Introduction Ch 1

How many programmers does it take to change a light bulb?

None. It's a hardware problem.

Object Oriented

Main focus is on <u>objects/variables</u> and how they interact (represented by me as boxes)

Reusable groups of actions (verbs) between objects are called <u>functions</u> (squiggly boxes)

These actions can take additional information called <u>arguments</u>,

(an analogy is ordering at a restaurant; the ordering format is the same, different food)

Object Oriented

One format is: object.function(argument, argument...);

Example:

James.teaches(CSci 1113); teach(James, CSci 1113);

The dot (period) shows that "teaching" is an action done by "James"

Ingredients

- * 3 or 4 ripe bananas
- * 1/3 cup melted butter
- * 1 cup sugar
- * 1 egg, beaten
- * 1 teaspoon vanilla
- * 1 teaspoon baking soda
- * Pinch of salt
- * 1 1/2 cups of all-purpose flour
- * 1 cup of nuts

Data

(Objects)

Directions

- 1. Preheat the oven to 350°F (175°C).
- 2. Mix butter into the mashed bananas in a large mixing bowl.
- 3. Mix in the sugar, egg, and vanilla.
- 4. Sprinkle the baking soda and salt over the mixture and mix in.
- 5. Add the flour and nuts last, mix.
- 6. Pour mixture into a buttered 4x8 inch loaf pan.
- 7. Bake for 1 hour. Cool on a rack.

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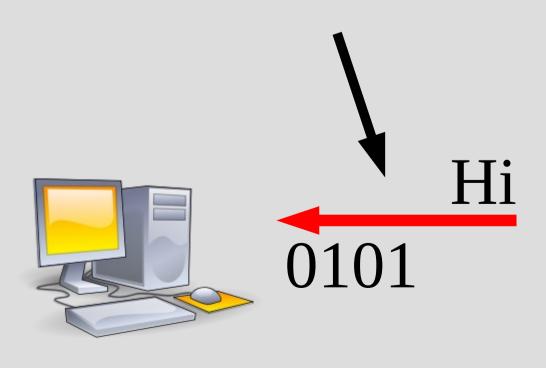
Pseudo code directions

```
1. oven.preheat(350);
2. bowl.mix(butter, bananas);
3. bowl.mix(sugar, egg, vanilla);
4. bowl.sprinkle(baking soda, salt);
5. bowl.mix(flour, nuts);
6. bowl.pour(pan);
7. pan.bake(60);
8. pan.cool();
```

```
Pseudo code directions #2
1. oven.preheat(350);
2. bowl.add(butter, bananas);
3. bowl.mix();
4. bowl.add(sugar, egg, vanilla);
5. bowl.mix();
6. bowl.sprinkle(baking soda, salt);
7. bowl.add(flour, nuts);
8. bowl.mix();
9. pan.pour(bowl);
10. pan.bake(60);
11. pan.cool();
```

```
mashedBananas = bananas.mashed();
bowl.add(butter, mashedBananas);
  same as:
bowl.add(butter, bananas.mashed());
Kitchen.bowl.add(butter, bananas.mashed());
hand.mix(butter, mashedBananas);
bowl.add(hand.mix(butter, mashedBananas));
```

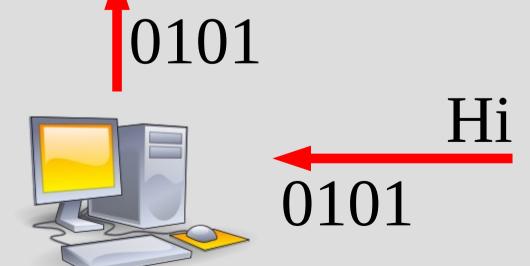
Converting <u>code</u> to binary is called <u>compiling</u>



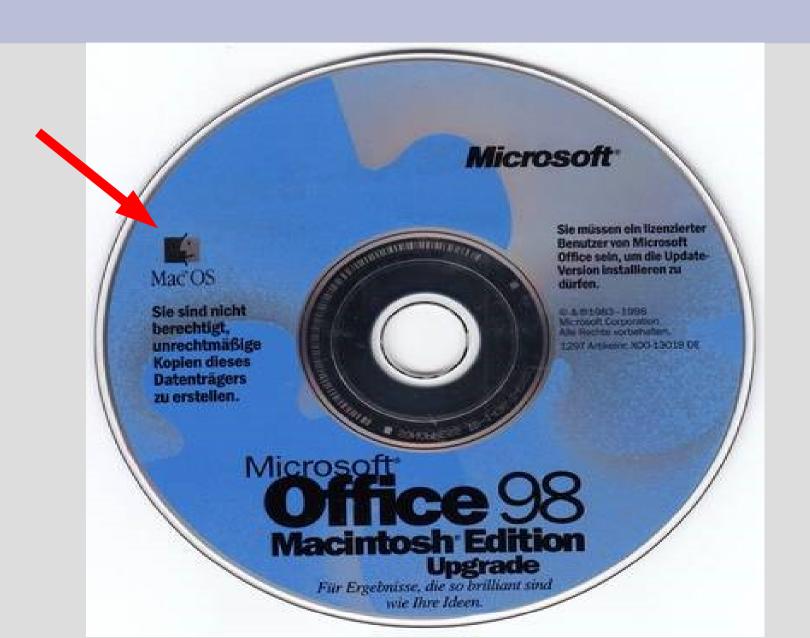




Often this compiled code Will not work on other computers







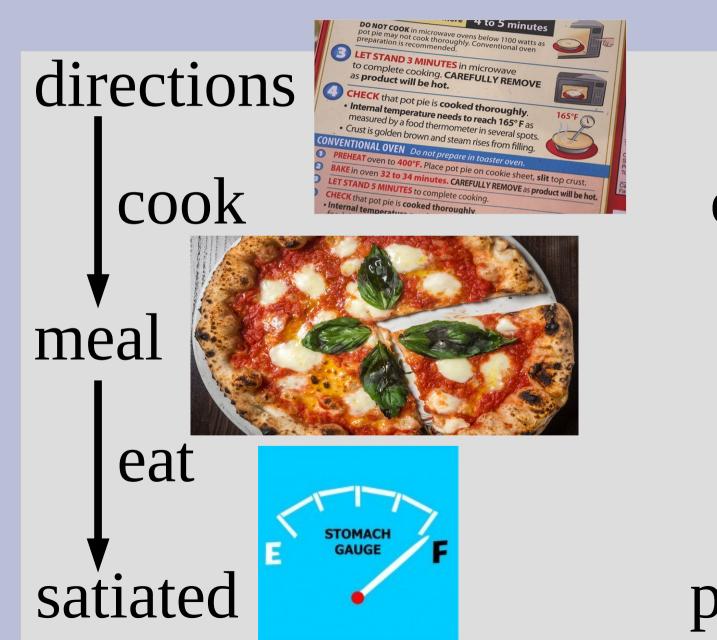
C++ is a <u>high level</u> language (human readable)

Compiling changes a <u>high level</u> language into a <u>low level</u> language that is easier for the computer (computer cannot run <u>high level</u>)

Your <u>source code</u> is the original language you wrote your program in (the C++ code for us)

You must re<u>compile</u> the <u>source code</u> every time you save a change before running the program again

Compiling tl;dr



code compile 1's and 0's (program) run pretty colors

In labs, the computers will come with a program called "geany" (which I will use too)

This program is where you can write code and easily compile simple programs

To run it either click the terminal icon () on the left bar or press Ctrl+Alt+T

Then type: geany (enter)

High level (C++)

```
#include <iostream>
using namespace std;

int main ()
{
   cout << "Hello World! ";
   return 0;
}</pre>
```

(See: helloWorld.cpp)

Low level (Assembly)

MODEL SMALL IDEAL STACK 100H

DATASEG MSG DB 'Hello, World!', 13, '\$'

CODESEG

Start:

MOV AX, @data

MOV DS, AX

MOV DX, OFFSET MSG

MOV AH, 09H; output ascii string

INT 21H

MOV AX, 4C00H

INT 21H

END Start

Ease of use



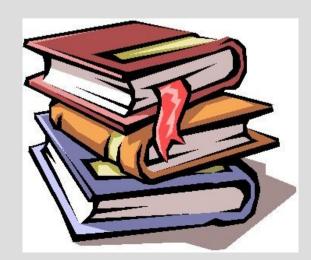
Why C++?

Speed



Control

Libraries





Speed

Not all programming languages need to compile code as C++ (Java, Python)

Compiling can greatly increase speed of a program



Control

C++ allows you great control over your data (and its interpretation)

This comes with a burden of responsibility to properly manage your data

If you mismanage your data, you are likely to cause an error in your program

Libraries

C++ is an old language (older than me) and this comes with pros and cons...

Some aspects are quirky to enable backwards compatibility (and are honestly out of date)

Since it has been around for a long time, there are lots of supporting libraries (and the language continues to develop...)

Java/Python vs C++

Java/Python



Goes anywhere Comfy

C++



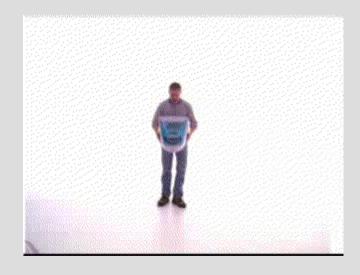
Fast Fine tuned

Magic 8 ball



Magic 8 ball

What a rip off!



Magic 8 ball

```
#include <iostream>
2
   using namespace std;
3
4
   int main()
5
6
        cout << "Maybe.";
8
        return 0;
```

Keyboard input

cout << "word"

- prints "word" to the screen

cin >> x

store what is typed into "x"
 (x is some object or data)

Can also do arithmetic using +, -, / and * (See: inputOutput.cpp)

Types of errors

Syntax error - code will not compile e.g. cout("hi");

Runtime error - code crashes after starting (see: runtimeError.cpp)

Logic error - code runs but doesn't return the correct answer (see: logicError.cpp)

Syntax

Syntax is a fancy word for the "grammar" of programming languages

The basic English syntax is: (subject) (verb) (noun) "I eat bananas" not "Bananas I eat"

The computer is VERY picky (and stubborn) about grammar, and will not understand you unless you are absolutely correct!

Avoid errors

To remove your program of bugs, you should try to test your program on a wide range of inputs

Typically it is useful to start with a small piece of code that works and build up rather than trying to program everything and then debug for hours

Comments

Comments are ignored pieces of code (computer will pretend they do not exist)

```
// denotes a single line that is commented
// (everything before hitting enter)
```

/* denotes the beginning of a comment and the end of a comment is denoted by */

Additional facts

Braces denote a block of code { } (belonging to a method, class, etc.)

"White space" is ignored, just as the your brain will ignore the bottom third of this slide (this is why we need a semi-colon)