

SE116

2014-2015 SPRING

LECTURE 1

by İlker Korkmaz

Before starting:

Exams and Assessment

There are 6 different sections instructed by 3 different lecturers and tutored with the same materials. All registered students will be evaluated via the same exams to be held at the same times.

**Grading is to be fair based on the following procedure:
Every specific question of the exams will be graded by the same corresponding instructor.**

Syllabus:

http://ects.ieu.edu.tr/new/syllabus.php?section=ce.cs.ieu.edu.tr&course_code=SE%20116&lang=en

Review on C

- Remainder notes on some concepts of C
 - algorithm, pseudocode, implementation
 - source code, object code, executable code
 - preprocessor, compiler, linker
 - declaration, definition, initialization
 - keywords of C, reserved words in C
 - function
 - prototype, signature
 - storage classes
 - static versus dynamic memory allocation
 - struct / data structure
 - all above are well-defined in “wikipedia”

How to shift from C to C++

- 1-> You might remember how to implement a code using the concepts of programming with C, which is an imperative language together with the methods of a procedural programming paradigm.
- 2-> Try to understand the concepts of object oriented programming paradigm.

Now, let's begin with Lecture 1: from C to C++

- The main textbook is “C How to Program, 7th Edition” by Deitel and Deitel.
- This presentation covers the subjects given in Chapter 15 of the textbook.

from C to C++

Namespaces

- C++ provides ***namespaces*** to prevent name conflicts
- Example:

```
namespace X { //X refers to Company X
    int ID;
    //...
}

namespace Y { //Y refers to Company Y
    int ID;
    //...
}
```

using namespaces

- explicitly usage of the variables:

```
#include <iostream>

using X::ID;

int main() {
    ID = 1313;
    Y::ID = 2626;
    return 0;
}
```

cin / cout

- scanf --> cin
- printf --> cout

```
#include <iostream>

using namespace std;

int main() {

    int val, sum = 0;
    cout<< "Program calculates the sum:" <<endl;
    cout<< "Enter a number: ";
    while (cin >> val) {
        sum+=val;
        cout <<"Enter next number:";
    }
    cout<<"Sum of all values: " <<sum << '\n';
    return 0;
}
```

A New Type: string

- ***string*** is an alternative type to C's null terminated arrays of ***char***

```
#include <iostream>

using namespace std;

int main() {
    string s1;
    string s2="Hello";
    string s3 = s2;
    string myString(5, 'x');
    s1="This is a string";
    return 0;
}
```

string length

- string st= "Hello";
- cout << "Length of st is " <<st.length();
- Length of st is 5

```
#include <iostream>
#include <string>

using namespace std;

int main() {
    string s1;
    string s2="Hello";
    string s3 = s2;
    string myString(5, 'x');
    s1="This is a string";
    cout << s2.length();
    cout << myString;
    return 0;
}
```

string operations

- concatenation, modifying, extracting a substring, searching, comparing...

function concepts

- FUNCTIONS
 - prototype ...
 - call by reference (&)...
 - inline functions...
 - default arguments...
 - overloading functions...
 - function signatures...

dynamic storage allocation in C++

- new, new[]
 - The **new** operator is used to allocate storage dynamically.
 - The **new[]** operator is used to allocate an array dynamically.
- delete, delete[]
 - The **delete** operator is used to free storage allocated by **new**.
 - The **delete []** operator is used to free storage allocated by **new []**.
- “new” and “delete” keywords will also be used with constructors and destructors.

examples to allocate storage

- `int * number_ptr;`
- `.....`
- `number_ptr= new int ;`
- `delete number_ptr;`

- `// alternatively, array allocation approach is as follows:`

- `int * number_ptr;`
- `.....`
- `number_ptr=new int[100 ] ;`
- `delete [ ] number_ptr;`

struct/class relation

- in C : “**struct**”s are the basic structures..
- in C++ : “**class**”es are the basic structures..

More slides ??

- You may also dissect the slides offered by Dr. Ufuk Çelikkan and Dr. Senem Kumova Metin. All those slides are conceptually similar.