Math 155A – C/C++ Basic Concepts needed for the course.

Outline:
1. Data types, variable declarations, assignments.
2. If … Else … and other conditionals.
3. For loops, while loops
4. Functions
5. Arrays

DATA TYPES, VARIABLE DECLARATIONS, ASSIGNMENTS

C++ has three basic types we use in the course:

1. Integers: `int`
2. Single precision floating point: `float`
3. Booleans (true/false): `bool`

Less used: `double`, `char`, `char*`

Declarations may be done anywhere in the code, and are in effect for the remainder of the routine in which they are defined.

Sample code:

```c
main() {
    int i;  // Declares i to be integer. Value not initialized
    i = 7;  // Sets i equal to 7.
    int j = 2;  // Declares j and sets its value.
    int k = i*i - j;  // k now equal to 47
    k++;   // k now equal to 48
    k--;   // k now equal to 47
    k += i;  // k now equal to 54
    float x = 3.14159f;
    float y = sqrtf(x);  // Use #include “math.h” to have this function available
    // It is tricky (usually not a good idea) to mix int's and floats, 
    // but here is an example.
    j = (int)x;  // j is now equal to 3 (rounded down)
    // Watch out for rounding down with integer division (A common programming bug!)
    float z1 = 2.0*(1/3);  // This is probably a bug: 1/3 evaluates to zero
    float z2 = 2.0*(1.0/3.0);  // This is probably what you meant. Sets z2 = 0.666667
    // bools use 0 for false, anything non-zero for true
    bool u = (x > 4);  // Sets u equal to false (with x the value above)
    bool v = (x<4 && j==2);  // Set v equal to true -- note the "==" for comparison
```
u = !v;                           // u is set to the negation of v
u = (j != 2);   // Use != for "not equal to"
}

CONDITIONALS – IF.. ELSE.. etc

if tests allow code to be executed only when an expression (test) is true. The optional else clause is executed if the expression is false.

More advanced conditionals are the ternary conditional operator ?: and the switch case operators.

Sample code:

```java
if (i == 0) {
    j = 5;
}
if (i == 1) {
    j = 6;
} else {
    j = -20;
}

if ((j % 2) == 1) { // "%" is the "mod" operator
    j--;
}
j = (j >> 1) << 1; // Does the same as the if. (Advanced topic!)

// Advanced features - do the above if-else with a single line.
j = (i == 1) ? 6 : -20;

switch (i)
{
case 0:
    j = 17;     // Do this when i=0
    break;      // Skip to end of switch (dangerous to omit this)
case 3:
    j = 12;
    break;
default:
    j = 16;     // Do this in all other cases.
}
```

FOR LOOPS, WHILE LOOPS

for loops allow code to be iterated while incrementing values (or more sophisticated uses). while loops give similar functionality, but are simpler.

Sample code:

```java
// Sum the squares of the first 10 integers
int i;
int j = 0;
for (i = 1; i<=10; i++) {     // Test i<=10 is done before anything else
    j += i*i;
}
```
// Same functionality
j = 0;
for (int i=0; i <= 10; i++) {
    j += i*i;
}

// Specify 10 vertices around a circle (in the plane) of radius 2
for (int i = 0; i<10; i++) {
    float theta = 3.1415926f*(36.0f*(float)i)/180.0f;
    glVertex2f(2.0f*cosf(theta),2.0f*sinf(theta));
}

// Same functionality as first 2 loops
j = 0;
i = 0;
while (i <= 10) {
    j += i*i;
    i++;
}

FUNCTIONS
Functions take values as arguments and possibly return a value. A declaration like

float myFunc( float a, float b )

means that myFunc takes two floating point arguments and returns a floating point value.

There are many convenient C/C++ functions, like sqrtf(), sinf(), cosf(), atan2f(-,-), etc. To use these, you should include the math.h header file, using #include "math.h" at the beginning of your program.

You can also define your own functions. It is necessary to declare them (but not define them) before first use.

Sample Code:

int multsOfPi(float x); // Declaration of the function (input and output types)
float myPi = 3.1415926f; // A global variable
// ...
int main() {
    float x = 100.0f;
    int y = multsOfPi(x);
    return 1;
}

// Definition of the function.
// Here is a situation where it is necessary to mix int’s and float’s.
int multsOfPi(float x) {
    int m = (int)(x / myPi);
    return m;
}
**ARRAYS**

Arrays can be one-dimensional or higher dimensional. We shall use them mostly for vectors.

Sample code:

```c
float vecTwo[2];       // Allocates an array that holds two values
float vecFour[4] = { 1.0, 2.0, 3.0, 1.0 }; // Allocates and sets four values
vecTwo[0] = 1.0;       // Sets the first entry of vecTwo
vecTwo[1] = -1.0;      // Sets the second entry of vecTwo

glVertex2fv(&vecTwo[0]);  // Pass the vector as an argument to glVertex2f.
glVertex2fv(vecTwo);    // Same functionality

// Allocates and sets four values. Identical functionality to "vecFour"
float vecFourAgain[] = { 1.0, 2.0, 3.0, 1.0 }; // Allocates and sets four values

// Loads the same data as "vecFour", but is accessed differently.
// This is a two-dimensional array.
float vecFourYetAgain[][2] = { {1.0, 2.0},
                             {3.0, 5.0} };
float x = vecFourYetAgain[0][1];  // Sets x equal to 2.0
float y = vecFourYetAgain[1][1];  // Sets x equal to 5.0
```