

TDDE18 & 726G77

Expressions

# Lab soft deadlines

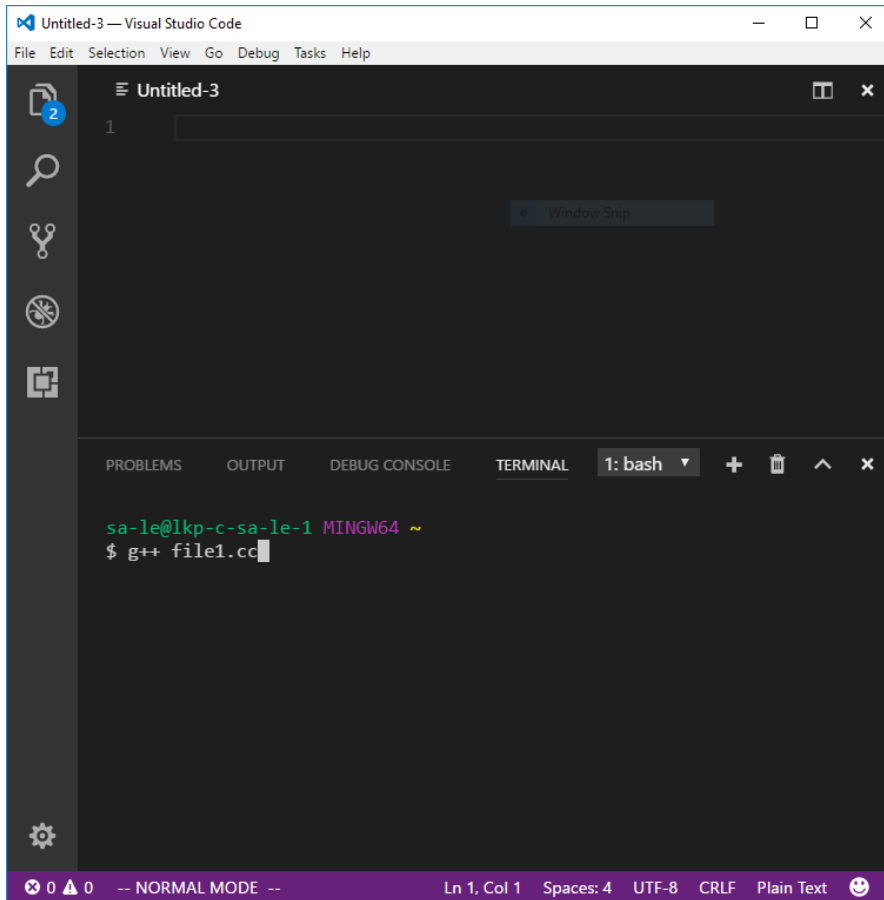
- Bonus time to the exam for higher grade
- 5 extra minute per deadline
- 1 deadline per lab (1 – 7)
- 1 complementary work per lab
- You must demonstrate your work for the assistant.
  - They will give you the one time password needed to submit your work

# Lesson 1

- Interactive where you will solve programming problems with your assistant
- 3 rooms in Swedish / 1 room in English – check the schedule
- First lesson will be kind of basic and if you feel that today's lecture is too easy then you might not need to come.

# Tool tip of the lecture

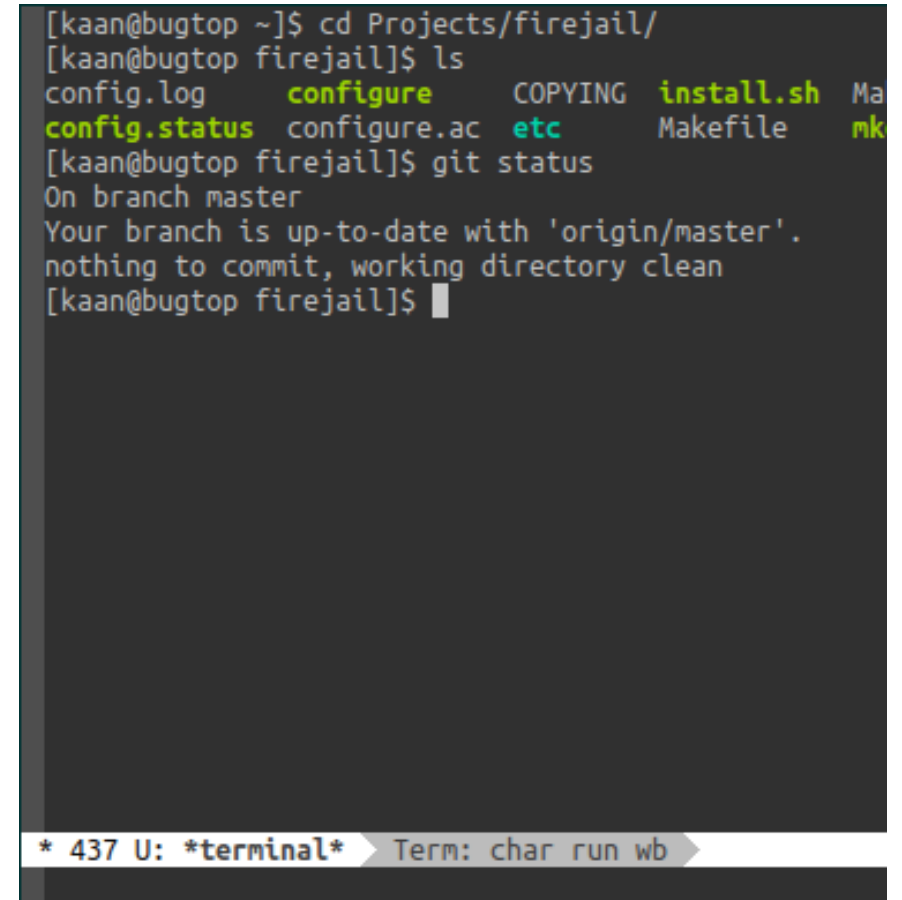
- Terminal inside vscode & emacs



The screenshot shows the Visual Studio Code interface. The main editor area is titled 'Untitled-3' and is currently empty. The bottom panel contains a terminal window with the following text:

```
sa-le@lqp-c-sa-le-1 MINGW64 ~  
$ g++ file1.cc
```

The terminal window title is '1: bash'. The status bar at the bottom indicates 'NORMAL MODE' and shows the current cursor position as 'Ln 1, Col 1'.



```
[kaan@bugtop ~]$ cd Projects/firejail/  
[kaan@bugtop firejail]$ ls  
config.log      configure      COPYING      install.sh   Ma  
config.status  configure.ac  etc          Makefile     mk  
[kaan@bugtop firejail]$ git status  
On branch master  
Your branch is up-to-date with 'origin/master'.  
nothing to commit, working directory clean  
[kaan@bugtop firejail]$
```

The terminal window title is '\* 437 U: \*terminal\*'. The status bar at the bottom indicates 'Term: char run wb'.

# Today's lecture

```
double sum{0};
int integer{0};
for (int i{0}; i < 5 and cin >> integer; ++i) {
    if (integer % 2) {
        sum += 100 / static_cast<int>(integer);
    }
}
cout << "The sum is: " << sum << endl;
```

User enter: 1 2 3 4 5

# Conditional statements: if/else if/else

```
if (some logical statement) {  
    do this  
}  
else if (some other logical statement) {  
    do this instead  
}  
else {  
    when all else fails do this  
}
```

# Comparison and Logical operators

- `a == b`
- `a != b`
- `a < b`
- `a <= b`
- `a > b`
- `a >= b`

`a = 1, b = 2`

- `a == b and c != b`
- `a == b or a == c`
- `!a`
- `&&` is equivalent to and
- `||` is equivalent to or

`c = 3, d = 4`

# Code example

```
int a{2};  
int b{2};  
if (a < b) {  
    cout << "This will not be executed" << endl;  
}
```



# Code example

```
int a{2};  
int b{2};  
if (a > b and a == b) {  
    cout << "This will not be executed" << endl;  
}
```

# Code example

```
int a{2};  
int b{2};  
if (a != b or a) {  
    cout << "This is true" << endl;  
}
```

# loops

- for loops
  - while loops
  - do-while loops
- 
- Which one to use depends on purpose and readability

# For loops

- You know exactly how many times you want to loop

```
for (initializing; conditional statement; incrementing) {  
    body  
}
```

# Code example

```
for (int i{0}; i < 5; ++i) {  
    cout << i << " ";  
}
```

# While loops

- When you do not know how many times it will run

```
while (conditional statement) {  
    body  
}
```

# Code example

```
string str{};
while (cin >> str) {
    cout << str << endl;
}
```

`cin >> str` returns false when there is nothing in the input buffer

# Do-While loop

- Run the body at least once

```
do {  
    body  
} while (conditional statement);
```



# Code example

```
do {  
    cout << "Enter a number between 0 and 10: ";  
    cin >> integer;  
} while (integer < 0 and integer > 10);
```

# Arithmetic operators

$+$ ,  $-$ ,  $*$ ,  $/$ ,  $\%$

Example:

- $1 + 3$
- $a - b$
- $c * d$
- $10.0 / 3$
- $3 \% 2$

# Arithmetic operators

`+=, -=, /=, *=`

`++, --`

Example:

`a += 4; => a = a + 4`

`b++ => b = b + 1;`

`--a => a = a - 1;`

```
int a{0};
```

```
int b{1};
```

```
int c{a++}; // What is c?
```

```
c = --b; // What is c?
```

# Type casting

Problem:

$3 / 2 = 1$  // integer division

but

$3 / 2.0 = 1.5$

Example:

```
int a{3};
```

```
int b{2};
```

```
cout << a / b << endl;
```

output: 1

# Type casting

`static_cast<new type>(input)` // will return a value of the new type

Example:

- `static_cast<int>('a');` // 65 due to ascii table
- `static_cast<double>(1);` // float value 1.0
  
- dont use c-cast eg: `(double)a`

# Commenting

// line comment

```
/*  
    multiline  
    comment  
*/
```