



# CS 161

## Intro to CS I

More Variables, Input, and Conditions



# Odds and Ends

- Peer Reviews due Thursday, 11:59pm
  - Use notepad or any text editor to open
- Get Assignment 1 demoed
- **Study Sessions LINC 268:**
  - Tuesdays: 5-6:30pm
  - Wednesdays: 6-7:30pm
  - Thursdays: 7-8:30pm



# Reflections

- What are C++ primitive types?
- What is an acceptable C++ variable name?
- What is an operand?
- What is an lvalue vs. rvalue?



# Printing Variables/Reading Into Variables

- C++: **cout**

- Example:

- std::cout << "The integer value is: " << value;

- What about the newline?

variable to print

- C++: **cin**

- Example:

- std::cin >> value;

# Variables Demo...



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# rand0 demo...



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# Constants

- What is a constant?
- How do we define a constant?
  - Use of a macro
    - #define
    - Placed at top of program
    - No semicolon at end
    - Example: **#define MAX\_SIZE 100**
  - Use of const
    - Same as declaring variable but const
    - Example: **const int MAX\_SIZE = 100;**

# Constants Demo...



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# Additional Operators

- Common operation: fetch/store same variable
  - `var=var + 2; //increment variable contents`
  - `var=var * 2; //double variable contents`
  - operator/assignment combination (all ops supported):
    - `var += 2;`
    - `var *= 2;`
- Pre/Post increment/decrement: `++` and `--`
  - Example: `age++` vs. `++age`

# Demo...



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# Prediction



- What are conditional statements?
- How do we implement these in C++?



# Decisions in Life

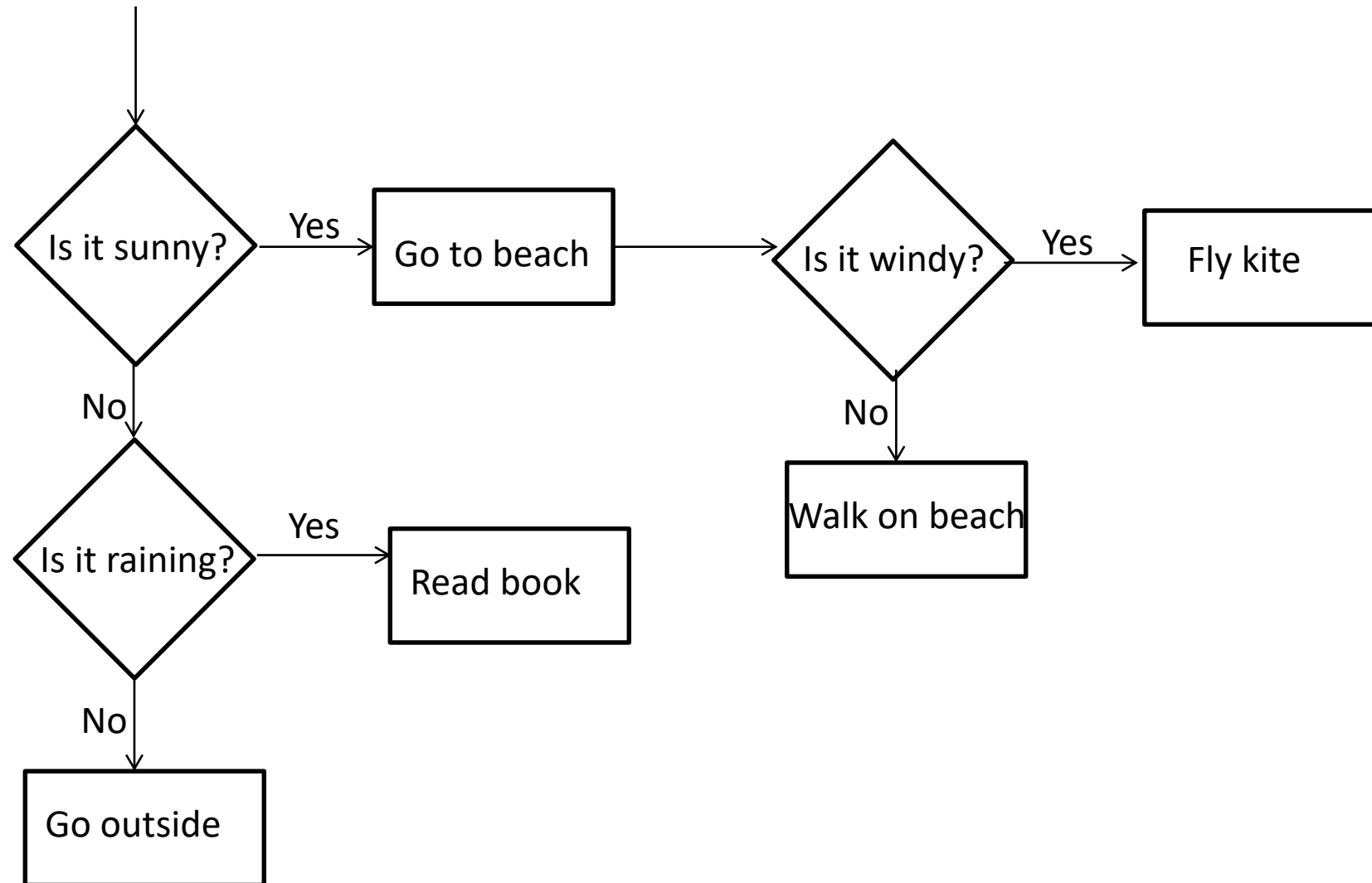
- What is a decision?
- When do we make decisions?
- How do we make decisions?
  - If it is sunny today
    - then I'll go to the beach and fly a kite
  - Else if it is raining today
    - then I'll stay inside and read a book
  - Else if it is snowing
    - then I'll go to the mountains to ski



# Decisions within Decisions

- What happens if there is no wind at the beach?
- How does this change our decisions?
  - If it is sunny today
    - then I'll go to the beach
  - if it is windy at the beach
    - then I'll fly a kite
  - if it is not windy at the beach
    - then I'll walk on the shore

# Flow chart for decisions





# Decisions in our programs

- Use an if/else

```
if (<expression>) {  
    <statement>;  
    ...  
    <statement>;  
}  
else {  
    <statement>;  
    ...  
}
```



# What is the <expression>?

Could be a relational expression:

<expression> <relational op> <expression>

- Relational Ops

== - equal to

!= - not equal to

< - less than

> - greater than

<= - less than or equal to

>= - greater than or equal to



# If/Else Demo...



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