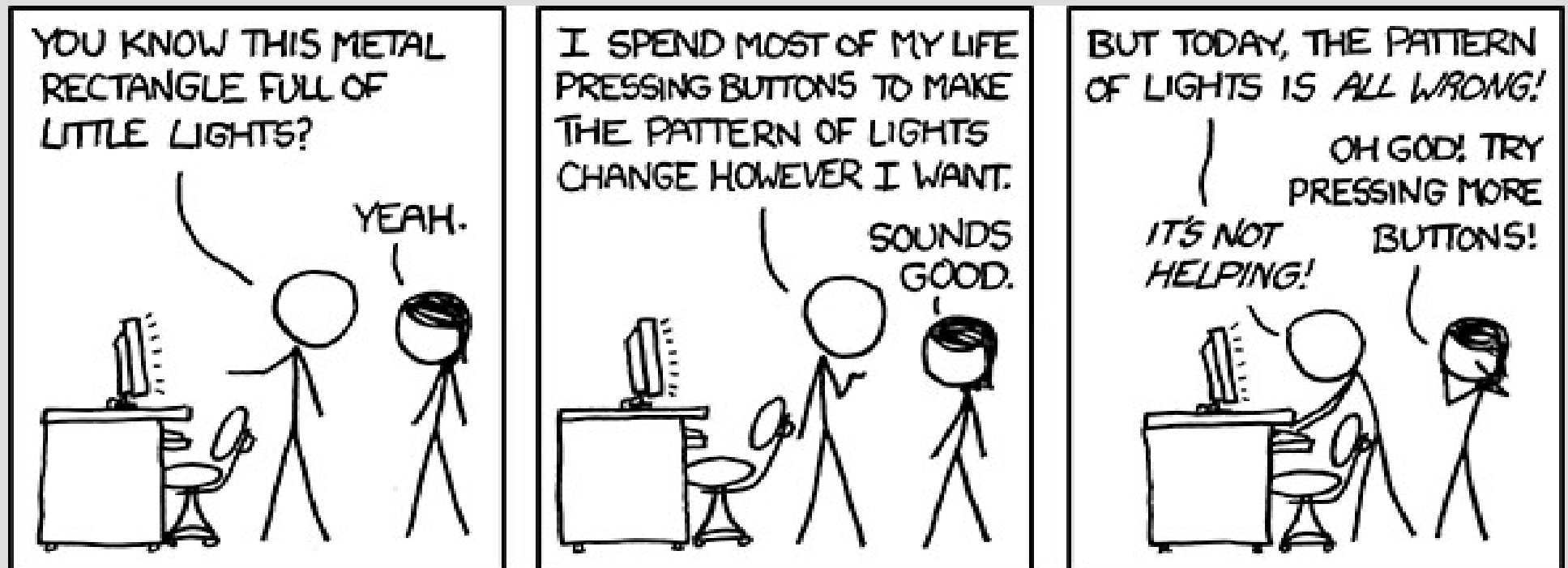


Welcome to CSci 1113

Introduction to C/C++ Programming for Scientists and Engineers



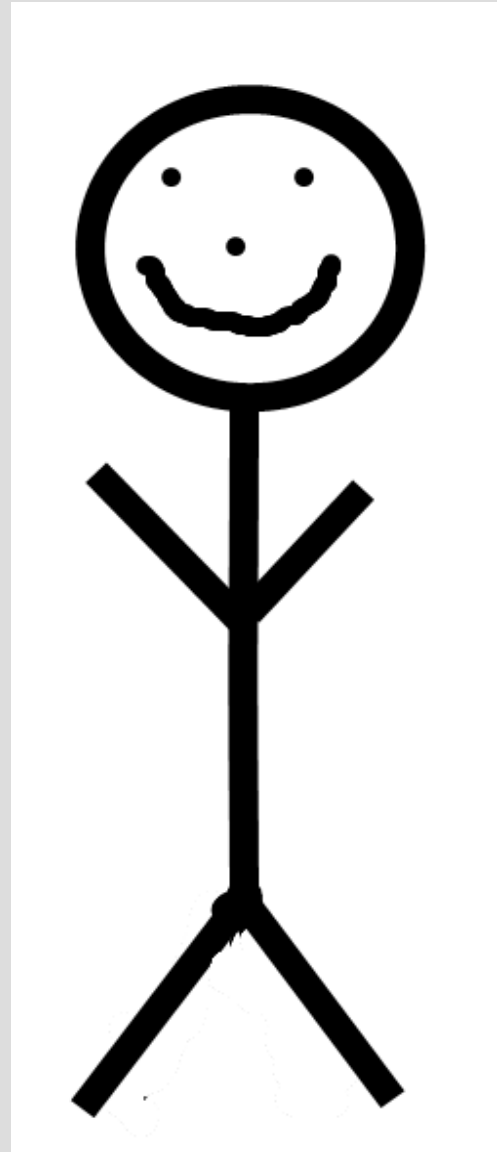
Instructor (me)

James Parker

Shepherd Laboratories 391

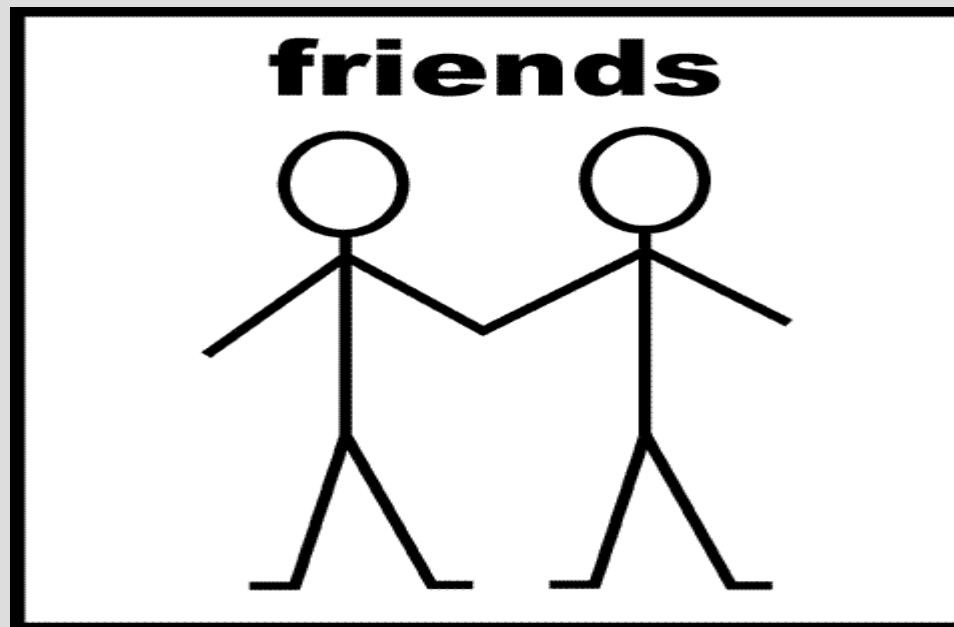
Primary contact:

jparker@cs.umn.edu



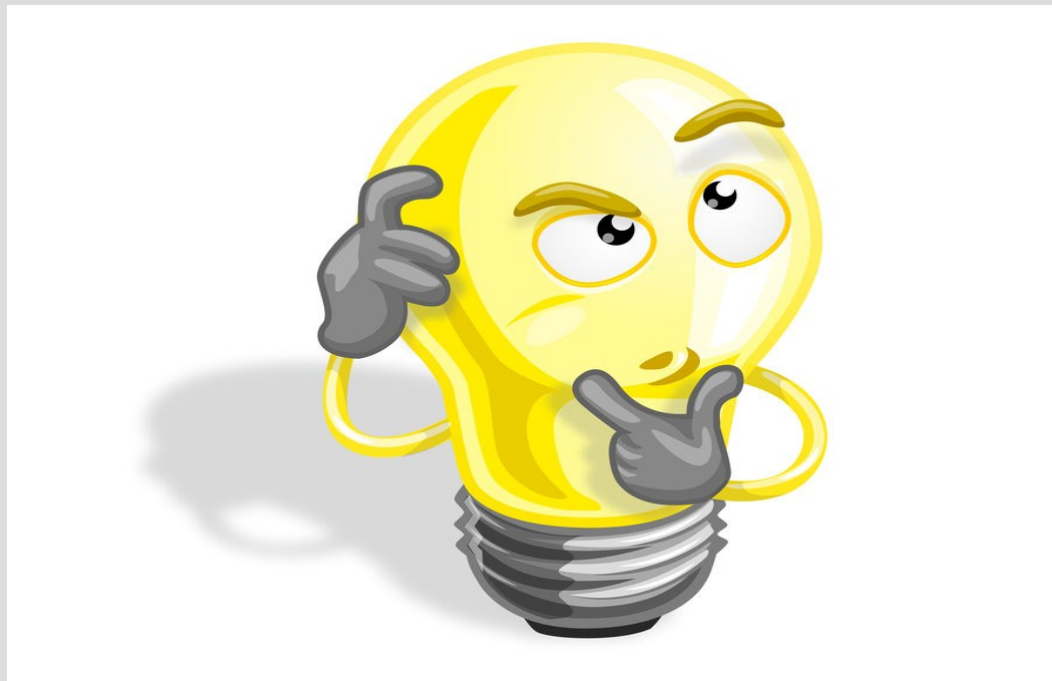
TAs

Kshitij Tayal, Brad Fisher, Nikki Kyllonen,
Bekka McCoy, Songyu Yan,
Tiannan Zhou, Yudi Zhang



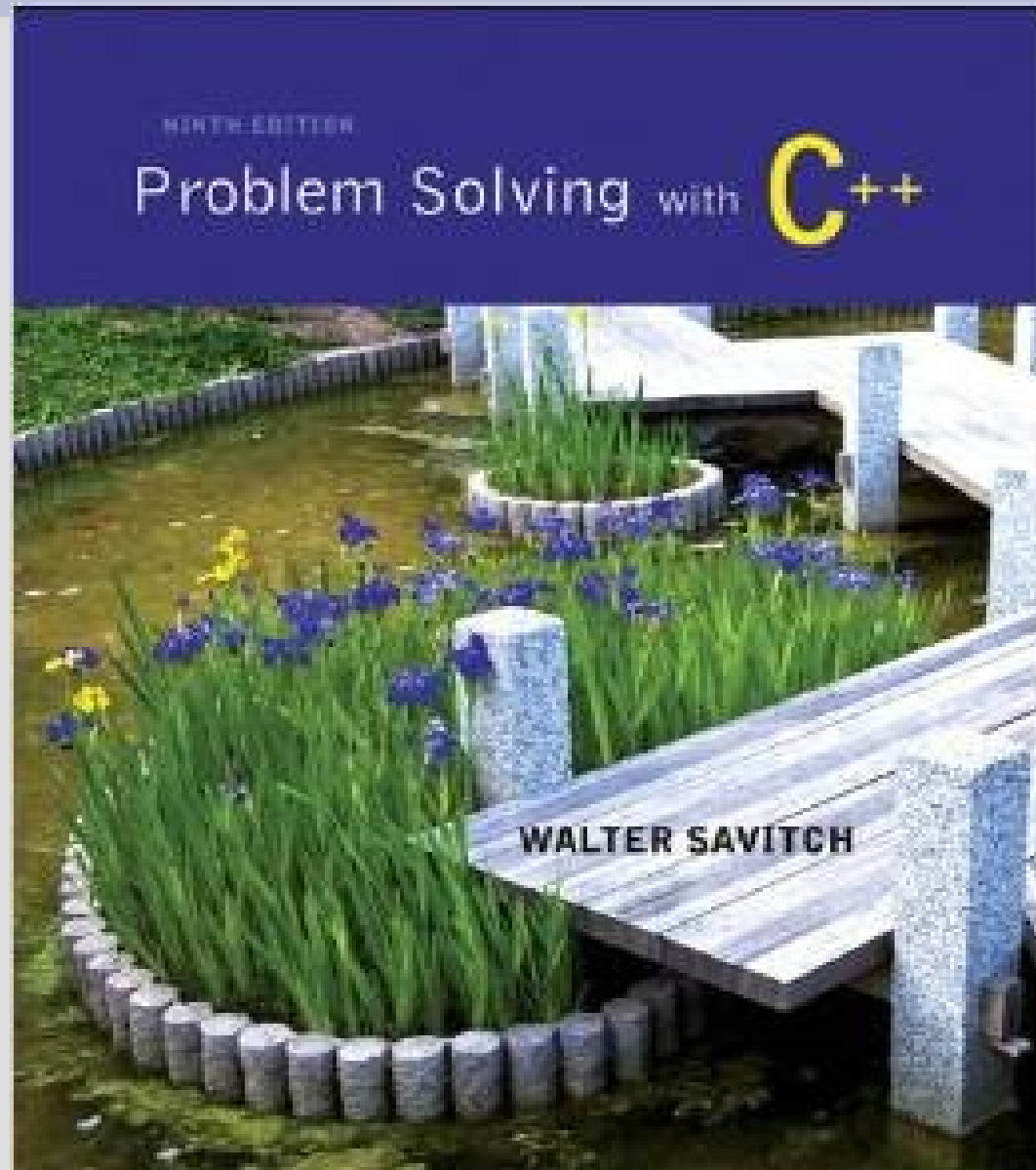
Questions?

Direct questions to:
Moodle forum discussion
jparker@cs.umn.edu



Textbook

Problem Solving
With C++,
Walter Savitch,
9th edition



CSELabs account

You need a CSELabs account to participate in labs in this course

Lab attendance is mandatory
(please make an account!)

https://cseit.umn.edu/

CSE-IT | - Mozilla Firefox

CSE-IT | x +

https://cseit.umn.edu

UNIVERSITY OF MINNESOTA
Driven to DiscoverSM

One Stop MyU

COLLEGE OF Science & Engineering

CSE Home | CSE Directory | Give to CSE | Student Dashboard

CSE-IT

Home | Instructional Resources | Computer Classrooms | **Forms** | About | CSE-IT Service Status | Knowledge & Help

College of Science and Engineering - Information Technology

*All the power of a CSE Linux desktop...
no matter where you are.*

CONNECT NOW! **CONNECT NOW! - 3D**
if you would like to use 3D apps

VOLE Cluster Now Available in CSE Labs
Access your Linux desktop and software remotely for more convenient access to instructional resources.

TELL ME MORE

https://cseit.umn.edu/

Forms | CSE-IT - Mozilla Firefox

Forms | CSE-IT

https://cseit.umn.edu/forms

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Home > Forms

Forms

CSE-IT Contact Info
Keller Hall - Room 1-201
Office Hours: M-F 8:00 AM - 5:00 PM
612-625-0876
csehelp@umn.edu
Or use the **red phone** in the labs.

- Classroom Access Form
- **CSE Account Authorization Form**
- CSE Labs Classroom Reservation Form

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https://cseit.umn.edu/

CSE Labs Account Creation - Mozilla Firefox

File Edit View History Bookmarks Tools Help

https://www.cs.umn.edu/account-management/

Campuses: Twin Cities Crookston Duluth Morris Rochester Other Locations

myU One Stop

Search U of M Web sites Search

COLLEGE OF Science & Engineering CSE Home CSE Directory Give to CSE Student Dashboard

CSE Labs Account Creation

CSE Labs accounts no longer closing every term

If you have had a previous CSE Labs account, you do not need to reopen it every term. Accounts will now, only be closed after a year of inactivity.

Welcome to the CSE Labs Account Creation Site

Use this site to initiate your CSE Labs account. CSE Labs use is open to any student currently enrolled in the College of Science and Engineering.

If you do not know what your username is, or you are having problems see the [U of M Student Internet Account Initiation Form](#).

[Create CSE Labs Account](#)

For further information send email to operator@cseilabs.umn.edu or stop by the Systems Staff Office in Keller Hall 1-201.

For a list of our hours see [Systems Staff Contact Information and Hours](#).

Changing your Password

If you want to change your password, you will need to use the [U of M Internet Account Options web page](#).

Systems Staff Office, 1-201 Keller Hall, 200 Heinz St, Minneapolis, MN 55455 Phone: (612) 255-2876 Email: accounts@cseilabs.umn.edu

https://www.cs.umn.edu/account-management/auth.cgi

www.cs.umn.edu

https://cseit.umn.edu/

CSE Labs Account Creation - Mozilla Firefox

File Edit View History Bookmarks Tools Help

https://www.cs.umn.edu/account-management/

- On UNIX: `df`.
- On Windows: Right click on your directory and look at the properties.

Welcome to the Fall2012 CSE Labs Account Creation Form.

Use this form to initiate or change your CSE Labs account for the Fall2012 semester. CSE Labs use is open to any student currently enrolled in the College of Science and Engineering.

Please enter the following information:

- Your student email **username**.
- Your **password** for your general UMN email account. (To verify your eligibility for a CSE Labs account.)

Username: @umn.edu

Password:

If you do not know what your username is, or you are having problems see the [U of M Student Internet Account Initiation Form](#).

For further information send email to operator@cselabs.umn.edu or stop by the Systems Staff Office in Keller Hall 1-213.

For a list of our hours see [Systems Staff Contact Information and Hours](#).

Systems Staff Operator: 1-213 Keller Hall, 200 Union St, Minneapolis, MN 55455 Phone: (612) 625-0876 Email: operator@cselabs.umn.edu

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Done www.cs.umn.edu

CSELabs account

CSELabs account used in lab
(first lab ensures account working)

Register ASAP

Problems?

Bug operator@cselabs.umn.edu

Class website

www.cs.umn.edu/academics/classes

Or google “umn.edu csci class”

Syllabus, schedule, other goodies

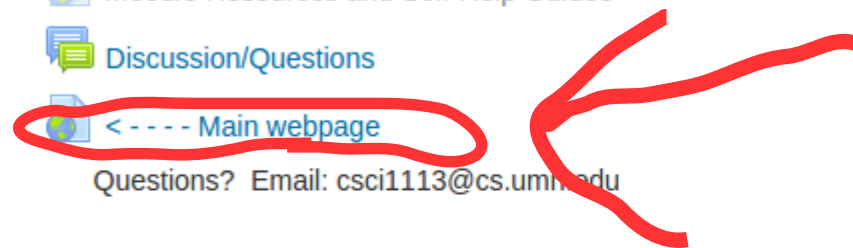
Moodle page will have grades and homework submissions

Class website

Moodle also has a link to the website:



- Announcements
- Moodle Resources and Self-Help Guides
- Discussion/Questions
- [< ---- Main webpage](#)

Questions? Email: csci1113@cs.umn.edu



Office Hours

1113 Office Hours

Today   Jan 15 – 21, 2017 ▾

 Print **Week** Month Agenda ▾

	Sun 1/15	Mon 1/16	Tue 1/17	Wed 1/18	Thu 1/19	Fri 1/20	Sat 1/21
6am							
7am							

www.cs.umn.edu

CSci 1113: 1113_schedule - Mozilla Firefox

CSci 1113: 1113_schedule x CSci 4511W: 4511W_sc... x Inbox (15) - jam.par... x +

www-users.cselabs.umn.edu/classes/Spring-2018/csci1113-night/

Campuses: [Twin Cities](#) [Crookston](#) [Duluth](#) [Morris](#) [Rochester](#) [Other Locations](#)

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Home
Office Hours
Syllabus
Moodle (grades and hw submission)

CSci 1113: C++ Programming

Schedule*

This is an approximate schedule. It will be updated as the class progresses.

Week	Week Of	Topics	Lecture Materials (020)	Readings	Exams	Lab	Due
1	Jan. 16	Introduction, computers, algorithms, programs, compilers	1/16	Ch. 1		Unix tutorial Remote connect (no lab this week)	
2	Jan. 23	Variables, expressions, assignment, console I/O, predefined functions		Ch. 2, Section 4.2		Lab 1: Basic C++ programs	
3	Jan. 30	Selection, boolean expressions, if-else, multiway-if, switch		Sections 3.1, 3.2		Lab 2: Sequence and Selection	HW 0 due Thursday Feb. 1 at 11:55 P.M.
4	Feb. 6	Iteration, while loops, for loops, loop paradigms		Sections 3.3, 3.4		Lab 3: Iteration	HW 1, Thursday Feb. 8 at 11:55 P.M.
5	Feb. 13	User-defined functions, procedural abstractions		Ch. 4, 5	Quiz Covers Ch 1-3.2 (up to week 3: if-statements)	Lab 4: User defined functions	HW 2, Thursday Feb. 15 at 11:55 P.M.
6	Feb. 20	Basic file I/O		Ch. 6		Lab 5: Reference parameters and basic file I/O	HW 3, Thursday Feb. 22 at 11:55 P.M.
7	Feb.			Ch. 7,	Midterm 1, Covers		

Syllabus

15% Labs

30% Homework (due Thursdays)

5% Quiz (Feb. 14)

10% Midterm 1 (Feb. 28)

15% Midterm 2 (April 11)

25% Final (May 9, 6:30-8:30pm)

Syllabus

Each week there will be either a homework due or a test

Homework is due Thursdays at 11:55 P.M. on Moodle

Late homework is not accepted, but we will drop the lowest one

Syllabus

Labs can be checked off up until a week after the lab

Homework must be coded individually

Don't cheat

Really... don't cheat

Homework

Homework will be both a creative and problem solving endeavor:

Lego example

Build a castle with:

-4 walls enclosing

-Door

-At least one tower (higher than wall)



Homev



Syllabus

Grading scale:	77% C+
93% A	73% C
90% A-	70% C-
87% B+	67% D+
83% B	60% D
80% B-	Below F

Schedule

Ch. 1: Introduction, Programs, Compilers

Ch. 2: Input/Output, Data, Expressions

Ch. 3: Control Flow (if and loops)

Ch. 4, 5: Functions (return values)

Ch. 6: File I/O

Ch. 7, 8: Arrays and Strings

Ch. 9: Pointers and Dynamic Arrays

Ch. 10&11: Classes and Operator Overloading

Ch. 14&15: Recursion & Inheritance

Syllabus

Any questions?

What can I program?

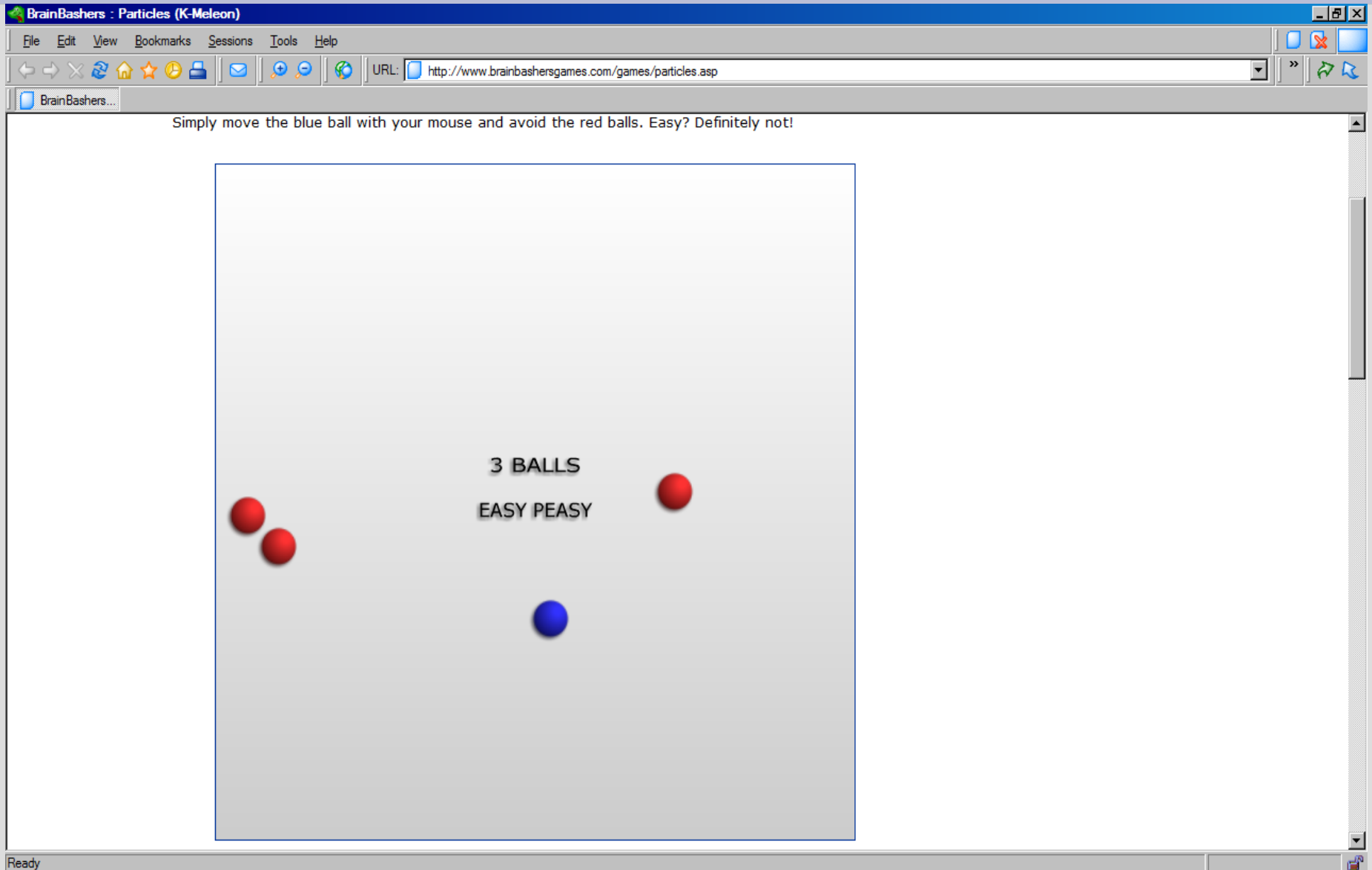
If you can think of an explicit process (of simple steps) to solve your problem, then it can be programmed.

Banana Nut Bread

Directions

1. Preheat the oven to 350°F (175°C).
2. Mix butter into the mashed bananas in a large mixing bowl.
3. Mix in the sugar, egg, and vanilla.
4. Sprinkle the baking soda and salt over the mixture and mix in.
5. Add the flour and nuts last, mix.
6. Pour mixture into a buttered 4x8 inch loaf pan.
7. Bake for 1 hour. Cool on a rack.

Repetitive tasks



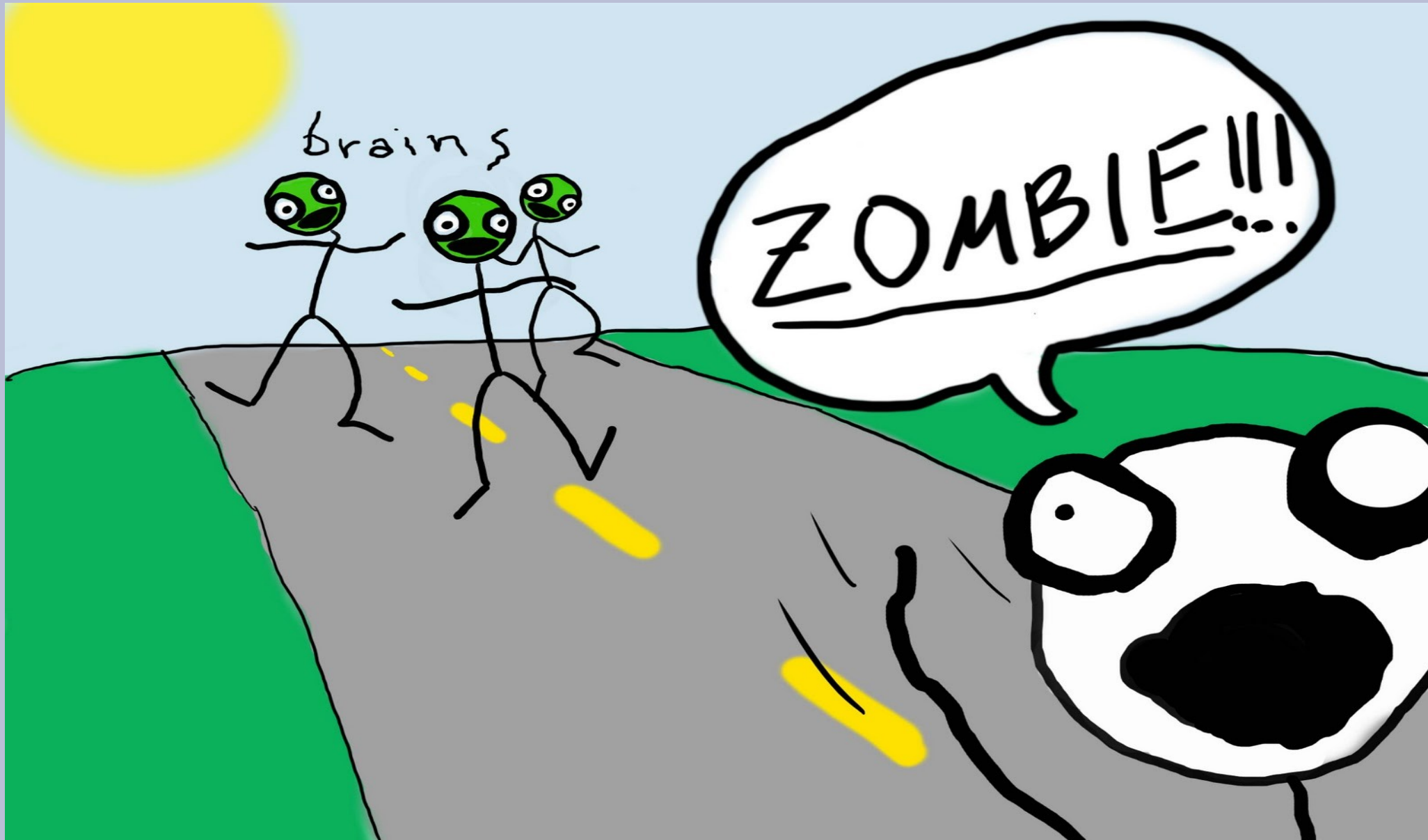
ATMs

How do you get change for \$18.26 with the least amount of bills and coins?

Repetitive tasks

If you feel like a mindless zombie when you do it a lot, you can probably program it.

Repetitive tasks



Repetitive tasks

The screenshot shows a spreadsheet application window titled "names.csv - OpenOffice.org Calc". The spreadsheet contains a list of 21 rows of data, each representing a person's contact information. The columns are labeled A through F. The data is as follows:

	A	B	C	D	E	F
1	Carlos L. Arney	1040 Morgan Street	Pensacola, FL 32507	Username:	Herch1955	Password:
2	Randall K. Blackwell	2205 Richison Drive	Canyon Creek, MT 59633	Phone:	406-368-2915	Mother's Maiden name:
3	Ann F. Gibson	294 Briercliff Road	Corona, NY 11368	MasterCard:	5175 0562 3099 3057	Expires:
4	David J. Woodhouse	2620 Rebecca Street	Schaumburg, IL 60173	Phone:	847-764-3769	Username:
5	Michael J. Smith	1029 Timber Oak Drive	Amarillo, TX 79106	Phone:	806-217-2186	Username:
6	Mary J. Rasmussen	2519 Central Avenue	Jersey City, NJ 07304	Phone:	201-407-0629	Username:
7	Martin M. Hughes	2327 Cedar Lane	West Roxbury, MA 02132	Phone:	617-620-3407	Username:
8	Melanie D. Mouzon	458 Pursglove Court	Dayton, OH 45410	Phone:	937-253-3788	Username:
9	Christine S. Bonin	2934 Hillview Drive	Columbus, GA 31901	Phone:	706-887-2499	Username:
10	William G. Holland	2528 Hart Ridge Road	Saginaw, MI 48607	Phone:	989-293-0797	Username:
11	Doyle B. Dye	3644 Boone Street	Vancouver, WA 98660	Phone:	360-991-4150	Username:
12	Steve R. Burkey	3672 Coffman Alley	Owensboro, KY 42301	Phone:	270-714-9200	Username:
13	Christine M. Frazier	2723 Glory Road	Nashville, TN 37210	Phone:	931-671-8923	Username:
14	Nell P. Granberry	888 Cherry Tree Drive	Green Cove Springs, FL 32043	Phone:	904-284-1680	Username:
15	Madeleine D. Daniel	3932 Kelly Street	China Grove, NC 28023	Phone:	704-855-0612	Username:
16	Lillie D. Callender	1593 Brannon Avenue	Jacksonville, FL 32218	Phone:	904-741-4642	Username:
17	Shoshana J. Falls	4475 Sycamore Lake Road	Appleton, WI 54911	Phone:	920-401-7907	Username:
18	Cynthia H. Morgan	1901 Larry Street	Waukesha, WI 53188	Phone:	414-837-2559	Username:
19	Dorothy R. Reed	1748 Braxton Street	Momence, IL 60954	Phone:	815-472-6115	Username:
20	Tyler M. Puleo	2373 Carriage Lane	Toledo, OH 43609	Phone:	567-472-8284	Username:
21	Tommy V. Guzman	370 Fairfax Drive	Fullerton, CA 93632	Phone:	909-262-7466	Username:

Auto leveling?



Software vs Hardware

Software - the more intangible code on a computer



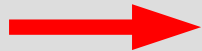
Hardware - the physical Parts of the computer



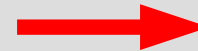
Hardware interaction



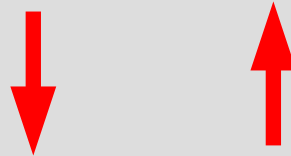
Input



CPU



Output



Memory

Memory addressing

Data is stored in “addresses” inside the memory

Later in this class, we will use these addresses to manipulate and share data

Memory addressing

Traffic More... Map Satellite Terrain

Address:
230 E 51st St
New York, NY 10022

[Street view](#)

Get directions: [To here](#) - [From here](#)
[Search nearby](#) - [Save to My Maps](#)
[Edit](#)

500 ft
200 m

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Object oriented programming

OOP - focus on data and how they interact

To make algorithms for OOP, it is often useful to identify the data you are working with and their relationships before programming

Object oriented programming

Data for...

Banana nut bread?

ATM?

Ball game?

Object oriented programming

Data for...

Banana nut bread? Ingredients

ATM?

Ball game?

Object oriented programming

Data for...

Banana nut bread? Ingredients

ATM?

Dollars & coins

Ball game?

Object oriented programming

Data for...

Banana nut bread? Ingredients

ATM? Dollars & coins

Ball game? Balls & mouse

Object oriented programming

Data for...

Banana nut bread? Ingredients

ATM? Dollars & coins

Ball game? ~~Balls & mouse~~

Lots of pixels (tiny color dots)

Break time!

How many
programmers
does it take
to change a
light bulb?

None. It's a
hardware problem.

Object Oriented

Main focus is on objects and how they interact (represented by me as boxes)

Reusable groups of actions (verbs) between objects are called functions (squiggly boxes)

These actions can take additional information called arguments,

(an analogy is ordering at a restaurant; the ordering format is the same, different food)

Object Oriented

One format is:

```
object.function(argument, argument...);
```

Example:

```
James.teaches(CSci 1113);
```

```
teach(James, CSci 1113);
```

The dot (period) shows that “teaching” is an action done by “James”

Banana Nut Bread

Ingredients

- * 3 or 4 ripe bananas, smashed
- * 1/3 cup melted butter
- * 1 cup sugar
- * 1 egg, beaten
- * 1 teaspoon vanilla
- * 1 teaspoon baking soda
- * Pinch of salt
- * 1 1/2 cups of all-purpose flour
- * 1 cup of nuts

Data
(Objects)

Banana Nut Bread

Directions

1. Preheat the oven to 350°F (175°C).
2. Mix butter into the mashed bananas in a large mixing bowl.
3. Mix in the sugar, egg, and vanilla.
4. Sprinkle the baking soda and salt over the mixture and mix in.
5. Add the flour and nuts last, mix.
6. Pour mixture into a buttered 4x8 inch loaf pan.
7. Bake for 1 hour. Cool on a rack.

Banana Nut Bread

Directions

1. Preheat the **oven** to 350°F (175°C).
2. Mix **butter** into the mashed **bananas** in a large mixing **bowl**.
3. Mix in the **sugar**, **egg**, and **vanilla**.
4. Sprinkle the **baking soda** and **salt** over the **mixture** and mix in.
5. Add the **flour** and **nuts** last, mix.
6. Pour **mixture** into a buttered 4x8 inch loaf **pan**.
7. Bake for 1 hour. Cool on a **rack**.

Banana Nut Bread

Directions

1. Preheat the oven to 350°F (175°C).
2. Mix butter into the mashed bananas in a large mixing bowl.
3. Mix in the sugar, egg, and vanilla.
4. Sprinkle the baking soda and salt over the mixture and mix in.
5. Add the flour and nuts last, mix.
6. Pour mixture into a buttered 4x8 inch loaf pan.
7. Bake for 1 hour. Cool on a rack.

Banana Nut Bread

Pseudo code directions

1. `oven.preheat(350);`
2. `bowl.mix(butter, bananas);`
3. `bowl.mix(sugar, egg, vanilla);`
4. `bowl.sprinkle(baking soda, salt);`
5. `bowl.mix(flour, nuts);`
6. `bowl.pour(pan);`
7. `pan.bake(60);`
8. `pan.cool();`

Banana Nut Bread

Pseudo code directions #2

1. `oven.preheat(350);`
2. `bowl.add(butter, bananas);`
3. `bowl.mix();`
4. `bowl.add(sugar, egg, vanilla);`
5. `bowl.mix();`
6. `bowl.sprinkle(baking soda, salt);`
7. `bowl.add(flour, nuts);`
8. `bowl.mix();`
9. `pan.pour(bowl);`
10. `pan.bake(60);`
11. `pan.cool();`

Banana Nut Bread

```
mashedBananas = bananas.mashed();  
bowl.add(butter, mashedBananas);
```

same as:

```
bowl.add(butter, bananas.mashed());
```

```
Kitchen.bowl.add(butter, bananas.mashed());
```

```
hand.mix(butter, mashedBananas);  
bowl.add(hand.mix(butter, mashedBananas));
```

Compiling

Converting code to binary is called compiling



Compiling

Often this compiled code
Will not work on other
computers



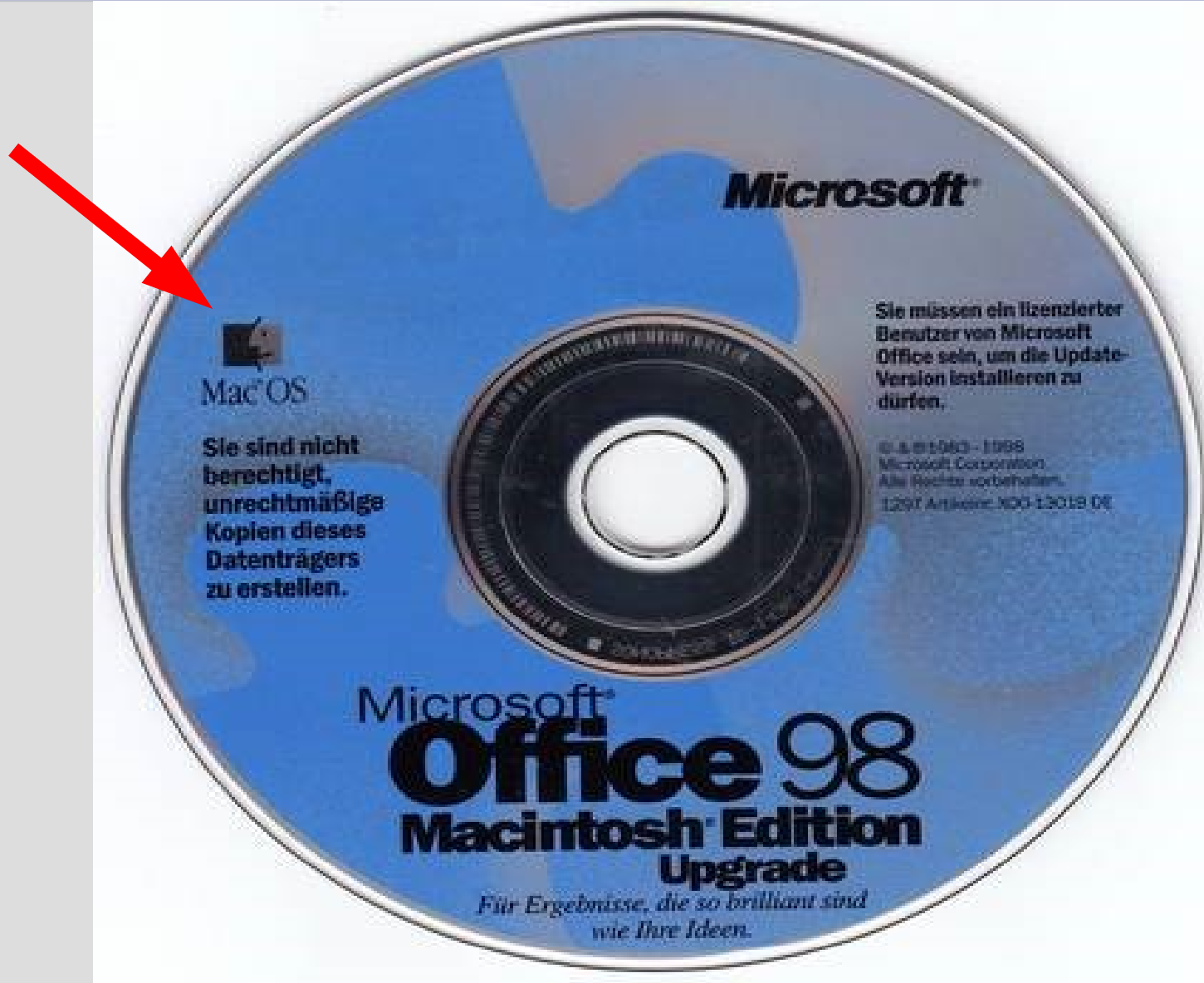
↑
0101



← Hi
0101



Compiling



Compiling

C++ is a high level language
(human readable)

Compiling changes a high level
language into a low level language
that is easier for the computer
(computer cannot run high level)

Compiling

Your source code is the original language you wrote your program in (the C++ code for us)

You must recompile the source code **every time** you save a change before running the program again

Compiling tl;dr

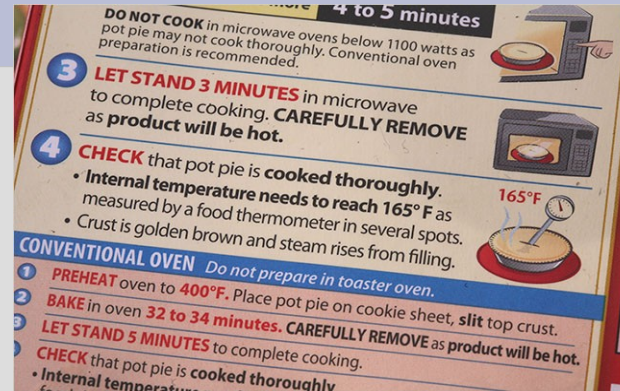
directions

↓
cook

meal

↓
eat

satiated



code

↓
compile

1's and 0's
(program)

↓
run

pretty colors

Compiling

In labs, the computers will come with a program called “geany” (which I will use too)

This program is where you can write code and easily compile simple programs

To run it either click the terminal icon () on the left bar or press Ctrl+Alt+T

Then type: `geany` (enter)

High level (C++)

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

int main ()
{
    cout << "Hello World! ";
    return 0;
}
```

(See: `helloWorld.cpp`)

Low level (Assembly)

```
MODEL SMALL
```

```
IDEAL
```

```
STACK 100H
```

```
DATASEG
```

```
MSG DB 'Hello, World!', 13, '$'
```

```
CODESEG
```

```
Start:
```

```
MOV AX, @data
```

```
MOV DS, AX
```

```
MOV DX, OFFSET MSG
```

```
MOV AH, 09H ; output ascii string
```

```
INT 21H
```

```
MOV AX, 4C00H
```

```
INT 21H
```

```
END Start
```

Ease of use

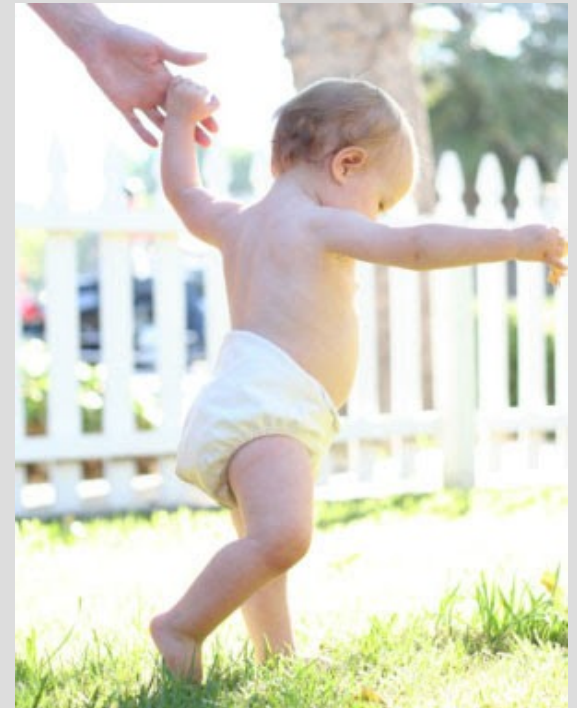


Why C++?

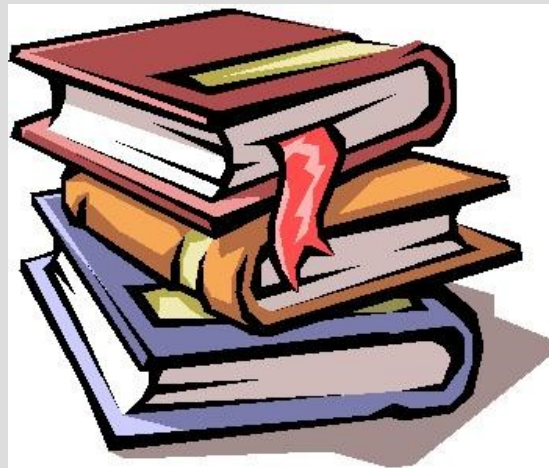
Speed



Control



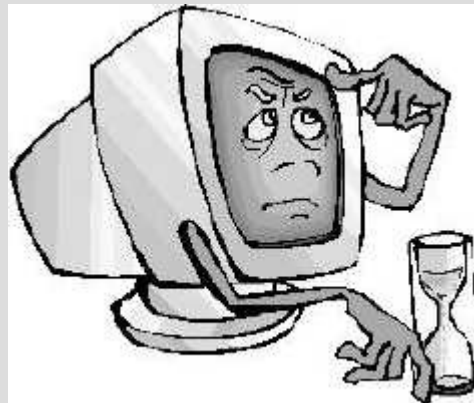
Libraries



Speed

Not all programming languages need to compile code as C++ (Java, Python)

Compiling can greatly increase speed of a program



Control

C++ allows you great control over your data (and its interpretation)

This comes with a burden of responsibility to properly manage your data

If you mismanage your data, you are likely to cause an error in your program

Libraries

C++ is an old language (older than me) and this comes with pros and cons...

Some aspects are quirky to enable backwards compatibility (and are honestly out of date)

Since it has been around for a long time, there are lots of supporting libraries (and the language continues to develop...)

Java vs C++

Java



Goes anywhere
Comfy

C++



Fast
Fine tuned

Magic 8 ball



Magic 8 ball

What a rip off!



Magic 8 ball

```
1 #include <iostream>
2 using namespace std;
3
4 int main()
5 {
6     cout << "Maybe.";
7
8     return 0;
9 }
```

Keyboard input

`cout << "word"`

- prints "word" to the screen

`cin >> x`

- store what is typed into "x"
(x is some object or data)

Can also do arithmetic using `+`, `-`, `/` and `*`
(See: `inputOutput.cpp`)

Types of errors

Syntax error - code will not compile
e.g. `cout("hi");`

Runtime error - code crashes after starting
(see: `runtimeError.cpp`)

Logic error - code runs but doesn't return
the correct answer
(see: `logicError.cpp`)

Syntax

Syntax is a fancy word for the “grammar” of programming languages

The basic English syntax is:

(subject) (verb) (noun)

“I eat bananas” not “Bananas I eat”

The computer is **VERY** picky (and stubborn) about grammar, and will not understand you unless you are absolutely correct!

Avoid errors

To remove your program of bugs, you should try to test your program on a wide range of inputs

Typically it is useful to start with a small piece of code that works and build up rather than trying to program everything and then debug for hours

Comments

Comments are ignored pieces of code
(computer will pretend they do not exist)

// denotes a single line that is commented
// (everything before hitting enter)

/* denotes the beginning of a comment
and the end of a comment is denoted by */

Additional facts

Braces denote a block of code `{ }`
(belonging to a method, class, etc.)

“White space” is ignored, just as the your brain will ignore the bottom third of this slide
(this is why we need a semi-colon)