

C++ Intro

CSE 333 Spring 2023

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Relevant Course Information

- ❖ Exercise 4 due next Thursday (4/20) @ 11am
 - *Time consuming!*
- ❖ Exercise 5 released this week, due Friday (4/21) @ 11am
 - *Significantly* shorter exercise than Exercise 4
 - First exercise in C++!
- ❖ Homework 1 due Thursday (4/13) @ 11:59pm PDT
- ❖ Homework 2 on 4/27
 - Demo next lecture
- ❖ Attend the section you're registered in!

Today's Goals

- ❖ An introduction to C++
 - Give you a perspective on how to learn C++
 - Kick the tires and look at some code
- ❖ **Advice:** Read related sections in the *C++ Primer*
 - It's hard to learn the “why is it done this way” from reference docs, and even harder to learn from random stuff on the web
 - Lectures and examples will introduce the main ideas, but aren't everything you'll ~~want~~ need to understand

Hello World in C

helloworld.c

```
#include <stdio.h>    // for printf()
#include <stdlib.h>   // for EXIT_SUCCESS

int main(int argc, char** argv) {
    printf("Hello, World!\n");
    return EXIT_SUCCESS;
}
```

❖ You never had a chance to write this!

- Compile with `gcc`:

```
gcc -Wall -g -std=c17 -o helloworld helloworld.c
```

- Based on what you know now, what is one thing that goes on in the execution of this “simple” program?
 - Be detailed!

Hello World in C++

helloworld.cc

```
#include <iostream>    // for cout, endl
#include <cstdlib>      // for EXIT_SUCCESS

int main(int argc, char** argv) {
    std::cout << "Hello, World!" << std::endl;
    return EXIT_SUCCESS;
}
```

❖ Looks simple enough...

- Compile with `g++` instead of `gcc`:

```
g++ -Wall -g -std=c++17 -o helloworld helloworld.cc
```

- What are some differences you notice in the C++ program compared to C?
- Let's walk through the program step-by-step to highlight some differences

Hello World in C++

helloworld.cc

```
#include <iostream> // for cout, endl
#include <cstdlib> // for EXIT_SUCCESS

int main(int argc, char** argv) {
    std::cout << "Hello, World!" << std::endl;
    return EXIT_SUCCESS;
}
```

- ❖ `iostream` is part of the **C++** standard library
 - You don't add ".h" when including C++ standard library headers
 - But you *do* for local headers (e.g. `#include "ll.h"`)
 - `iostream` declares stream *object* instances in the "std" namespace
 - Callback: C++ supports classes and objects
 - e.g. `std::cin`, `std::cout`, `std::cerr`

Hello World in C++

helloworld.cc

```
#include <iostream> // for cout, endl
#include <cstdlib> // for EXIT_SUCCESS

int main(int argc, char** argv) {
    std::cout << "Hello, World!" << std::endl;
    return EXIT_SUCCESS;
}
```

- ❖ `cstdlib` is the **C** standard library's `stdlib.h`
 - Nearly all C standard library functions are available to you
 - For C header `foo.h`, you should `#include <cfoo>`
 - We include it here for `EXIT_SUCCESS`, as usual

Hello World in C++

helloworld.cc

```
#include <iostream>    // for cout, endl
#include <cstdlib>      // for EXIT_SUCCESS

int main(int argc, char** argv) {
    std::cout << "Hello, World!" << std::endl;
    return EXIT_SUCCESS;
}
```

- ❖ `std::cout` is the “cout” object instance declared by `iostream`, living within the “std” namespace
 - C++’s name for stdout
 - `std::cout` is an object of class `ostream`
 - <http://www.cplusplus.com/reference/ostream/ostream/>
 - Used to format and write output to the console
 - The entire standard library is in the namespace `std`

Hello World in C++

helloworld.cc

```
#include <iostream>    // for cout, endl
#include <cstdlib>      // for EXIT_SUCCESS

int main(int argc, char** argv) {
    std::cout << "Hello, World!" << std::endl;
    return EXIT_SUCCESS;
}
```

- ❖ C++ distinguishes between objects and primitive types
 - These include the familiar ones from C:
`char`, `short`, `int`, `long`, `float`, `double`, etc.
 - C++ also defines `bool` as a primitive type (woo-hoo!)
 - Use it!

Hello World in C++

helloworld.cc

```
#include <iostream>    // for cout, endl
#include <cstdlib>     // for EXIT_SUCCESS

int main(int argc, char** argv) {
    std::cout << "Hello, World!" << std::endl;
    return EXIT_SUCCESS;
}
```

- ❖ “<<” is an **operator** defined by the C++ language
 - Defined in C as well: usually it bit-shifts integers (in C/C++)
 - C++ allows classes and functions to overload operators!
 - Here, the `ostream` class overloads “<<”
 - *i.e.* it defines different **member functions** (methods) that are invoked when an `ostream` is the left-hand side of the << operator
 - Without the syntactic sugar (without abstraction)

```
std::cout.operator<<(char* c_str);
```

Hello World in C++

helloworld.cc

```
#include <iostream>    // for cout, endl
#include <cstdlib>     // for EXIT_SUCCESS

int main(int argc, char** argv) {
    std::cout << "Hello, World!" << std::endl;
    return EXIT_SUCCESS;
}
```

- ❖ `ostream` has many different methods to handle `<<`
 - The functions differ in the type of the right-hand side (RHS) of `<<`
 - e.g. if you do `std::cout << "foo";`, then C++ invokes `cout`'s function to handle `<<` with RHS `char*`

Hello World in C++

helloworld.cc

```
#include <iostream>    // for cout, endl
#include <cstdlib>      // for EXIT_SUCCESS

int main(int argc, char** argv) {
    std::cout << "Hello, World!" << std::endl;
    return EXIT_SUCCESS;
}
```

- ❖ The `ostream` class' member functions that handle `<<` return *a reference to themselves*
 - When `std::cout << "Hello, World!";` is evaluated:
 - A member function of the `std::cout` object is invoked
 - It buffers the string `"Hello, World!"` for the console
 - And it returns a reference to `std::cout`
 - Synonymous to `std::cout.operator<<("Hello, World!");`

Hello World in C++

helloworld.cc

```
#include <iostream>    // for cout, endl
#include <cstdlib>     // for EXIT_SUCCESS

int main(int argc, char** argv) {
    std::cout << "Hello, World!" << std::endl;
    return EXIT_SUCCESS;
}
```


- ❖ Next, another member function on `std::cout` is invoked to handle `<<` with RHS `std::endl`
 - `std::endl` is a pointer to a “manipulator” function
 - This manipulator function writes newline (`'\n'`) to the `ostream` it is invoked on and then flushes the `ostream`'s buffer
 - This *enforces* that something is printed to the console at this point

Wow...

helloworld.cc

```
#include <iostream>    // for cout, endl
#include <cstdlib>      // for EXIT_SUCCESS

int main(int argc, char** argv) {
    std::cout << "Hello, World!" << std::endl;
    return EXIT_SUCCESS;
}
```

- ❖ You should be surprised and scared at this point
 - C++ makes it easy to hide a significant amount of complexity
 - It's powerful, but really dangerous 
 - Once you mix everything together (templates, operator overloading, method overloading, generics, multiple inheritance), it can get *really* hard to know what's actually happening!

Let's Refine It a Bit

helloworld2.cc

```
#include <iostream>    // for cout, endl
#include <cstdlib>      // for EXIT_SUCCESS
#include <string>       // for string

using namespace std;

int main(int argc, char** argv) {
    string hello("Hello, World!");
    cout << hello << endl;
    return EXIT_SUCCESS;
}
```

- ❖ C++'s standard library has a `std::string` class
 - Include the `string` header to use it
 - Seems to be automatically included in `iostream` on CSE Linux environment (C++17) – but include it explicitly anyway if you use it
 - <http://www.cplusplus.com/reference/string/>



Let's Refine It a Bit

helloworld2.cc

```
#include <iostream>    // for cout, endl
#include <cstdlib>     // for EXIT_SUCCESS
#include <string>      // for string

using namespace std;

int main(int argc, char** argv) {
    string hello("Hello, World!");
    cout << hello << endl;
    return EXIT_SUCCESS;
}
```

- ❖ The `using` keyword introduces a namespace (or part of) into the current region
 - ❌ `using namespace std;` imports all names from `std::`
 - ✅ `using std::cout;` imports *only* `std::cout` (used as `cout`)



Let's Refine It a Bit

helloworld2.cc

```
#include <iostream>    // for cout, endl
#include <cstdlib>      // for EXIT_SUCCESS
#include <string>      // for string

using std::string;
using std::cout;
using std::endl;

int main(int argc, char** argv) {
    string hello("Hello, World!");
    cout << hello << endl;
    return EXIT_SUCCESS;
}
```

❖ Benefits of importing namespaces

- We can now refer to `std::string` as `string`, `std::cout` as `cout`, and `std::endl` as `endl`

Let's Refine It a Bit

helloworld2.cc

```
#include <iostream>    // for cout, endl
#include <cstdlib>      // for EXIT_SUCCESS
#include <string>       // for string

using namespace std;

int main(int argc, char** argv) {
    string hello("Hello, World!");
    cout << hello << endl;
    return EXIT_SUCCESS;
}
```

- ❖ Here we are instantiating a `std::string` object on the stack (an ordinary local variable)
 - Passing the C string `"Hello, World!"` to its constructor method
 - `hello` is deallocated (and its destructor invoked) when `main` returns

Let's Refine It a Bit

helloworld2.cc

```
#include <iostream>    // for cout, endl
#include <cstdlib>     // for EXIT_SUCCESS
#include <string>      // for string

using namespace std;

int main(int argc, char** argv) {
    string hello("Hello, World!");
    cout << hello << endl;
    return EXIT_SUCCESS;
}
```

- ❖ The C++ string library also overloads the << operator
 - Defines a function (*not* an object method) that is invoked when the LHS is `ostream` and the RHS is `std::string`
 - [http://www.cplusplus.com/reference/string/string/operator<](http://www.cplusplus.com/reference/string/string/operator<</)

String Concatenation

concat.cc

```
#include <iostream>    // for cout, endl
#include <cstdlib>      // for EXIT_SUCCESS
#include <string>       // for string

using namespace std;

int main(int argc, char** argv) {
    string hello("Hello");
    hello = hello + ", World!";
    cout << hello << endl;
    return EXIT_SUCCESS;
}
```

- ❖ The string class overloads the “+” operator
 - Creates and returns a new string that is the concatenation of the LHS and RHS

```
hello.operator+(", World!");
```

String Assignment

concat.cc

```
#include <iostream>    // for cout, endl
#include <cstdlib>      // for EXIT_SUCCESS
#include <string>       // for string

using namespace std;

int main(int argc, char** argv) {
    string hello("Hello");
    hello = hello + ", World!";
    cout << hello << endl;
    return EXIT_SUCCESS;
}
```

- ❖ The string class overloads the “=” operator
 - Copies the RHS and replaces the string’s contents with it

```
hello.operator=(string);
```

String Manipulation

concat.cc

```
#include <iostream>    // for cout, endl
#include <cstdlib>      // for EXIT_SUCCESS
#include <string>       // for string

using namespace std;

int main(int argc, char** argv) {
    string hello("Hello");
    hello = hello + ", World!";
    cout << hello << endl;
    return EXIT_SUCCESS;
}
```

❖ This statement is complex!

- First “+” creates a string that is the concatenation of `hello`’s current contents and `“, World!”`
- Then “=” creates a copy of the concatenation to store in `hello`
- Without the syntactic sugar:

```
• hello.operator=(hello.operator+(", World!"));
```

Stream Manipulators

manip.cc

```
#include <iostream>    // for cout, endl
#include <cstdlib>      // for EXIT_SUCCESS
#include <iomanip>      // for dec, hex, setw

using namespace std;

int main(int argc, char** argv) {
    cout << "Hi! " << setw(4) << 5 << " " << 5 << endl;
    cout << hex << 16 << " " << 13 << endl;
    cout << dec << 16 << " " << 13 << endl;
    return EXIT_SUCCESS;
}
```

- ❖ `iomanip` defines a set of stream manipulator functions
 - Pass them to a stream to affect formatting
 - <http://www.cplusplus.com/reference/iomanip/>
 - <http://www.cplusplus.com/reference/ios/>

Stream Manipulators

manip.cc

```
#include <iostream>    // for cout, endl
#include <cstdlib>      // for EXIT_SUCCESS
#include <iomanip>      // for dec, hex, setw

using namespace std;

int main(int argc, char** argv) {
    cout << "Hi! " << setw(4) << 5 << " " << 5 << endl;
    cout << hex << 16 << " " << 13 << endl;
    cout << dec << 16 << " " << 13 << endl;
    return EXIT_SUCCESS;
}
```

- ❖ **setw**(*x*) sets the width of the *next* field to *x*
 - Only affects the next thing sent to the output stream (*i.e.* it is not persistent)

Stream Manipulators

manip.cc

```
#include <iostream>    // for cout, endl
#include <cstdlib>     // for EXIT_SUCCESS
#include <iomanip>      // for dec, hex, setw

using namespace std;

int main(int argc, char** argv) {
    cout << "Hi! " << setw(4) << 5 << " " << 5 << endl;
    cout << hex << 16 << " " << 13 << endl;
    cout << dec << 16 << " " << 13 << endl;
    return EXIT_SUCCESS;
}
```

- ❖ hex, dec, and oct set the numerical base for *integers* output to the stream
 - Stays in effect until you set the stream to another base (*i.e.* it is persistent)



C and C++

helloworld3.cc

```
#include <cstdio>           // for printf
#include <cstdlib>          // for EXIT_SUCCESS

int main(int argc, char** argv) {
    printf("Hello from C!\n");
    return EXIT_SUCCESS;
}
```

- ❖ C is (roughly) a subset of C++
 - You can still use **printf** – but **bad style** in ordinary C++ code
 - E.g. Use `std::cerr` instead of `fprintf(stderr, ...)`
 - Can mix C and C++ idioms if needed to work with existing code, but avoid mixing if you can
 - **Use C++(17)**

Reading

echonum.cc

```
#include <iostream>    // for cout, endl
#include <cstdlib>     // for EXIT_SUCCESS

using namespace std;

int main(int argc, char** argv) {
    int num;
    cout << "Type a number: ";
    cin >> num;
    cout << "You typed: " << num << endl;
    return EXIT_SUCCESS;
}
```

- ❖ `std::cin` is an object instance of class `istream`
 - Supports the `>>` operator for “extraction”
 - Can be used in conditionals – `(std::cin>>num)` is `true` if successful
 - Has a `getline()` method and methods to detect and clear errors

Extra Exercise #1

- ❖ Write a C++ program that uses stream to:
 - Prompt the user to type 5 floats
 - Prints them out in opposite order with 4 digits of precision