Writing a first C++ Program

Namespaces and Control Flow

01/20/2009

Miscellaneous

1. **VNC sessions from home**
   Keep a separate ssh client open simultaneouly!
2. **File permissions**
   -rw-r–r– 1 crede fsu 73481 2009-01-20 09:48 lecture.pdf
   Change permissions with CHMOD, e.g.:
   CHMOD UGO+RWX <FILE>
3. **Editors in a simple terminal**
   - emacs -nw <file>
     - Save: <Ctrl> s
     - Save and Quit: <Ctrl> s <Ctrl> c
   - nano
   - vi

Outline

Homework Assignment

1. Read Chapter 5
   - *"Writing a first Program"*

2. Assignments (1), (2), and (3) of Section 5.15
   - See handout!
   - Due next Tuesday, January 27
     ➜ Hand in a paper copy

Outline

The “main()” Function

```
# include <iostream.h>

main() {
    int var = 4;

    var = var + 1;
    cout << endl << var;
}
```

1. Every C++ program must contain exactly one occurrence of the *main()* construct.

The “main()” Function

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Namespaces

```
# include <iostream.h>

main() {
    int var = 4;

    var = var + 1;
    cout << endl << var;
}
```

1. "*include <iostream.h>*" is an older deprecated or antiquated header file providing input and output functionality.

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

main() {
    int var = 4;

    var = var + 1;
    cout << endl << var;
}
```

```
# include <iostream>

main() {
    int var = 4;

    var = var + 1;
    std::cout << std::endl << var;
}
```

Namespaces

1. "*include <iostream.h>*" is an older deprecated or antiquated header file providing input and output functionality.
2. New Standard: "*include <iostream>*" and using namespace.

Control Flow

```
# include <iostream.h>

main() {
    int a, b = 1;

    cin >> a;

    if (a == b) {
        a = 1;
    }
    else if (a == 5) {
        ...
    }
}
```

1. The most fundamental control statement are the if (logical condition) ... and the following else ... statements.
2. Caveat: a == 5 is not the same as a = 5