

LECTURE -3

STRUCTURE OF A PROGRAM

Probably the best way to start learning a programming language is by writing a program. Therefore, here is our first program:

```
// my first program in C++  
  
#include <iostream>  
using namespace std;  
  
int main ()  
{  
    cout << "Hello World!";  
    return 0;  
}
```

Above source code for our first program is shown. On the right is the result of the program once compiled and executed. The way to edit and compile a program depends on the compiler you are using.

The previous program is the typical program that programmer apprentices write for the first time, and its result is the printing on screen of the "Hello World!" sentence. It is one of the simplest programs that can be written in C++, but it already contains the **fundamental components** that every C++ program has. We are going to look line by line at the code we have just written:

// my first program in C++

This is a comment line. All lines beginning with two slash signs (//) are considered comments and do not have any effect on the behavior of the program. The programmer can use them to include short explanations or observations within the source code itself. In this case, the line is a brief description of what our program is.

#include <iostream>

Lines beginning with a pound (hash) sign (#) are directives for the preprocessor. They are not regular code lines with expressions but indications for the compiler's preprocessor. In this case the directive #include <iostream> tells the preprocessor to include the iostream standard file. This specific file (iostream) includes the declarations of the basic standard input-output library in C++, and it is included because its functionality is going to be used later in the program. It is also called a header file some times denoted as iostram.h, which is used in old compilers.

using namespace std;

All the elements of the standard C++ library are declared within what is called a namespace, the namespace with the name *std*. So in order to access its functionality we declare with this expression that we will be using these entities. This line is very frequent in C++ programs that use the standard library, and in fact it will be included in most of the source codes included in these tutorials.

int main ()

This line corresponds to the beginning of the definition of the main function. The main function is the point by where all C++ programs start their execution, independently of its location within the source code. It does not matter whether there are other functions with other names defined before or after it - the instructions contained within this function's definition will always be the first ones to be executed in any C++ program. For that same reason, it is essential that all C++ programs have a main function.

The word *main* is followed in the code by a pair of parentheses (*()*). That is because it is a function declaration: In C++, what differentiates a function declaration from other types of expressions are these parentheses that follow its name. Optionally, these parentheses may enclose a list of parameters within them.

Right after these parentheses we can find the body of the main function enclosed in braces (*{}*). What is contained within these braces is what the function does when it is executed.

cout << "Hello World";

This line is a C++ statement. A statement is a simple or compound expression that can actually produce some effect.

cout represents the standard output stream in C++, and the meaning of the entire statement is to insert a sequence of characters (in this case the 'Hello World' is the sequence of characters) into the standard output stream (which usually is the screen).

cout is declared in the *iostream* standard file within the *std* namespace, so that's why we needed to include that specific file and to declare that we were going to use this specific namespace earlier in our code.

Notice that the statement ends with a semicolon character (*;*). This character is used to mark the end of the statement and in fact it must be included at the end of all expression statements in all C++ programs (one of the most common syntax errors is indeed to forget to include some semicolon after a statement).

return 0;

The return statement causes the main function to finish. return may be followed by a return code (in our example is followed by the return code 0). A return code of 0 for the main function is generally interpreted as the program worked as expected without any errors during its execution. This is the most usual way to end a C++ program.

The program has been structured in different lines in order to be more readable, but in C++, we do not have strict rules on how to separate instructions in different lines. For example, instead of

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

We could have written:

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

All in just one line and this would have had exactly the same meaning as the previous code.

In C++, the separation between statements is specified with an ending semicolon (;) at the end of each one, so the separation in different code lines does not matter at all for this purpose. We can write many statements per line or write a single statement that takes many code lines. The division of code in different lines serves only to make it more legible and schematic for the humans that may read it. Let us add an additional instruction to our first program:

```
// my second program in C++
#include <iostream>
using namespace std;
int main ()
{
    cout << "Hello World! ";
    cout << "I'm a C++ program";
    return 0;
}
```

Hello
World!
I'm a
C++
program

In this case, we performed two insertions into cout in two different statements. Once again, the separation in different lines of code has been done just to give greater readability to the program, since main could have been perfectly valid defined this way:

```
int main () { cout << " Hello World! "; cout << " I'm a  
C++ program "; return 0; }
```

We were also free to divide the code into more lines if we considered it more convenient:

```
int main ()  
{  
    cout <<  
        "Hello World!";  
    cout  
        << "I'm a C++ program";  
    return 0;  
}
```

And the result would again have been exactly the same as in the previous examples.

Preprocessor directives (those that begin by #) are out of this general rule since they are not statements. Preprocessor directives must be specified in their own line and do not have to end with a semicolon (;).

Comments

Comments are parts of the source code disregarded by the compiler. They simply do nothing. Their purpose is only to allow the programmer to insert notes or descriptions embedded within the source code.

C++ supports two ways to insert comments:

```
// line comment  
/* block comment */
```

The first of them, known as line comment, discards everything from where the pair of slash signs (//) is found up to the end of that same line. The second one, known as block comment, discards everything between the /* characters and the first appearance of the */ characters, with the possibility of including more than If you include comments within the source code of your programs without using the

comment characters combinations `//`, `/*` or `*/`, the compiler will take them as if they were C++ expressions, most likely causing one or several error messages when you compile it.