

MAT 685: C++ for Mathematicians

C++: Basics

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Spring 2017

Outline

① What is C++?

② Hello C++

③ Compiling

④ Summary

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1 What is C++?

2 Hello C++

3 Compiling

4 Summary

Kinds of computer languages

- Interpreted
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 - reads source, translates and saves **machine** code
 - translation works on same architecture (OS, CPU, ...)
- Mixed (“bytecode”)
 - C#(.NET), Java
 - reads source, translate into **bytecode**, saves
 - translation works in “virtual machine” (JVM, .Net, ...)

What sort of work will we do?

C++ is

- compiled
- multi-paradigm
 - focus on object-oriented
- widespread
- difficult, *but*
- rewarding

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C++ does not feel pain. It can't be reasoned with. Starting a fight is a big mistake. If you want to use C++, you must learn to love it the way it is... — C++ FQA

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 - Gnu's Not Unix
 - industry standard, multi-platform
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 - Microsoft, claims to be multi-platform
 - certain languages: C, C++, F#, Python
 - IDE: Integrated Development Environment

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Our version of “Hello, world”

Listing 1: poem.cpp

```
#include <iostream>
using std::cout; using std::endl;

/**
 * A simple program for demonstrating the basics
 * of a C++ project.
 *
 * It does a good job of demonstrating C++
 * fundamentals, but a terrible job with the poetry.
 */

int main() {
    cout << "Don't you just feel like a louse" << endl;
    cout << "To learn that your \"new\" theorem";
    cout << " was proved by Gauss?" << endl;

    return 0;
}
```


Things to notice: setup

`.cpp` book uses `.cc`; can use `.cc`, `.cpp`, `.cxx`

`#include` asks C++ to read another file

`using std::...` tells C++ that any instance of `...` comes from a namespace called `std`

- book uses different, discouraged approach
- typically add to beginning of each program

`/*...*/` comments, have no meaning to C++

- use `/* ... */` for multi-line comments
- use `// ...` for a one-line comment

`...;` statement terminator (at “statement” end)

Things to notice: general structure

`int main()` declares a function `main()`

- takes no arguments (nothing in parentheses)
- returns an `integer`

`return 0` return the value 0 to calling program

- “0” convention for “no error”

Things to notice: communication

`iostream` “library” file for input and output on “streaming” devices

- can only go forwards, not backwards
- printing to a console, to a file, to a printer, ...

`cout` console **output**

`<<` operation on `cout` and following text string

`”` quote to begin and end a text string

`\` “escape” character to include quotation mark in text string

`endl` **end**-of-line object

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Invoke g++

Invoke the compiler

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$ g++ <options> <filename>
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Execute your program

- <options> include an “object name”

```
$ <object name>
```

- <options> do not include an “object name” (naughty!),

```
$ a
```

(seriously)

Compiler options

- o name of executable, follow with <object name>
- g include debug information
- pg include profiling information
- Ofast optimize for highest speed
- std=c++11 use the C++11 standard

Example

To create a debuggable executable `my_poem` from `poem.cpp`:

```
$ g++ -o my_poem -g poem.cpp
```

To execute:

```
$ my_poem
```

To debug it: (we talk about this later)

```
$ gdb my_poem
```

Basic debugger commands

`b i` create a breakpoint at line *i*
(this allows you to stop the program at a line of interest)

`n` execute the next line in the program

`run` let's get this party started

`until i` execute until we reach line *i*

`quit` I hate to be a downer, but...

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Summary

- C++ is a compiled, multi-paradigm, object-oriented programming language
- Using C++11
- basic C++ features illustrated in `poem.cxx`

Homework

pp. 8–9 #1.1–1.5