COMP2012H Honors Object-Oriented Programming and Data Structures Syntax Comparison between Python and C++: Basics and Program Flow Control

The purpose of this set of notes is to help you quickly transfer your basic knowledge of Python to that of C++. Please note that it is not a complete summary of our lecture notes. For all the C++ features discussed in COMP2012H, you have to carefully study the lecture notes on our course website.

In Python In C++

Hello World Program

```
File: hello_world.py
A common program used to demo a new language
"""
print("Hello World!")
```

```
/*
 * File: hello_world.cpp
 * A common program used to demo a new language
 */
#include <iostream>
    using namespace std;
    int main()
{
      cout << "Hello world" << endl;
      return 0;
}</pre>
```

Note: Every C++ program must have exactly one main() function which is the entry point of the program.

Executing a Python program

1. execute the program: python hello_world.py

Executing a C++ program

- 1. compile the program: g++ -o hello_world.out hello_world.cpp
- 2. execute the program: hello_world.out

Basic Output

To print the word "abc" with a newline character:

```
print("abc")
Or,
print("abc", end = "\n")
```

To print the word "abc" with a newline character:

```
cout << "abc" << endl;
where endl means "end of the line".
Or ,
   cout << "abc\n";</pre>
```

Comments

• for one or more lines of comments:

```
... ...
```

• for one line of comment only:

...

• for one or more lines of comments:

```
/* ... */
```

• for one line of comment only:

// ...

Including a module/library

import random

#include <iostream>

Statements

- A statement is a line of code.
- Only extra blanks and tabs are ignored.
- If the line of the statement is too long, one may break it into several lines using "\".

For example:

```
print("Hello", \
" world")
print("!")
```

- Each statement ends in a semicolon ";"
- Extra blanks, tabs, lines are ignored.
- More than one statement can be on one line.
- A statement may be spread over several lines.

For example:

```
cout << "Hello" <<

" world";
cout << "!" << endl;</pre>
```

Variables

- Basic Data Types:
 - Integer:

Examples of values: 0, 1, 100, -101, ...

- Floating point:

Examples of values: 0.5, -123.908232

- String:

Examples of values: "A", 'abc', "comp 2012H", $\,$

• • •

- Boolean:

Examples of values: True, False

• Variables need not be declared and their data types are inferred from the assignments.

For examples:

```
num1 = 100 # integer data type
num2 = 0.05 # float data type
```

- Basic Data Types:
 - Integer: short, int, long, long long, etc.
 Examples of values: 0, 1, 100, -101, ...
 - Floating point: float, double, long double, etc.
 Examples of values: 0.5, -123.908232
 - Character: charExamples of values: 'A', 'a', 'B', 'b', ...
 - Boolean: bool
 Examples of values: true, false
- Variables have to be declared and defined. For examples:

```
int num1;
num1 = 100;
double num2 = 0.05;
```

if Statement

```
if (<bool-expr>) :
                                                      if (<bool-expr>) <stmt>
   <stmt>
if (<bool-expr>) :
                                                       if (<bool-expr>) { <stmt(s)> }
   <stmt(s)>
if (<bool-expr>) :
                                                      if (<bool-expr>) <stmt> else <stmt>
   <stmt>
else :
   <stmt>
                                                      if (<bool-expr>) { <stmt(s)> } else { <stmt(s)> }
if (<bool-expr>) :
   <stmt(s)>
else :
   <stmt(s)>
if (<bool-expr>) :
                                                      if (<bool-expr>)
   <stmt(s)>
elif (<bool-expr>) :
                                                         <stmt(s)>
                                                      } else if (<bool-expr>) {
   <stmt(s)>
                                                          <stmt(s)>
if (<bool-expr>) :
                                                      if (<bool-expr>)
   <stmt(s)>
elif (<bool-expr>) :
                                                          <stmt(s)>
   <stmt(s)>
                                                      } else if (<bool-expr>) {
                                                          <stmt(s)>
else :
                                                      } else {
   <stmt(s)>
                                                          <stmt(s)>
```

```
Note: Blocks are identified by having the same inden-
tation.
For example:
x = -5
if x > 0:
   print("x is positive", end="")
   if x % 2 :
      print(" and odd.")
   else :
      print(" and even.")
elif (x < 0) and (x % 2):
   print("x is negative and odd.")
elif (x < 0) and (not (x % 2)):
   print("x is negative and even.")
else :
   print("x is zero.")
```

```
Note: Blocks are identified by pairs of braces ({}).
For example:
int x = -5;
if (x > 0)
{
   cout << "x is positive";</pre>
   if (x % 2)
       cout << " and odd." << endl;</pre>
   else
      cout << " and even." << endl;</pre>
} else if ((x < 0) \&\& (x % 2)) {
   cout << "x is negative and odd." << endl;</pre>
} else if ((x < 0) \&\& !(x % 2)) {
   cout << "x is negative and even." << endl;</pre>
} else {
   cout << "x is zero." << endl;</pre>
if-else Operator
In C++, there are if-else expressions. The syntax is:
    <condition> ? <result1> : <result2>
It means that if <condition> is true, the expression's value
will be <result1>, otherwise it will be <result2>.
For example:
int x = 2, y = 3;
int z = (x > y) ? x : y;
cout << z << endl;</pre>
// the output will be 3
```

while Loop

```
while (<bool-expr>) :
     <stmt(s)>
```

Note: Blocks are identified by having the same indentation.

For example:

```
i = 10
while i > 0:
    i = i - 2
    print(i)
```

```
while (<bool-expr>)
   <stmt>
while (<bool-expr>)
{
    <stmt(s)>
}
do (<bool-expr>)
    <stmt>
do
{
    <stmt(s)>
} while (<bool-expr>);
Note: Blocks are identified by pairs of braces ({}).
For example:
int i = 10;
while (i > 0)
   i -= 2;
   cout << i << endl;</pre>
```

for Loop

break and continue

In a for loop, break means to stop the whole loop; while continue means to skip the current execution.

the same.

Functions

A Python function need not specify the parameter types and return types.

For example,

```
""" File: function_example.py
    A Python Program with two functions:
    PrintNum() and AddOne()
"""

def PrintNum(num):
    print("The number is", num)

def AddOne(num):
    return (num + 1)

PrintNum(10)
PrintNum(AddOne(10))
```

A C++ function has to specify the parameter types and return types. For example,

```
/* File: function_example.cpp
   A C++ Program with two functions:
   PrintNum() and AddOne()
#include <iostream>
using namespace std;
void PrintNum(int num)
   cout << "The number is " << num << endl;</pre>
}
int AddOne(int num)
{
   return (num + 1);
}
int main()
{
   PrintNum(10);
   PrintNum(AddOne(10));
   return 0;
}
```

Some Operators in Python and C++

		Python			C++		
		Symbol	Example	Output	Symbol	Example	Output
	Addition	+	1 + 2	3	Same		
	Subtraction	-	1 - 2	-1	Same		
Arithmetic	Multiplication	*	1 * 2	2	Same		
Operators	Division	/	1 / 2	0.5	/	1.0 / 2	0.5
	Integer Division	//	1 // 2	0	/	1 / 2	0
	Modulus (Remainder)	%	9 % 4	1	Same		
	Power	**	2 ** 3	8	Nil		
Assignment Operators	Assignment	=	x = y		Same		
	Addition Assignment	+=	х += у		Same		
	Subtraction	-=	х -= у		Same		
	Assignment		-				
	Multiplication	*=	x *= y		Same		
	Assignment		-				
	Division	/=	x /= y		Same		
	Assignment		-				
Relational	And	and	True and False	False	&&	true && false	false
Operators	Or	or	True or False	True		true false	true
	Not	not	not False	True	!	!false	true
Comparison	Larger than	>	20 > 10	True	Same		
Operators	Larger than or	>=	20 >= 10	True	Same		
	equal to						
	Smaller than	<	20 < 10	False	Same		
	Smaller than or	<=	20 <= 10	False	Same		
	equal to						
	Equal to	==	20 == 10	False	Same		
	Not equal to	!=	20 != 10	True	!=	20 != 10	true
	Post-increment		Nil	'	++	x = 1; y = 2;	2 1
						y = x++;	
						cout << x <<	
Increment						" " << y;	
Operators	Pre-increment	Nil			++	x = 1; y = 2;	2 2
						y = ++x;	
						cout << x <<	
						" " << y;	
	Post-decrement	Nil				x = 1; y = 2;	0 1
						y = x;	
						cout << x <<	
Decrement						" " << y;	
Operators	Pre-decrement	Nil				x = 1; y = 2;	0 0
						y =x;	
						cout << x <<	
		1			1	" " << y;	1

References:

1. Cay Horstmann. (2012). C++ For Everyone. Second Edition. Wiley.