

Computer Programming

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Session: Recap

Quick Recap 1



- Assignment statements
 - $A = B + C$ in C++ versus in maths
- Arithmetic expressions
 - Operators: $+$, $-$, $*$, $/$, $\%$
 - Operator precedence and associativity
 - Use of parentheses

Type of An Arithmetic Expression

- Rule of thumb:

Expression type at least as “expressive” as operand types, but no more

float a and **int** b

- **float** “more expressive” than **int**
- $a + b$, $a - b$, $a * b$, a/b are all **float**, $2 * b$ is **int**, $2.0 * b$ is **float**
- **double** a, **float** b and **int** c
 - **double** “more expressive” than **float**
 - **float** “more expressive” than **int**
 - $a + (b * c)$ has type **double**

Operator Precedence

- What is $a + b * c + d$?
 - $a + (b * c) + d$ or $(a + b) * (c + d)$ or $((a + b) * c) + d$?
 - Depends on operator precedence
In C++, $*$ has higher precedence than $+$: $a + (b * c) + d$
- What is $a + b - c + d$?
 - $(a + b) - (c + d)$ or $(a + (b - c)) + d$?
 - In C++, $+$ and $-$ have same precedence: $((a + b) - c) + d$
 - For now, left-to-right evaluation for same precedence operators
Left-associative (exceptions later in course ...)
- $*$, $/$ and $%$ have same precedence, and are left-associative:
 $((a \% b) / c) * d$ Different from usual algebra?
- **Best practice: Use (...) to specify unambiguously**

Quick Recap 2



- Logical Expressions
 - Relational operators: $<$, $<=$, $>$, $>=$, $==$, $!=$
 - Operator precedences and associativities
 - Use of parentheses
- Values of logical expressions
 - true, false
 - 0, non-zero
 - Printing values of logical expressions

Logical Expressions in C++

- Logical operators
 - **&& (two ampersands)**
Binary logical “and”, e.g. `(A >= B) && (A >= C)`
 - **|| (two vertical bars)**
Binary logical “or”, e.g. `(A > B) || (A > C)`
 - **! (exclamation symbol)**
Unary logical “not” (negation), e.g. `!((A >= B) && (A >= C))`
- Complex logical expressions can be built using (...)
`((A >= B) && (A >= C)) || ((A == 1) && (B != (A + C)))`
- Always evaluates to a value of type **bool**

Logical Operator Precedences

- Comparison operators
 - $<$, $\leq$, $>$, $\geq$: same precedence, lower than $!$, left-associative
 - $==$, $!=$: same precedence, lower than $<$, left-associative
 - $A \geq B \neq B < C$ interpreted as $(A \geq B) \neq (B < C)$
- Logical operators
 - $!$: highest precedence
 - $\&\&$: precedence lower than $==$, left-associative
 - $||$: precedence lower than $\&\&$, left-associative
 - $! \text{flag1} \ || \ \text{flag2} \ \&\& \ ! \text{flag3}$ interpreted as $(! \text{flag1}) \ || \ (\text{flag2} \ \&\& \ (! \text{flag3}))$

Best practice: Use (...) to specify meaning unambiguously

Quick Recap 3



- Sequential execution of statements
- Declarations: not executed at run-time
- Use of ; to separate one executable statement from next
- Left-to-right and top-to-bottom execution

Simplest Programs: Another Example



- Simplest programs: linear sequence of instructions
 - Computer executes instructions in linear order

A Simple C++ Program

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

```
// Program to find if B divides A
```

```
int main() {
```

```
    int A, B, R; // Variable declarations
```

```
    cout << "Give A and B: " << endl;
```

```
    cin >> A >> B;
```

```
    R = A % B; // Remainder of A divided by B
```

```
    dividesFlag = (R == 0); // Is the remainder 0?
```

```
    cout << "Does B divide A? " << dividesFlag << endl;
```

```
    return 0;
```

```
}
```

Note the importance of the sequence:

**What happens if we swap the order of
 $R = A \% B$ and $\text{dividesFlag} = (R == 0)$?**