

Runs code at least once

```
G+ doWhileloop.cpp > main()  
1  #include <iostream>  
2  
3  using namespace std;  
4  
5  int main() {  
6  
7  bool some_condition = true;  
8  
9  int key = 2345;  
10 int id = 9090;  
11 int user_id;  
12 int key_code;  
13 do  
14 {  
15     /* code */  
16     cout << "UserId : " ;  
17     cin >> user_id;  
18     cout << "Key Code : " ;  
19     cin >> key_code;  
20  
21     if ( key != key_code || id != user_id ){  
22         cout << "Incorrect UserId or key code. " << endl;  
23     }  
24  
25 } while ( key_code != key || id != user_id );  
26  
27 return 0;  
28 }
```

# C-Style Strings



- These are null terminated strings.
- Eg “kofi” in reality is stored as ‘k’, ‘o’, ‘f’, ‘I’, ‘\0’
- ‘\0’ – is the null terminator. It indicates the end of the string.
- Therefore in creating a variable to store a string the null terminator must be taken into account.
- A string variable is nothing but a char array.
- `char str[6] = “kofi”;`



# C-Style Strings

- Functions to help manipulate c-style string data can be found in the `cstring` header file.
- It must be included to have access to the functions.
- `#include <cstring>`
- Functions such as `strcmp`, `strlen` etc.
- `Strcmp` => string compare returns 0 for match/same strings.

```
pwordCheck.cpp > ...
1  #include <iostream>
2  #include <cstring> //include files containing string
3  //manipulation functions
4
5  using namespace std;
6
7  int main()
8  {
9
10     char uname[11] = "AwesomeKen";
11     char pword[9] = "nicecode";
12
13     char username[255];
14     char password[255];
15     do
16     {
17         /* code */
18         cout << "Username : " ;
19         cin >> username; //get username
20         cout << "Password : " ;
21         cin >> password; //get password
22
23         //If password or username is incorrect display error msg
24         if ( strcmp(password, pword) || strcmp(username, uname) ){
25             cout << "Incorrect UserId or key code. " << endl;
26         }
27     } while ( strcmp(password, pword) || strcmp(username, uname));
28
29     cout << "Log in successful! " << endl;
30
31     return 0;
32
33 }
```



# End of Slides

Thank You