

Chapter 01. C++ The first step of programming

# Index

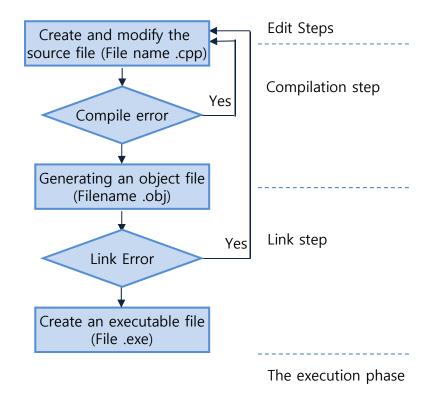
- 1. Understanding C ++
- 2. Installation Visual Studio 2013
- 3. A simple output programs

# Objective

- Understand the concept of what is programming in C ++.
- Students learn how to write a simple program by using C++.
- Understand the basic structure of the C ++ programming.
- Students learn the basic use of Visual Studio 2013.

#### ■ What is programming in C ++

- It means to start a program using C ++ as a tool to allow the desired action to a computer that gender programming in C ++.
- The process of writing a C ++ program has a four significant steps Editing (edit), compile (compile), a link (link), consists of a run (execute) stage.



[그림 1-1] C++ 프로그램 작성 단계

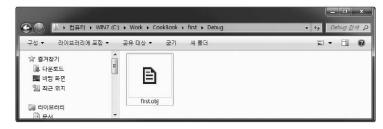
#### Edit Steps

• After the programmer created the source file that is called a file created by the program for the syntax of C ++ source file must be attached the cpp extension, which means that the C ++ source file.



#### Compilation step

• If you check the compilation stage, after verifying the correct syntax by the C ++ compiler source file which is created in the editing stage. If it has no grammatically error then it changes into machine language object files to create the conditions.



#### Link step

• Predefined logic which is often used in the program is called the library that provides it. In the link step checks whether used according to the format provided by the library. If it makes correct reference object files which created in the compile step into an executable file.



#### The execution phase

• The executable file (a file with the extension exe can be run directly from your computer. Click the tool runs to run the executable using input from a console window, or provided by Visual Studio.



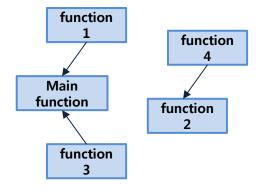


#### Object-oriented language C ++

- ① Procedural programming: Since the program is composed of a set of functions defining a function used to declare the data required for the function. Representative language has C.
- ② Object-Oriented Programming: Since the program an object oriented way by defining a function, after the user interface (UI) designed to deal with this class for the production of an object is to handle the object as a function. Representative language may include C ++, Java.

#### Procedural Programming

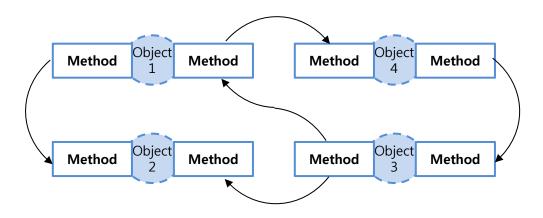
① A program designed around the function and then define the data required for the function.



[picture 1-2] Procedural Programming

#### Object Oriented Programming

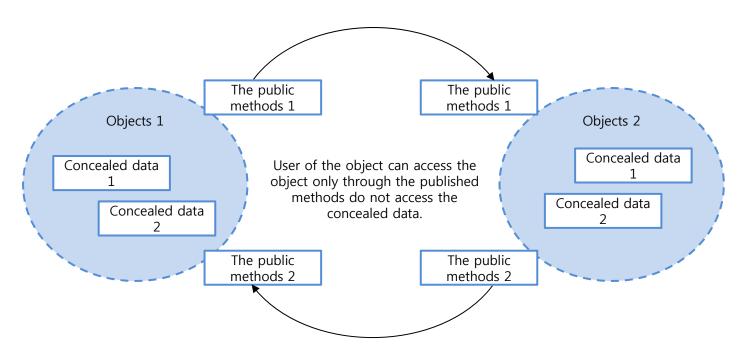
- Program technique for solving various problems by developing a modelling object in the real world. Here
  the object is to include all the entities (data) and behavior (process, method, function) associated with
  that entity.
- Example) For sale to the ticket at the train station instance, the reality of 'guest' and the procedure 'Buy Tickets' is a single object, and one object is also a reality 'attendant' procedure and the 'ticket sale'. For ticket sale between objects send and receive messages ( "KTX Busan, please go single table"). Object receiving the message and executes the operations (steps).
- Object-oriented programming is a technique that promotes modularity, encapsulation of the complicated system rebuilding, with easy-to-use software that huge, filling, easy to maintain direction.



[Picture 1-3] Object Oriented Programming

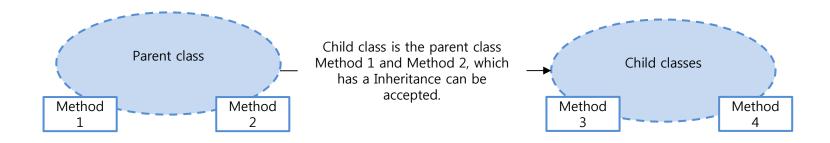
#### ■ The main features of object-oriented programming

- Encapsulation and Data Hiding
  - Poor handling of the data, so data may be damaged. If it is encapsulated and data hiding is provided to prevent this.
  - Thoroughly hide the details of the object to an object external to simply make the interaction with the object, only the message.



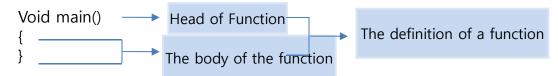
[Picture 1-4] Public functions and concealment of data objects

- Polymorphism and overloading of functions, operator overloading
  - Polymorphism (polymorphism) is to provide a different implementation using a single interface.
  - Through overloading or overriding also to operate differently depending on the same case function or operator.
- Inheritance
  - Inheritance is the most typical object-oriented features, to the nature of the particular object for use by other objects inherit.



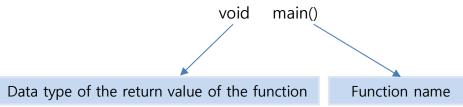
#### A simple C ++ program

• one program required the one function main ()

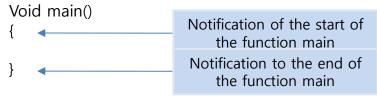


[Picture 1–6] The structure of the function

Void type functions that is not to have a return value

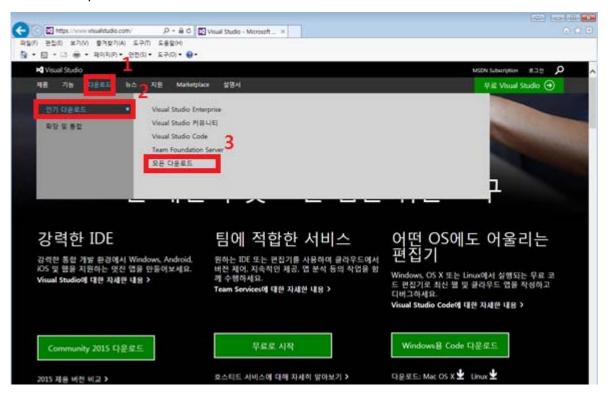


Symbols for the start and end of the function {}
[Picture 1-7] The structure of the function head



[Picture 1-8] Start and end of the function

- Access to the site in Visual Studio (<a href="https://www.visualstudio.com/">https://www.visualstudio.com/</a>)
  - Downloads Top Downloads Download Mode

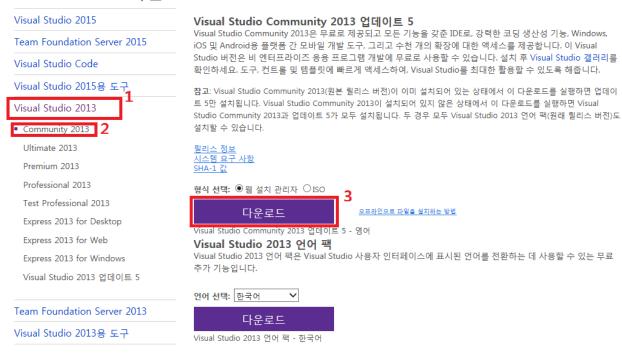


#### ② Download

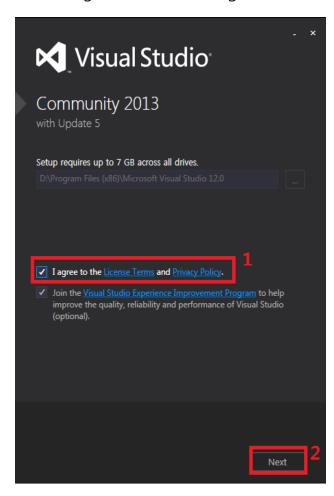
Visual Studio 2013 – Community 2013 – Download

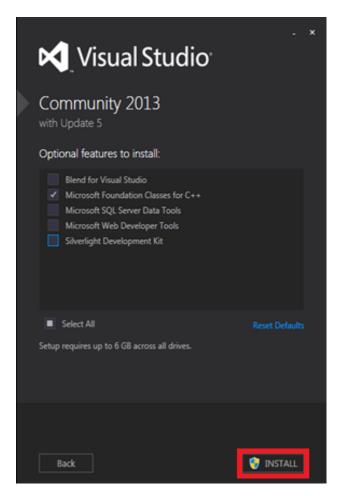


#### Visual Studio 다운로드

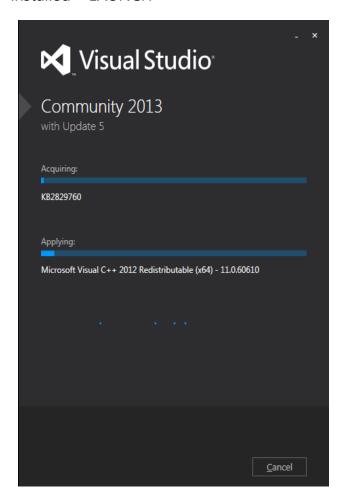


- ③ Install
  - Terms of agreement following Microsoft Foundation Classes for C ++ selection Installation





- 4 Start
  - installed LAUNCH





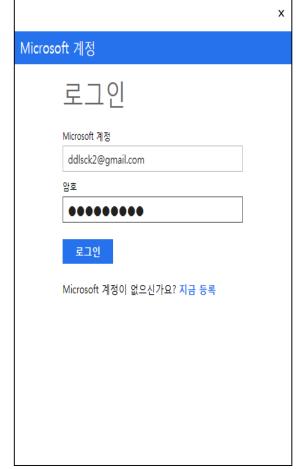
#### (5) Enrollment

• Sign in - Sign in to your account Microsoft

• If there is no progress to join Microsoft account through a simple e-mail then you make an

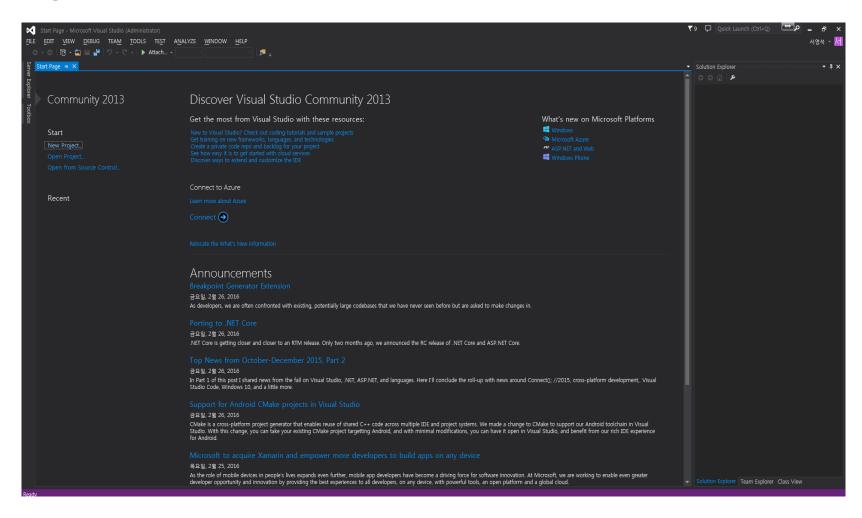
aauthentication





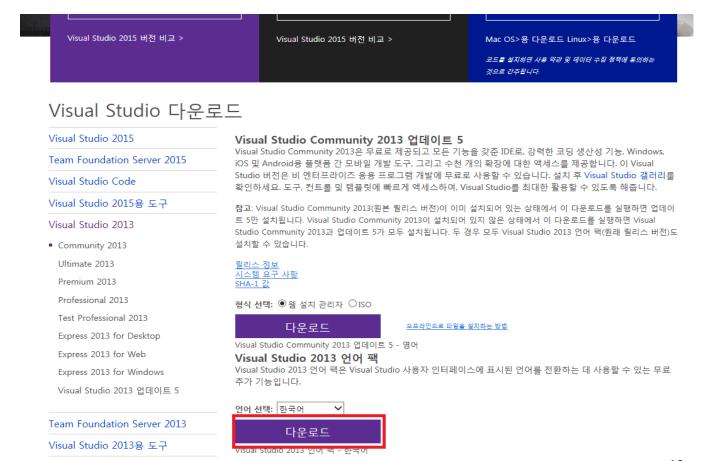


6 installed



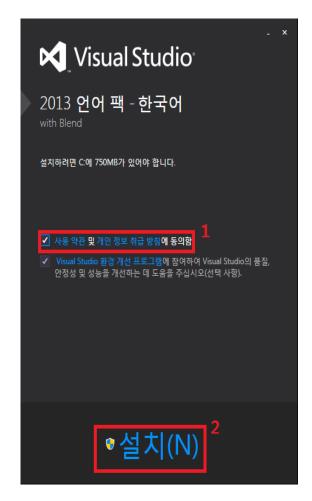
#### Using Visual Studio Hangul

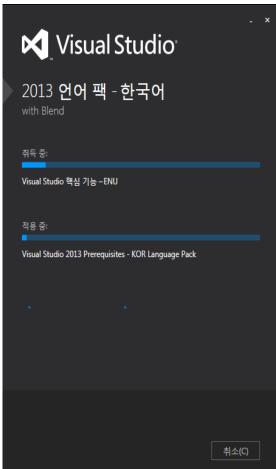
- Language Pack Download
  - Download a language pack from the download site



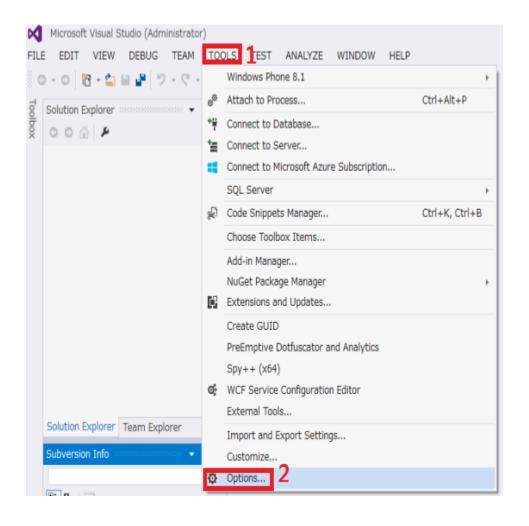
#### ② Install

• Terms of agreement - Installation

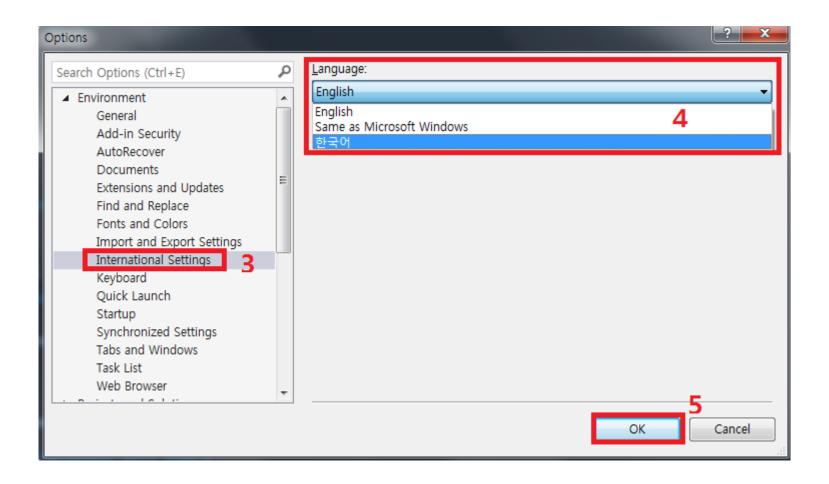




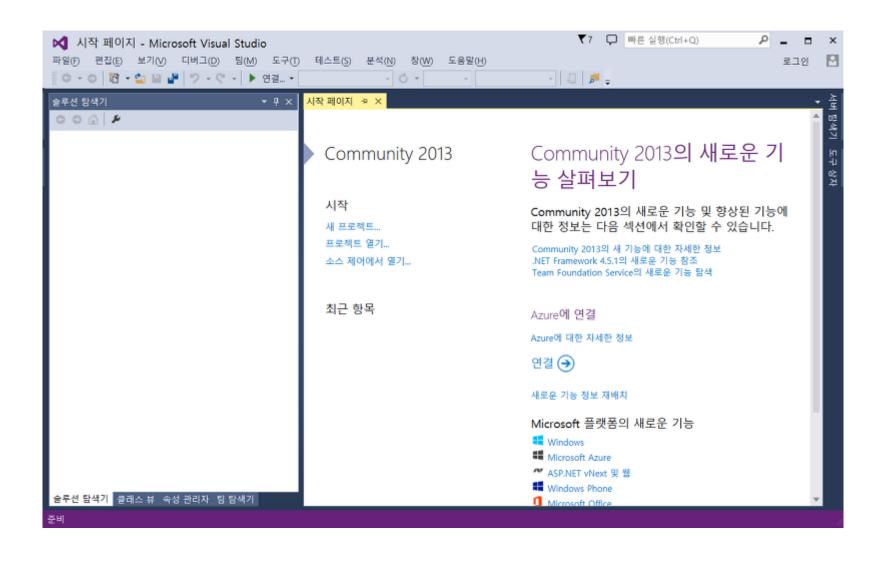
- 3 Change Settings
  - Visual Studio 2013 execution Tools Options



- 4 Change Settings
  - Environment International Settings Language changes in Korean Ok Visual Studio restarts

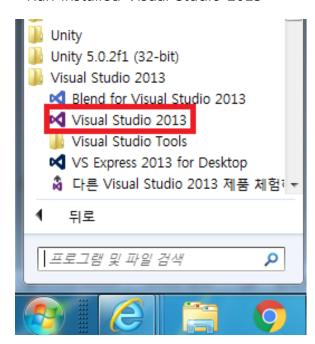


5 Complete change

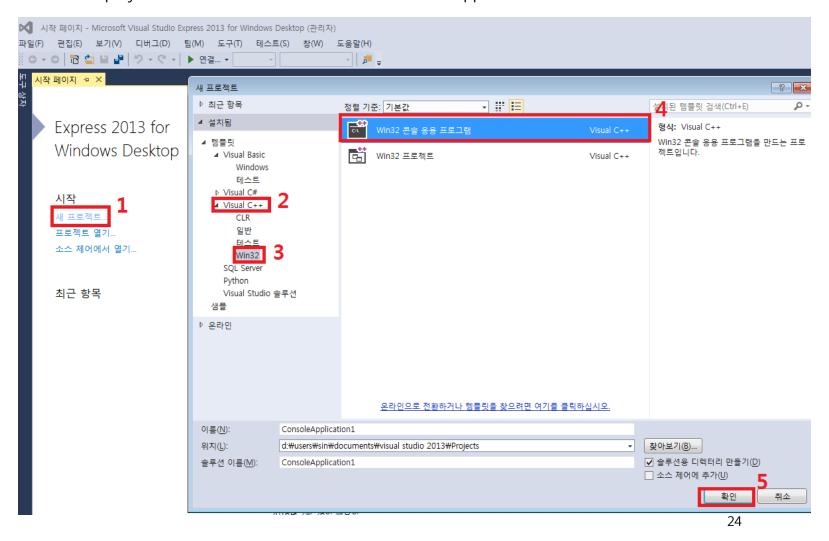


#### Programming in Visual Studio C ++

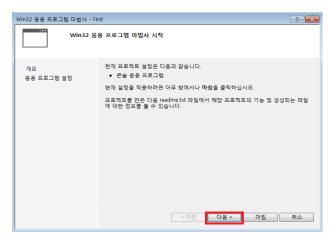
- Visual Studio is running
  - Run installed Visual Studio 2013



- 2 New Project Settings item
  - New project Visual C ++ Win32 Win32 console application Confirm



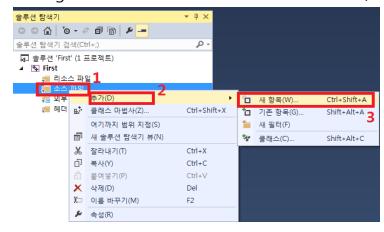
3 The Win32 Application Wizard



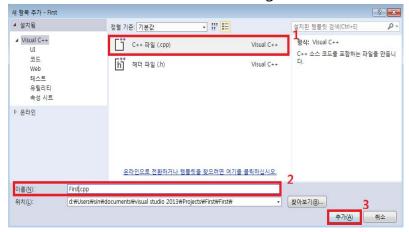
4 Application Settings

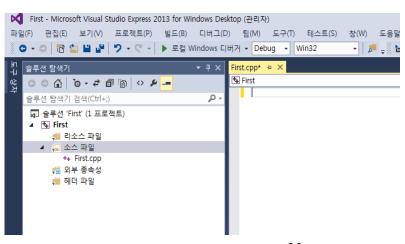


- (5) Add New Item
  - Right-click the source file add new item (shortcut: Ctrl + Shift + A)

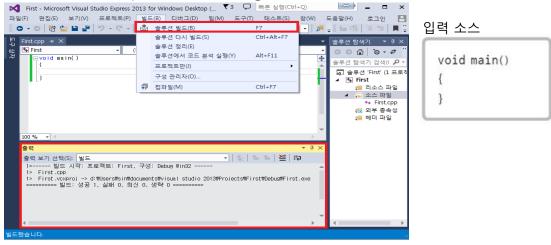


- 6 C ++ projects generated source files
  - C ++, select File Name Settings Add

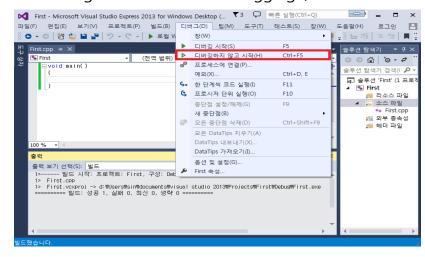




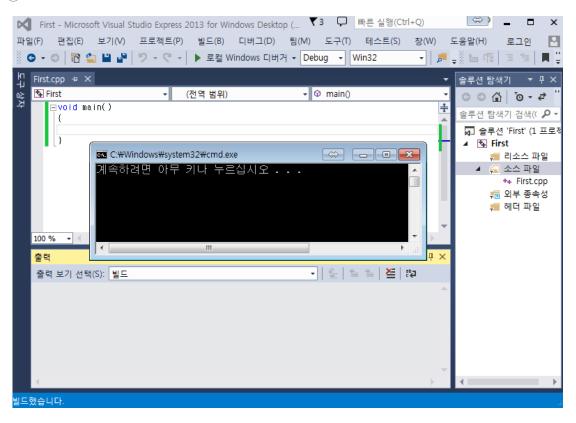
- 7 Build (compile, link) Step
  - The source input-build-building solution (shortcut: F7)



- The execution phase
  - Debug Start Without Debugging (shortcut: Ctrl + F5)



10 The results



#### Example 1-2. Program that prints a simple string (01\_02.cpp)

```
01 #include <iostream> // Statements that include the header file
02 void main()
03 {
04 /* cout is as the object that is responsible for the output,
05 The stream insertion operator (stream insertion operator)
06 <<With the outputs a string in "". * /
07
08 std::cout<<<"C++ 세계에 오신 것을 환영합니다. \ n";
09 }
```

#### #include statements that contains the external file such as iostream file

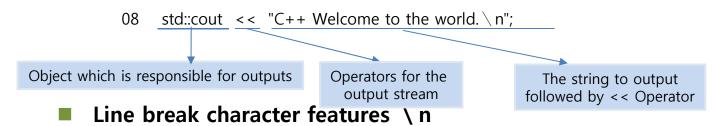
- It is used to include files between appearing immediately after the <> symbol: #include statement.
- iostream: io refers to the input and output, it deuleogandago earlier program source code, also called a header file.

#### namespace std

The meaning of the name space to which it belongs.

#### cout Objects and output operators <<</p>

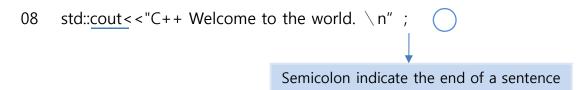
• cout (console output) is an object which is responsible for the output. It uses a stream of the << operator (operator insertion stream) to the output.



<Enter> It plays a role, such as the key.

#### Type of punctuation;

• Use a semicolon (;) in order to distinguish whether a sentence finished.



#### Comments to help understand the programmer

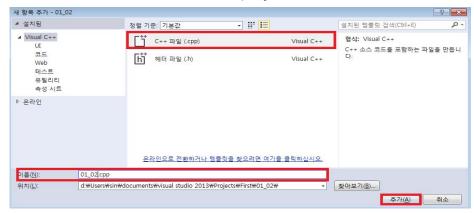
- Comments is supplement the description of the source code, or a sentence describing additional materials.
  - Line-by-line comments: // is used when treatment with just a one line comment.
  - 01 #include <iostream> // 헤더파일을 포함시키는 문장
  - Block comment / \* \* /: All statements described in the internal is treated as a comment.
  - 04 /\* cout은 출력을 담당하는 객체로서
  - 05 스트림 삽입 연산자(stream insertion operator)인
  - 06 <<를 이용해서 ""내부의 문자열을 출력한다. \*/

#### Add your project to your solution

- 1. Create a Project
  - Solution (S) to set the entries added to the solution

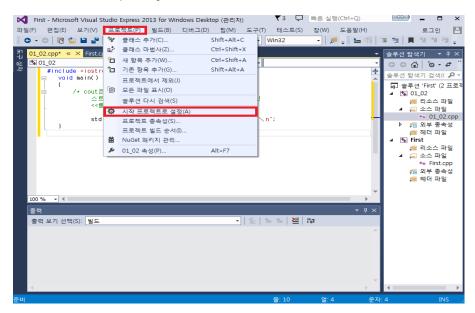


② Generate C ++ source file to the project



#### ③ Input Source Code

#### 4 Set as Startup Project



- (5) The results
- If the [Build] → [Build Solution (F7) menu and run the Debug] → [Start Without Debugging (CTRL + F5) menu to select the error does not occur, and output the results in a separate console window.



# Example 1-3. Output to multiple statements over several lines (01\_03.cpp)

```
01 #include <iostream> // 헤더파일을 포함시키는 문장
02 void main()
03 {
04 std::cout<<" 이 름 : 성윤정 "<<std::endl;
05 std::cout<<" 소 속 : 한빛미디어 "<<std::endl;
06 std::cout<<" 이메일 : techsung@chol.com "<<std::endl;
07 }
```

#### Example 1-4. Using namespaces (01\_04.cpp) by using the syntax

```
01 #include <iostream> // 헤더파일을 포함시키는 문장
02 using namespace std; // 네임스페이스를 지정
03 void main()
04 {
05 cout<<" 이 름: 성윤정 " <<endl;
06 cout<<" 소 속: 한빛미디어 " <<endl;
07 cout<<" 이메일: techsung@chol.com "<<endl;
08 }
```