

C++ Expressions

Lecture 5

Sections 2.6, 2.13, 2.15

Robb T. Koether

Hampden-Sydney College

Fri, Sep 6, 2013

- 1 Declaration of Objects
- 2 Arithmetic Operators
- 3 Expressions
- 4 Precedence and Associativity
- 5 Examples
- 6 Assignment

Outline

- 1 Declaration of Objects
- 2 Arithmetic Operators
- 3 Expressions
- 4 Precedence and Associativity
- 5 Examples
- 6 Assignment

Object Names

- Naming rules.
 - An **object** name must begin with a letter.
 - The name may otherwise contain any combination of letters, digits, and underscores (no embedded blanks).
 - Names are case-sensitive.
 - `cost` and `Cost` are not the same variable.

Object-Naming Conventions

- Naming conventions.
 - The name should be meaningful.
 - The name should begin with a lowercase letter.
 - In a multi-word name
 - Begin each subsequent word with an uppercase letter (camel style), e.g., `numberOfStudents`.
 - Or, separate the words with underscores and use all lowercase, e.g., `number_of_students`.

Object Declarations

- To **declare** an object is to introduce its name and to specify its data type.
- An object must be declared either before or at its point of first use.
- It must be declared *once and only once*.

Object Declarations

Object Declaration

```
int a;           // Reserves 4 bytes
float f;         // Reserves 4 bytes
char c;          // Reserves 1 byte
string s;        // Reserves 12 bytes (empty string)
```

- To write a declaration, begin the statement with the object type, followed by the name of the object.
- The compiler will reserve the appropriate number of bytes of memory for the object's value and correctly interpret that value throughout the program.
- Fundamental-type objects are not automatically initialized.

Object Initialization

Object Initialization

```
int a;           // Uninitialized  
int b = 5;       // Initialized to 5  
int c = b;       // Initialized to 5  
int d = b + 2*c;  // Initialized to 15  
string s;        // Initialized to ""  
string t = "hello" // Initialized to "hello"
```

- An object may be initialized using either a literal, or another named object, or an expression.

Outline

- 1 Declaration of Objects
- 2 Arithmetic Operators**
- 3 Expressions
- 4 Precedence and Associativity
- 5 Examples
- 6 Assignment

Unary Operators

- A **unary operator** operates on a single object.
- Some unary operators for **ints** and **floats** are
 - Negation: `-`
 - Increment: `++`
 - Decrement: `--`

Binary Operators

- A **binary operator** operates on a pair of objects called the **left operand** and the **right operand**.
- Some binary operators for **ints** and **floats** are
 - Addition: +
 - Subtraction: -
 - Multiplication: *
 - Division: /

The Remainder Operator

- The **remainder operator** `%` gives the remainder when the left operand is divided by the right operand.
- The remainder operator may be applied only to integer types.
- Numerical examples
 - $20 \% 3 = 2$
 - $50 \% 5 = 0$
 - $3 \% 10 = 3$

Outline

- 1 Declaration of Objects
- 2 Arithmetic Operators
- 3 Expressions**
- 4 Precedence and Associativity
- 5 Examples
- 6 Assignment

Expressions

- An **expression** consists of any legitimate combination of objects and operators.
- For example,

$$2 * a + b$$

- Every expression has a **value** and a **type**.

Expression Types

- If an arithmetic expression consists only of integers, then the result is an integer.
- If an arithmetic expression consists only of floating-point numbers, then the result is a floating-point number.
- The one tricky case is integer division:

An integer divided by an integer is an integer.

Outline

- 1 Declaration of Objects
- 2 Arithmetic Operators
- 3 Expressions
- 4 Precedence and Associativity**
- 5 Examples
- 6 Assignment

Precedence

- When two *different* operators are used in an expression, a **precedence** rule tells which one is done first.
- The operator with higher precedence is done before the operator with lower precedence.

Associativity

- When the *same* operator is used twice in an expression, an **associativity** rule tells which one is done first.
- Left associativity – perform operations from left to right.
- Right associativity – perform operations from right to left.

Summary of Precedence and Associativity Rules

- Addition and subtraction have the same precedence.
- Multiplication, division, and remainder have the same precedence, which is higher than addition and subtraction.
- These five operators are all left associative.
- Unary operators have the highest precedence and they are right associative.
- In all other cases, use parentheses to specify the order or look it up.

Outline

- 1 Declaration of Objects
- 2 Arithmetic Operators
- 3 Expressions
- 4 Precedence and Associativity
- 5 Examples**
- 6 Assignment

Sample Programs

- Examples

- BMI.cpp
- QuadraticRoots.cpp

Outline

- 1 Declaration of Objects
- 2 Arithmetic Operators
- 3 Expressions
- 4 Precedence and Associativity
- 5 Examples
- 6 Assignment**

Assignment

Assignment

- Read Sections 2.6, 2.13, 2.15