
Creative Software Design

3 – Difference Between C and C++

Yoonsang Lee

Fall 2023

Outline

- Introduction to C++
- Difference between C and C++
 - Namespace
 - Input/Output
 - String
 - Boolean
 - Function Overloading
 - Default Arguments
 - Brief Intro to Class, Reference, Template, STL(Standard Template Library), Exception Handling
- Introduction to C++ Standard Versions

Introduction to C++

Introduction to C++

- Developed by Bjarne Stroustrup at Bell Labs since 1979, as an extension of the C language.
- Provides both low-level functionality & efficient abstraction
 - Low-level hardware access, performance & memory efficiency
 - High-level abstraction using object-oriented, generic programming paradigm
- But, high complexity!

C++ Structure of Program

```
// Preprocessor processes #-directives.
#include <iostream>

using namespace std; /* Use std namespace */

int main() {
    cout << "hello_world\n"; // Print hello_world.
    return 0;
}
```

- Overall structure:
 - Comments.
 - Preprocessor-related parts : #-directives.
 - C/C++ part : statements, declarations or definitions of functions and classes.
- A few notes:
 - A statement ends with a semicolon (;).
 - Blanks (spaces, tabs, newlines) do not affect the meaning, at least in C/C++ parts.

C++ Variables and Data Types

- Fundamental data types
 - Integer: `int`, `char`, `short`, `long`, `long long`, (+ unsigned)
 - **Boolean** : `bool`
 - Floating point numbers : `float`, `double`, `long double`.
- Variables
 - Variables : "named" memory locations that can hold data
 - Declaration : `int a; double b = 1.0; char c, d = 'a';`
 - Scope : whether the variable is visible (= usable).

```
void MyFunc () {
    int a = 0, b = 1;
    { int a = 2, c = 3;
        cout << "a = " << a << ", b = " << b << ", c = " << c <<
endl;}
    cout << "a = " << a << ", b = " << b << endl;
}
```

C++ Constants

- Literals
 - Integer : 123 (decimal (123)), 0123 (octal (83)), 0x123 (hexadecimal (291)) / 123u, 123l, 123ul
 - Floating-points : 0.1 (d), 0.1f (f) / 1e3, 0.3e-9
 - Character and string literal : 'c', "a string\n"
 - **Boolean : true, false**
- Defined constants vs. declared constants.
 - Defined constant : `#define MY_NUMBER 1.234`
 - Declared constant : `const double MY_NUMBER = 1.234;`

C++ Operators

- C++ operators
 - Increment/decrement : ++a, a++, --a, a--.
 - Arithmetic : a + b, a - b, a * b, a / b, a % b, +a, -a.
 - Relational : a == b, a != b, a < b, a <= b, a > b, a >= b.
 - Bitwise : a & b, a | b, a ^ b, ~a, a >> b, a << b.
 - Logical : a && b, a || b, !a.
 - Conditional : a ? b : c
 - (Compound) assignment : a = b, a += b, a &= b, ...
 - Comma : a, b (e.g. a = (b = 3, b + 2);)
 - Other : type casting, sizeof(), ...
- Operator precedence.
 - Enclose with () when not sure.

Difference between C and C++

Namespace

lib1.h

```
void func ();
```

lib2.h

```
void func ();
```

```
#include <lib1.h>
#include <lib2.h>
int main(void) {
    func();
    return 0;
}
```

???

Namespace

- A method for preventing name conflicts (of variables, functions, ...) in large projects.

- ```
namespace ns {
 code
}
```

→ All identifiers (variable names, function names, ...) declared in *code* belong to namespace *ns*.

```
#include <iostream>

// first name space
namespace first_space {
 void func() {
 std::cout << "Inside first_space" <<
std::endl;
 }
}

// second name space
namespace second_space {
 void func() {
 std::cout << "Inside second_space" <<
std::endl;
 }
}

int main () {
 // Calls function from first name space.
 first_space::func();

 // Calls function from second name space.
 second_space::func();
 return 0;
}
```

*scope resolution operator*

# Namespace `std`

---

- All the classes, objects, and functions of the *C++ standard library* are defined within “standard” namespace named **`std`**.
- For example, `std::cout`, `std::cin`, `std::endl` for input/output

# using namespace

- **using namespace *ns*;**
  - **"Import"** the namespace *ns* into the **current scope**
  - Subsequent code will use identifiers in the namespace *ns* **as if they were in current namespace**
  - This effect applies only **within the scope "using namespace" used**

```
#include <iostream>
using namespace std; // import std into global
scope

namespace first_space {
 void func() {
 cout << "Inside first_space" << endl;
 }
}

namespace second_space {
 void func() {
 cout << "Inside second_space" << endl;
 }
}

int main () {
 using namespace first_space; // import
first_space into the current scope (main())

 // at this moment, std and first_space are
imported

 func(); // first_space::func();
 return 0;
}
```

# using namespace

```
#include <iostream>
using namespace std; // import std into global
scope

namespace first_space {
 void func() {
 cout << "Inside first_space" << endl;
 }
}

namespace second_space {
 void func() {
 cout << "Inside second_space" << endl;
 }
}

int main () {
 using namespace first_space; // import
 first_space into the current scope (main())

 func(); // first_space::func();

 using namespace second_space; // import
 second_space into the current scope (main())

 // at this moment, std, first_space, and
 second_space are imported
 func(); // so, generates an error

 return 0;
}
```

```
#include <iostream>
using namespace std; // import std into global
scope

namespace first_space {
 void func() {
 cout << "Inside first_space" << endl;
 }
}

namespace second_space {
 void func() {
 cout << "Inside second_space" << endl;
 }
}

int main () {
 {
 using namespace first_space; // import
 first_space into the current scope
 func(); // first_space::func();
 }
 {
 using namespace second_space; // import
 second_space into the current scope
 func(); // second_space::func();
 }
 return 0;
}
```

# Quiz 1

---

- Go to <https://www.slido.com/>
- Join #csd-ys
- Click "Polls"
  
- Submit your answer in the following format:
  - **Student ID: Your answer**
  - e.g. **2022123456: 4)**
  
- Note that your quiz answer must be submitted **in the above format** to receive a quiz score!

# Input / Output

---

- C: `printf()`, `scanf()`
  - `#include <stdio.h>`
  - `scanf("%d", &num);`
  - `printf("hello %d\n", num);`
- C++: `std::cout`, `std::cin`, stream operators (`>>`, `<<`)
  - `#include <iostream>`
  - `std::cin >> num;`
  - `std::cout << "hello " << num << std::endl;`
  - This is the C++ way of input / output, but you can still use C-style input / output in your C++ code if you want.



# C++ Stream IO

- Stream: a sequence of bytes flowing in and out of the programs
- >> - stream extraction operator. [stream] >> [variable]
- << - stream insertion operator. [stream] << [variable or value]
- std::cout - standard output stream, normally the screen
- std::cin - standard input stream, normally the keyboard
- std::endl - inserts a newline character ('\n')

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

int main()
{
 string s2; int i; double d;
 cin >> s2 >> i >> d; // text input for s2, i, d should be separated by
a space, tab, or enter.
// the program execution is blocked until all variables values are finally
// entered by pressing Enter.
 cout << "s2:" << s2 << ", i:" << i << ", d:" << d << endl;
 return 0;
}
```

# String

---

- C: C-style null-terminated string (using C-style array)
  - `char str1[] = "My String";`
  - Just an array of characters terminated with a null character (`\0`)
- C++: `std::string`
  - `#include <string>`
  - `std::string str1 = "abc";`
  - `std::string str2("def");`
  - Many convenient operations are available such as:  
`str1 += "123" + str2.substr(0, 2);`
  - Much more powerful and convenient.
  - Use **`std::string`** in C++. But you still need to understand C-style string because of the legacy C code.

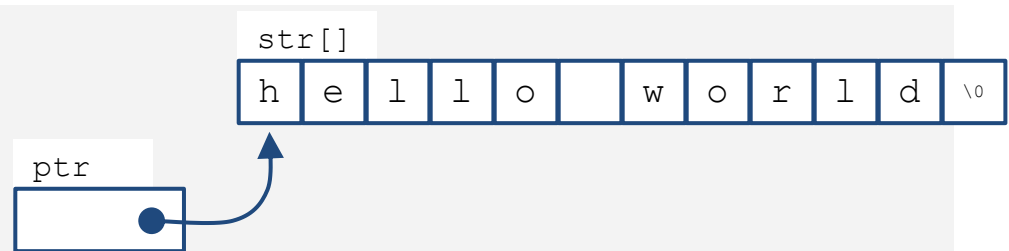
# C-Style String

- A string is basically an array of characters (char []).
- C standard requires a string must be terminated with 0 ('\0').

```
#include <stdio.h>

int main() {
 char str[] = "hello world";

 char* ptr = str;
 while (*ptr != '\0') {
 printf("%c", *ptr++);
 }
 return 0;
}
```



# C++ std::string

- C++ provides a powerful string class.

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

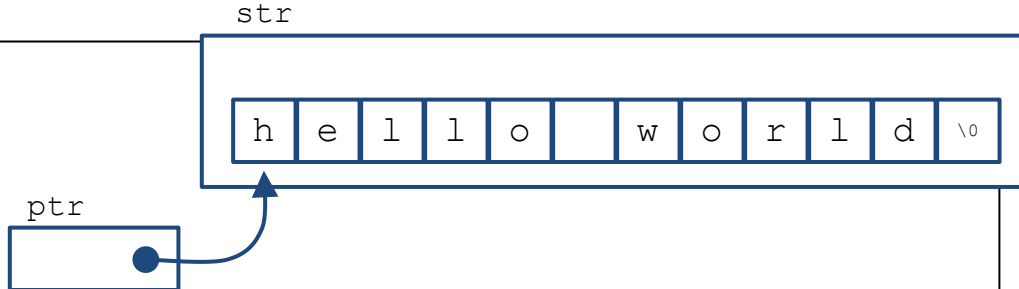
int main()
{
 string str = "hello world";
 cout << str << endl; // C++ way of printing to stdout

 string str1 = str + " - bye world";
 cout << str1 << endl; // hello world - bye world
 cout << str1.length() << endl; // 23
 cout << str1[0] << endl; // h

 str[0] = 'j';
 str.resize(5);
 cout << str << endl; // jello

 const char* ptr = str.c_str();
 printf("%s\n", ptr); // use c_str() for printf(), c++ string -> const char*

 return 0;
}
// check out http://www.cplusplus.com/reference/string/string/
// resize(), substr(), find(), etc.
```



The diagram illustrates the relationship between a C++ string and a pointer. A box labeled 'ptr' contains a pointer variable. An arrow points from this pointer to the first character 'h' in a larger box labeled 'str'. The 'str' box contains the characters 'h', 'e', 'l', 'l', 'o', a space, 'w', 'o', 'r', 'l', 'd', and a null terminator '\0'.

# More C++ Input Functions

```
std::string str;
std::cin >> str; // read a word (separated by a space, tab, enter)
```

```
#include <iostream>

using namespace std;

int main(){
 string line;
 cout <<"write a line " << endl;
 while (cin >> line && line != "q")
 cout << line << "----" << endl;
 return 0;
}
```

```
write a line
I like HY ↵
I---
like---
HY---
I love my son ↵
I---
love---
my---
son---
q ↵
```

# More C++ Input Functions

```
std::string str;
std::cin >> str; // read a word (separated by a space, tab, enter)

std::getline(cin, str); // read characters until the default
 // delimiter '\n' is found
```

```
#include <iostream>

using namespace std;

int main(){
 string line;
 cout <<"write a line " << endl;
 while (getline(cin, line)){
 cout << line << "---" << endl;
 }
 return 0;
}
```

```
write a line
I like HY ↵
I like HY---
I love my son ↵
I love my son---
```

# More C++ Input Functions

```
std::string str;
std::cin >> str; // read a word (separated by a space, tab, enter)

std::getline(cin, str, ':'); // read characters until the delimiter
 // ':' is found
```

```
#include <iostream>

using namespace std;

int main(){
 string line;
 cout <<"write a line " << endl;
 while (getline(cin, line, ':')){
 cout << line << "---" << endl;
 }
 return 0;
}
```

```
write a line
I:like:HY ↵
I---
like---
I:love:my:son ↵
HY
I---
love---
my---
: ↵
son

```

# More C++ Input Functions

---

- Note that `std::string` automatically resize to the length of target string.

```
char fname[10];
string lname;
cin >> fname; // could be a problem if input size > 9 characters
cin >> lname; // can read a very, very long word
cin.getline(fname, 10); // may truncate input
getline(cin, lname); // no truncation
```



# Quiz 2

---

- Go to <https://www.slido.com/>
- Join #csd-ys
- Click "Polls"
  
- Submit your answer in the following format:
  - **Student ID: Your answer**
  - e.g. **2022123456: 4)**
  
- Note that your quiz answer must be submitted **in the above format** to receive a quiz score!

# Boolean

---

- To express Boolean values (true or false),
- C:
  - `int var1 = 1; // true`
  - `int var2 = 0; // false`
  - Non-zero values are regarded as ‘true’
  - (C99 standard support ‘bool’ type with `<stdbool.h>` header)
- C++:
  - `bool var1 = true; // true`
  - `bool var2 = false; // false`
  - More intuitive. Use this way in C++.

# Function Overloading

---

- Using multiple functions sharing the same name
  - Useful for a family of functions that do the same thing but using different argument lists

```
void print(const char * str, int width); // #1
void print(double d, int width); // #2
void print(long l, int width); // #3
void print(int i, int width); // #4
void print(const char *str); // #5
```

```
print("Pancakes", 15); // use #1
print("Syrup"); // use #5
print(1999.0, 10); // use #2
print(1999, 12); // use #4
print(1999L, 15); // use #3
```

# Function Overloading

---

- The *function signature*, not the function type, enables function overloading.
  - A *function signature* consists of function name, parameter order & types, but **does not include return type**

```
int test1(int n, float m); // different signatures,
double test1(float n, float m); // hence allowed

int test2(int n, float m); // the same signatures
double test2(int n, float m); // compile error
```

# Function Overloading

---

```
void dribble(char * bits); // overloaded
void dribble (const char *cbits); // overloaded
void dabble(char * bits); // not overloaded
void driv1(const char * bits); // not overloaded

const char p1[20] = "How's the weather?";
char p2[20] = "How's business?";
dribble(p1); // dribble(const char *);
dribble(p2); // dribble(char *);
dabble(p1); // no match
dabble(p2); // dabble(char *);
driv1(p1); // driv1(const char *);
driv1(p2); // driv1(const char *);
```

# Default Arguments

- A *default argument* is a default value provided for a function parameter.
  - a parameter with a default value provided is often called an *optional parameter*.

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

int sum(int x, int y, int z=0, int w=0)
{
 return (x + y + z + w);
}
int main()
{
 cout << sum(10, 15) << endl; // sum(10, 15, 0, 0)
 cout << sum(10, 15, 25) << endl; // sum(10, 15, 25, 0)
 cout << sum(10, 15, 25, 30) << endl; // sum(10, 15, 25, 30)
 return 0;
}
```

# Default Arguments

- If a default argument is used, all subsequent parameters must have default arguments as well.

```
int sum(int x, int y, int z=0, int w) // compile error
```

- You cannot skip a default argument.

```
int sum(int x, int y, int z=0, int w=0) {...}
void main() {
 cout << sum(10, 15, 30) << endl; // 30 is copied to z

 // There is no way z can take the default argument
 and specify w as 30.
 cout << sum(10, 15, , 30) << endl; // compile error
}
```

# Default Arguments

- Default arguments can only be declared once.

```
void printValues (int x, int y=10);

void printValues (int x, int y=10) // compile error
{
 std::cout << "x: " << x << '\n';
 std::cout << "y: " << y << '\n';
}
```

- Best practice is to declare the default argument in the **function declaration** and not in the function definition,
  - because the declaration is more likely to be seen by other files.

```
void printValues (int x, int y=10);

void printValues (int x, int y)
{
 std::cout << "x: " << x << '\n';
 std::cout << "y: " << y << '\n';
}
```



# Default Arguments

- Functions with default arguments may be overloaded.

```
void print(std::string string) {...}
void print(char ch=' ') {...}

void main(){
 print(); // calls print(' ')
}
```

- But optional parameters do NOT count towards the parameters that make the function unique.

```
void printValues(int x) {...}
void printValues(int x, int y=10) {...}

int main(){
 printValues(5); // error: call of overloaded
 `printValues(int)` is ambiguous
}
```

# Quiz 3

---

- Go to <https://www.slido.com/>
- Join #csd-ys
- Click "Polls"
  
- Submit your answer in the following format:
  - **Student ID: Your answer**
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- Note that your quiz answer must be submitted **in the above format** to receive a quiz score!

# Class

---

- Similar to C *structure* (`struct`), by using *class* you can
  - define custom data type
  - group multiple primitive variables

```
class Point
{
private:
 int x;
 int y;
public:
 void setXY(int a, int b) {x=a; y=b;}
};
```

- Additionally,
  - Class can have *member functions*.
  - Class provides methods for *access control* (by *public*, *private*, *protected* specifiers)
- **Will be covered in later lectures**

# References

---

- References can be used similar to pointers.
  - Less powerful but safer than the pointer type.

```
int b = 10;
int& rb = b; // rb can be regarded as an "alias" of b
rb = 20;
cout << b << " " << rb << endl; // 20 20
```

- **Will be covered in the next lecture**

# Template

- Generalizes function or class by delaying type specification until compile-time.

```
// We also want to sort a double array.
void SelectionSort(double* array, int size) {
 for (int i = 0; i < size; ++i) {
 int min_idx = i;
 for (int j = i + 1; j < size; ++j) {
 if (array[min_idx] > array[j])
 min_idx = j;
 }
 double tmp = array[i];
 array[i] = array[min_idx];
 array[min_idx] = tmp;
 }
}

// And also a string array.
void SelectionSort(string* array, int size) {
 for (int i = 0; i < size; ++i) {
 int min_idx = i;
 for (int j = i + 1; j < size; ++j) {
 if (array[min_idx] > array[j])
 min_idx = j;
 }
 string tmp = array[i];
 array[i] = array[min_idx];
 array[min_idx] = tmp;
 }
}
```



```
// Suppose we want to sort an array of type T.
template <typename T>
void SelectionSort(T* array, int size) {
 for (int i = 0; i < size; ++i) {
 int min_idx = i;
 for (int j = i + 1; j < size; ++j) {
 if (array[min_idx] > array[j])
 min_idx = j;
 }
 // Swap array[i] and array[min_idx].
 T tmp = array[i];
 array[i] = array[min_idx];
 array[min_idx] = tmp;
 }
}
```

- Will be covered in later lectures

# STL (Standard Template Library)

---

- Powerful, template-based, reusable components
- STL extensively uses templates
- Divided into three components:
  - Containers: data structures that store objects of any type
  - Iterators: used to manipulate container elements
  - Algorithms: searching, sorting and many others
- **Will be covered in later lectures**

# Exception Handling

---

- Examples of exceptions:
  - Memory allocation error - out of memory space.
  - Divide by zero.
  - File IO error.
  - ...
- C++ provides a systematic way of handling exceptions

```
try {
 // protected code
} catch(ExceptionName e1) {
 // catch block
} catch(ExceptionName e2) {
 // catch block
} catch(ExceptionName eN) {
 // catch block
}
```

- **Will be covered in later lectures**

# Introduction to C++ Standard Versions

---

- C++98 (the first standard) / C++03 (its minor revision)
  - Called “traditional C++”
- C++11 / C++14 / C++17 / C++20 ...
  - Many cool & useful features such as smart pointer, auto keyword, lambda function, etc
  - Called “modern C++”
- This class is based on C++98 / C++03
  - The large majority of C++ is still same to C++98 / C++03
  - A large number of codebases are written in C++98 / C++03
- References to modern C++:
  - <https://github.com/AnthonyCalandra/modern-cpp-features>
  - [https://en.cppreference.com/w/cpp/compiler\\_support](https://en.cppreference.com/w/cpp/compiler_support)



# Next Time

---

- Labs in this week:
  - Lab1: Assignment 3-1
  - Lab2: Assignment 3-2
- Next lecture:
  - 4 - Dynamic Memory Allocation, References