Introduction to C++

Language basics – flow of control





Flow of Control

- Normally from one line to the next
- Standard constructs in almost every language
 - □ if
 - while
 - return
 - Calling a function
- Different in C++
 - □ for
 - switch
 - Immediate if
 - break
 - □ goto



If

- if (condition) action
 - Round brackets are not optional
 - Condition can be any expression (even a number)

```
if (x>3) y=7;
if (x>3)
    y=7;
```

When "action" is multiple lines, use braces

```
Best practice: use them anyway
if (x>3)
{
    y=7;
}
```

else is optional



While

while (condition) action

- Check is before first time it runs
 - May not run at all
 - □ Same rules as if round brackets, braces
- Can exit early using break



For

Initializer

- May declare a variable or use an existing one
- Scope matters

Condition

Same expressions as if and while

Loop expression

Change the value used in the condition

for (int
$$i=0$$
; $i < 10$; $i = i + 1$)



Switch

- Equivalent to a number of if statements in a row
- Less nesting than if/else

```
switch(expression)
{
case value1:
    action
    break;
default:
    action
}
```

Expression and values must be integral type or enum



Functions

- Declare before you use
 - Include header in multiple places
- Implement once
- Not much different for member functions and "free functions"
- Can take parameters by value or reference
- Can also return by value or reference
 - Dangling reference



Understanding Error Messages

- When you call a function, two different checks are made
 - Have you declared (usually in a .h) that function?
 - compiler
 - Have you implemented (usually in a .cpp) that function?
 - linker
- Different mistakes, different errors
 - Typed the name wrong when calling it
 - Passed the wrong number or types of parameters when calling it
 - Mistake declaring
 - Mistake implementing
 - Forgot to implement
 - Forgot to include header when calling
 - Forgot to include header when implementing
 - Forgot to add implementation file to project



Immediate If

You could write:

```
if (something)
  result = 7;
else
  result = 302;
```

Instead:

```
result = something? 7 : 302;
```

Can use any expressions in the two possibilities



Summary

- C++ has the usual flow-of-control constructs
- Compiler will help you with syntax of for and switch
- They can all be built from each other, so use according to idiom
- for/while:
 - Do you know the number of iterations in advance?
- switch/series of if
 - 3 or more use a switch
- Immediate if
 - Are all three parts short enough to fit on one line?
- Functions
 - Free functions
 - Member functions
- Taking and returning by value or reference

