

CS 161

Intro to CS I

What is CS all about?

Odds and Ends



- Go to Lab this week (laptop required)
- Assignment 1 posted and can upload to Peerceptiv
- Math study: Elise.Lockwood@oregonstate.edu
- Questions?

How to Be Successful

- Read and listen carefully
- Start assignments early
- Be proactive with absences and issues that arise in the term
- Get help when you need it



Help Hierarchy

- Reread assignment, lecture slides, labs, syllabus
- Google/Bing/Open a textbook
- Ask a friend
- Ask a TA
- Ask Jennifer

- All Emails Should Include:
 - What your problem is
 - What you have tried
 - What would help you most
 - Section number (if relating to a grade issue)

Computers Are Everywhere



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- Examples:
 - homes, offices, rooms/servers, phones, pacemakers, cars, etc.
- What is the difference b/w these?
 - Complexity
 - Size



What is a computer?

- A Computational Device
 - It computes (input -> processing -> output)
 - Modern: device that can be programmed to carry out an algorithm.
- What is Computer Science?



What is an algorithm?

- Step-by-step description of how to accomplish a task, i.e. recipe *way too simple*
- Algorithmic thinking
- Expressed in any language
 - Natural
 - Programming

What is programming?



- Problem Statement
- Solve the Problem
- Specify Algorithm
- Algorithm -> Computer Language

- Why do we teach programming 1st?



Hardware vs. Software

- Computer: **machine** that manipulates data and carries out **set of instructions**
- Hardware
 - CPU
 - RAM
 - Hard Disk
- Software
 - Programs

registers (1) *cache* (2) *closest* *next closest*

3

4

Software/Programs

- Primary piece of software on computer?
- What is its purpose?
- What are applications?

OS





Digital Realm

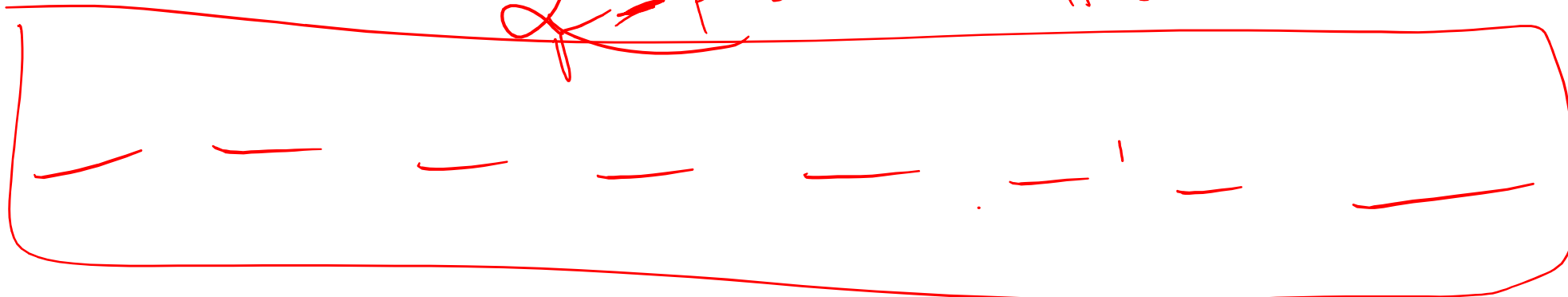
- Based on discrete #s
 - Specifically: Circuits
- Binary, i.e. ~~base 2~~
 - ~~0 or 1~~

open / close
on / off
1 / \emptyset



More Binary

- What is each digit called?
- What is a Byte? *— 8 bits*
- How many numbers can be expressed in a Byte? *2⁸ possible #s*





What does this mean for us?

nibble - 4 bits

- Unsigned *positive #s*

- What is the smallest number? \emptyset
- What is the largest number? $15 = (2^4) - 1$

— — — —
 $2^4 = 16$ possible #s
 because start at \emptyset

-
- Signed *negative + positive #s* because 1st bit is sign (+/-)

- What is the largest number? *8 positive #s 0-7*
 $7 = (2^{4-1}) - 1$

- What is the smallest number? *8 negative #s -1 -8*

$$-8 = (-2^{4-1})$$

Programming



- Writing **code** that a computer can **execute**
 - Does that mean we have to write in binary?
- High-level language
 - Translated Continuously during runtime
 - Interpreted
 - Just in time compilation/caching
 - **Translated Prior/Ahead of time to runtime**
 - High-level -> machine language
 - High-level -> intermediate language

Linux commands



```
2. ENGR
Re-attach Fullscreen Stay on top Duplicate Close
flip2 ~ 162% cd cs161/private/
flip2 ~/cs161/private 163% ls
001 002
flip2 ~/cs161/private 164% ls -al
total 16
drwxrws---. 1 parhammj 20144 172 Jan 9 14:49 .
drwxrwsr-x. 1 parhammj 20144 212 Jan 7 12:02 ..
drwxrws---. 1 parhammj 20144 120 Jan 9 10:50 001
drwxrws---. 1 parhammj 20144 144 Jan 9 14:51 002
flip2 ~/cs161/private 165% mkdir new
flip2 ~/cs161/private 166% ls
001 002 new
flip2 ~/cs161/private 167% cd new
flip2 ~/cs161/private/new 168% vi hello.cpp
flip2 ~/cs161/private/new 169%
```

list the contents of a directory/folder
show all, which includes hidden system files
give a long listing

make a new directory/folder

change directory into new

- ① vi is an alias for vim (vi improved)
- ② vi is a text editor (just like word, notepad)
- ③ hello.cpp is the file we are creating, which is a C++ file

001 Code/002 will finish Friday



```
2. ENGR
Re-attach Fullscreen Stay on top Duplicate Close
1 #include <iostream> //library
2
3 int main() {
4     std::cout << "hello everyone" << std::endl;
5
6     return 0;
7 }
-- INSERT -- 4,4 All
```

Print to standard out, which is the screen

comment

you must have this in C/C++ programs

- vi has 2 modes: insert & command
- ① press 'i' to enter insert mode to type
 - ② shows you are in insert mode
 - ③ press ESC to get back to command mode

Compile/Execute C++



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```
2. ENGR
Re-attach Fullscreen Stay on top Duplicate Close
flip2 ~/cs161/private/001 173% g++ hello.cpp
flip2 ~/cs161/private/001 174% ls
a.out hello.cpp
flip2 ~/cs161/private/001 175% ./a.out
hello everyone
flip2 ~/cs161/private/001 176% more a.out
***** a.out: Not a text file *****
flip2 ~/cs161/private/001 177%
```

if you don't use -o to rename the executable the default is a.out

translate/compile C++ to machine code

run the executable machine code

view the contents of a.out

it is a binary file/not text file

C++ Programming Environment



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- Create a program: **vim hello.cpp**
- Compile program: **g++ hello.cpp -o hello**
- Run program: **./hello**
- Example: **hello.cpp**

```
#include <iostream>
int main() {
    std::cout << "Hello CS 161 Class!!!";
    return 0;
}
```

Our first C++ program!



```
#include <iostream>
int main() {
    std::cout << "Hello CS 161 Class!!!";
    return 0;
}
```

- Libraries
 - Example: `#include <iostream>`
- Functions
 - Perform particular action/computation
 - Requires special function: **main**
 - `int main() {....}`
- Statements
 - Ended by semicolon

Comments

- Ignored by compiler
- Comment a block of code: `/*.....*/`
- Comment one line of code: `//`
- Why use these?