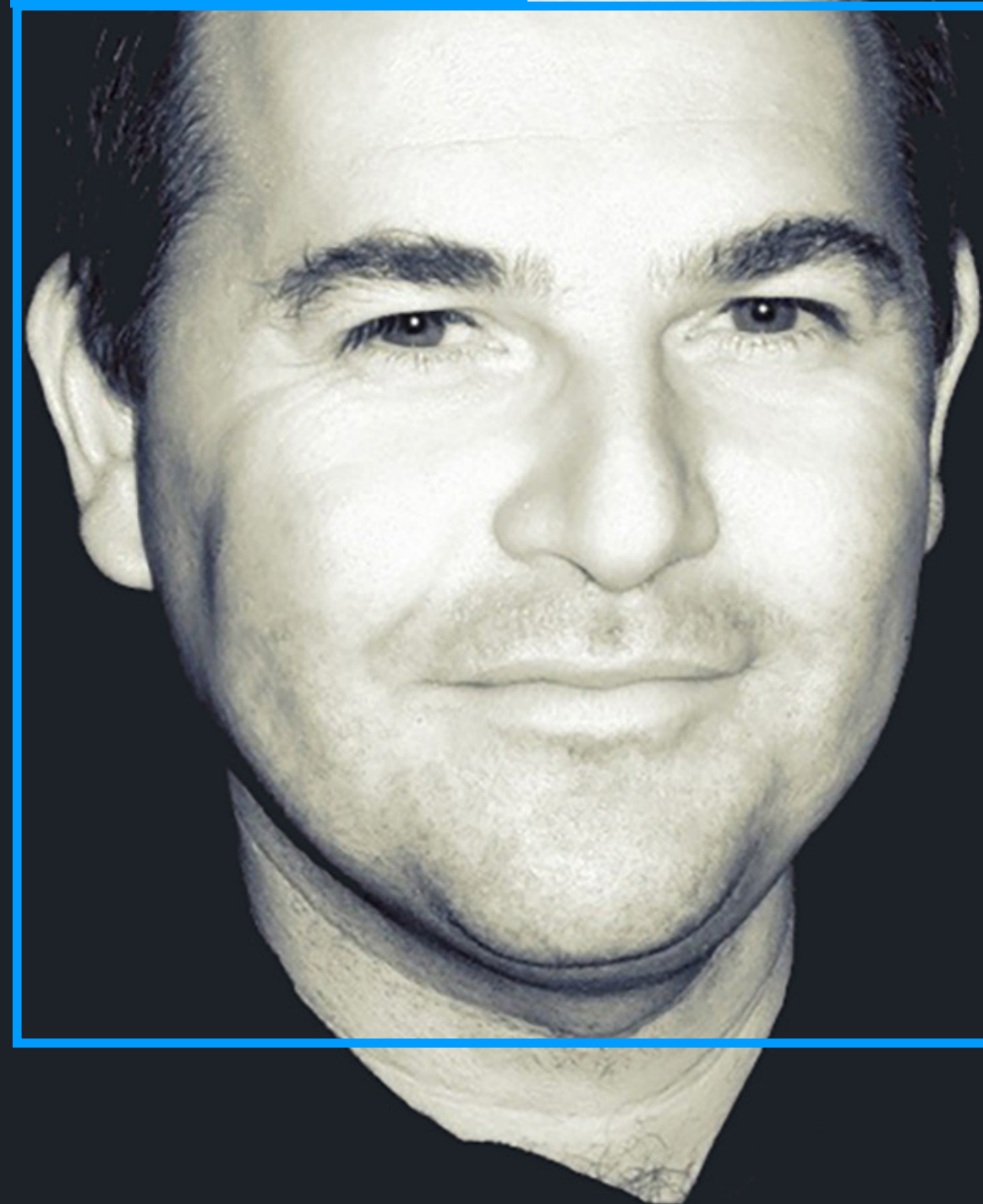


ITC313

Mastering Object-Oriented Programming in C++: From Fundamentals to Best Practices

Pr. Dominique Ginhac
dginhac@u-bourgogne.fr

D. Ginhac



\$ ~ whoami

HI, I'M D. GINHAC

I will be your instructor for some [Computer Programming](#) lectures this year.

I'm conducting research in [Computer Vision](#), and more specifically on how to embed [Artificial Intelligence](#) in [real-time](#) vision systems.

I'm also a [national IT expert](#) for the French Ministry of Higher Education and Research.



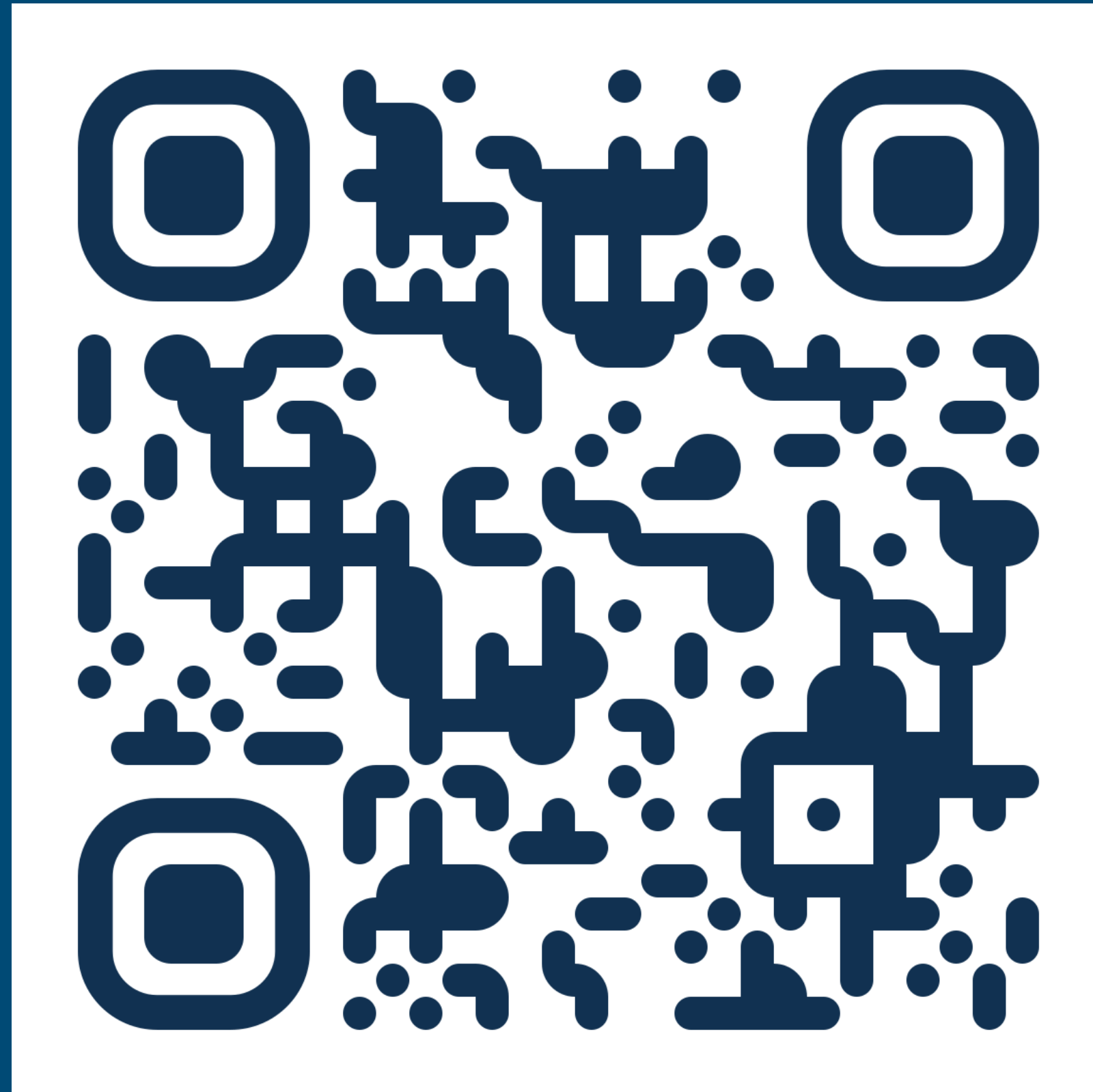
dginhac@u-bourgogne.fr



[dginhac](#)



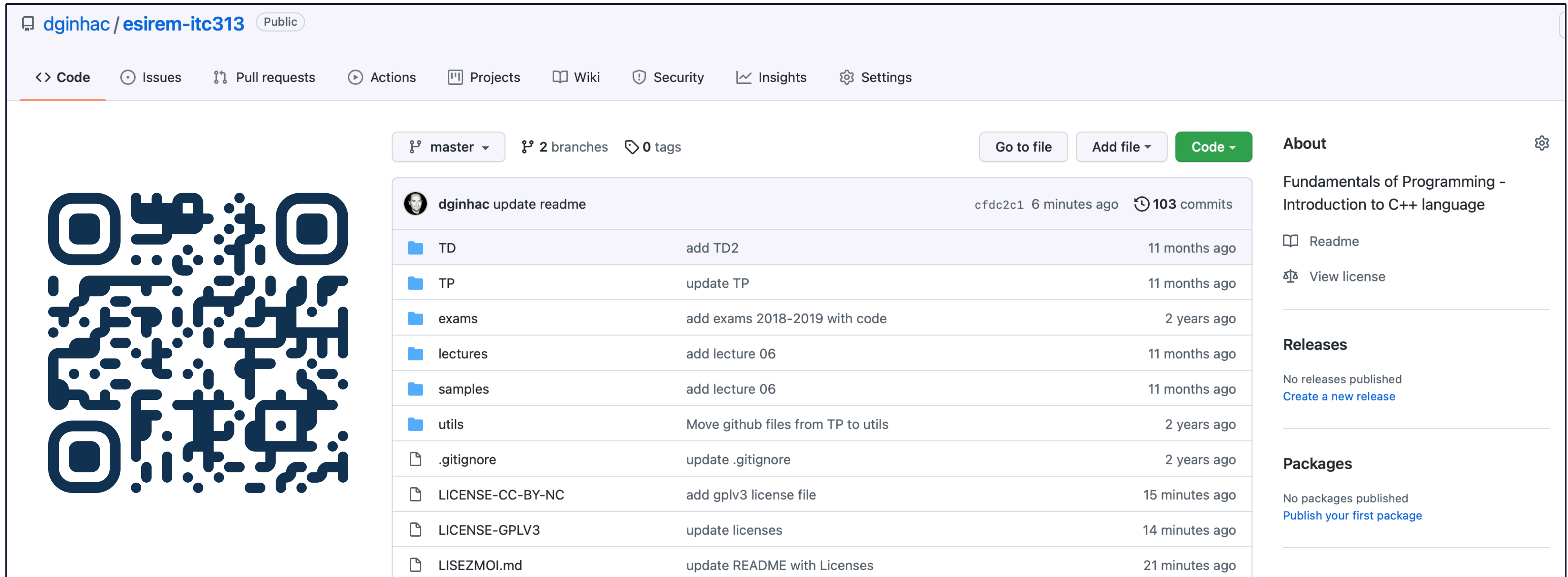
[dginhac](#)



<https://ginhac.com/ITC313/00-intro.pdf>

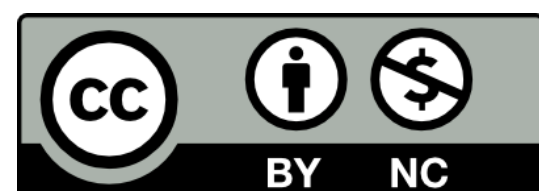
Everything else available on GitHub.

<https://github.com/dginhac/esirem-itc313>



The screenshot shows the GitHub interface for the repository 'dginhac/esirem-itc313'. The repository is public and has 2 branches and 0 tags. The main branch is 'master'. The repository contains a README file and several folders: TD, TP, exams, lectures, and samples. The commit history shows updates to the README and various files, including license files and exam materials. The right sidebar shows the repository's description: 'Fundamentals of Programming - Introduction to C++ language'. There are also sections for 'Releases' and 'Packages', both of which are currently empty.

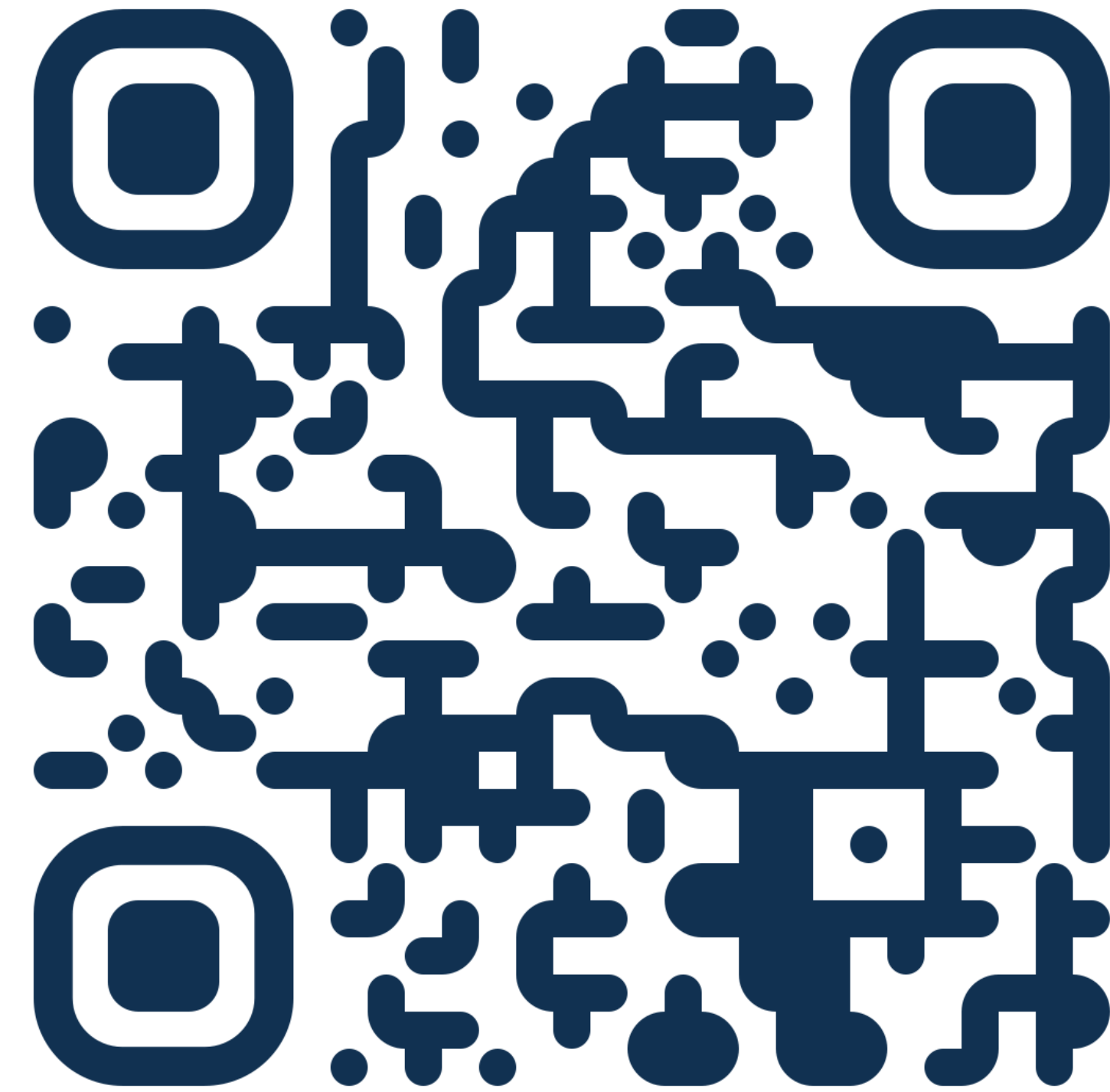
File/Folder	Commit Message	Time Ago
TD	add TD2	11 months ago
TP	update TP	11 months ago
exams	add exams 2018-2019 with code	2 years ago
lectures	add lecture 06	11 months ago
samples	add lecture 06	11 months ago
utils	Move github files from TP to utils	2 years ago
.gitignore	update .gitignore	2 years ago
LICENSE-CC-BY-NC	add gplv3 license file	15 minutes ago
LICENSE-GPLV3	update licenses	14 minutes ago
LISEZMOI.md	update README with Licenses	21 minutes ago



This work is licensed under CC BY-NC 4.0 and GPL version 3.



A quick survey to get to know you!



<https://app.wooclap.com/ITC313>

A large commercial airplane is shown from a front-on perspective, flying over a runway. The sky is filled with golden, glowing clouds, suggesting a sunset or sunrise. The runway is a dark asphalt path with white dashed lines, leading towards the horizon. The overall scene is bright and atmospheric.

**This is your captain speaking
please put your phone in
airplane mode**



Today

Lecture #01
User-defined Data Types
Abstraction/Encapsulation

Lecture #03
Polymorphism

Lecture #05
Templates



Lecture #00
Course Introduction

Lecture #02
Inheritance

Lecture #04
STL Containers

...





Lecture #00

<https://ginhac.com/ITC313/00-intro.pdf>

Course Introduction

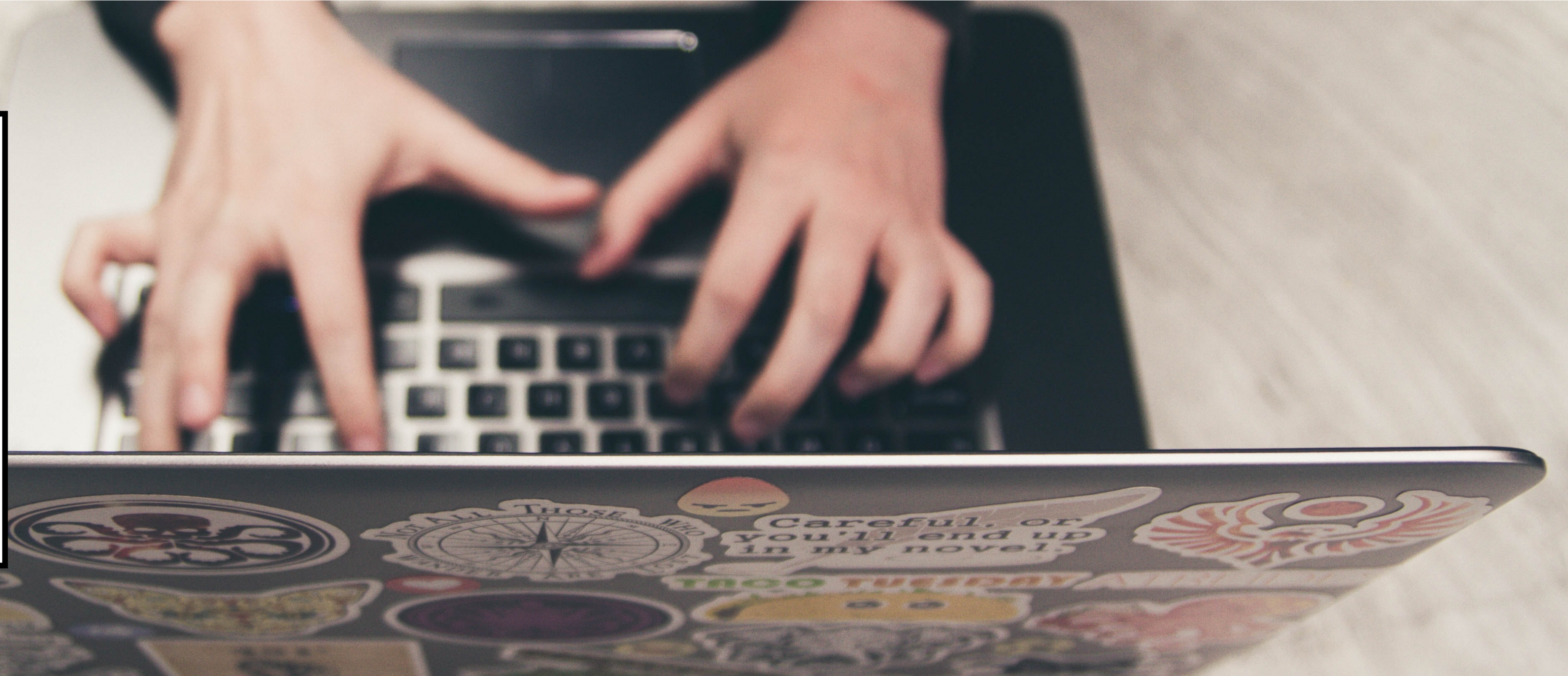
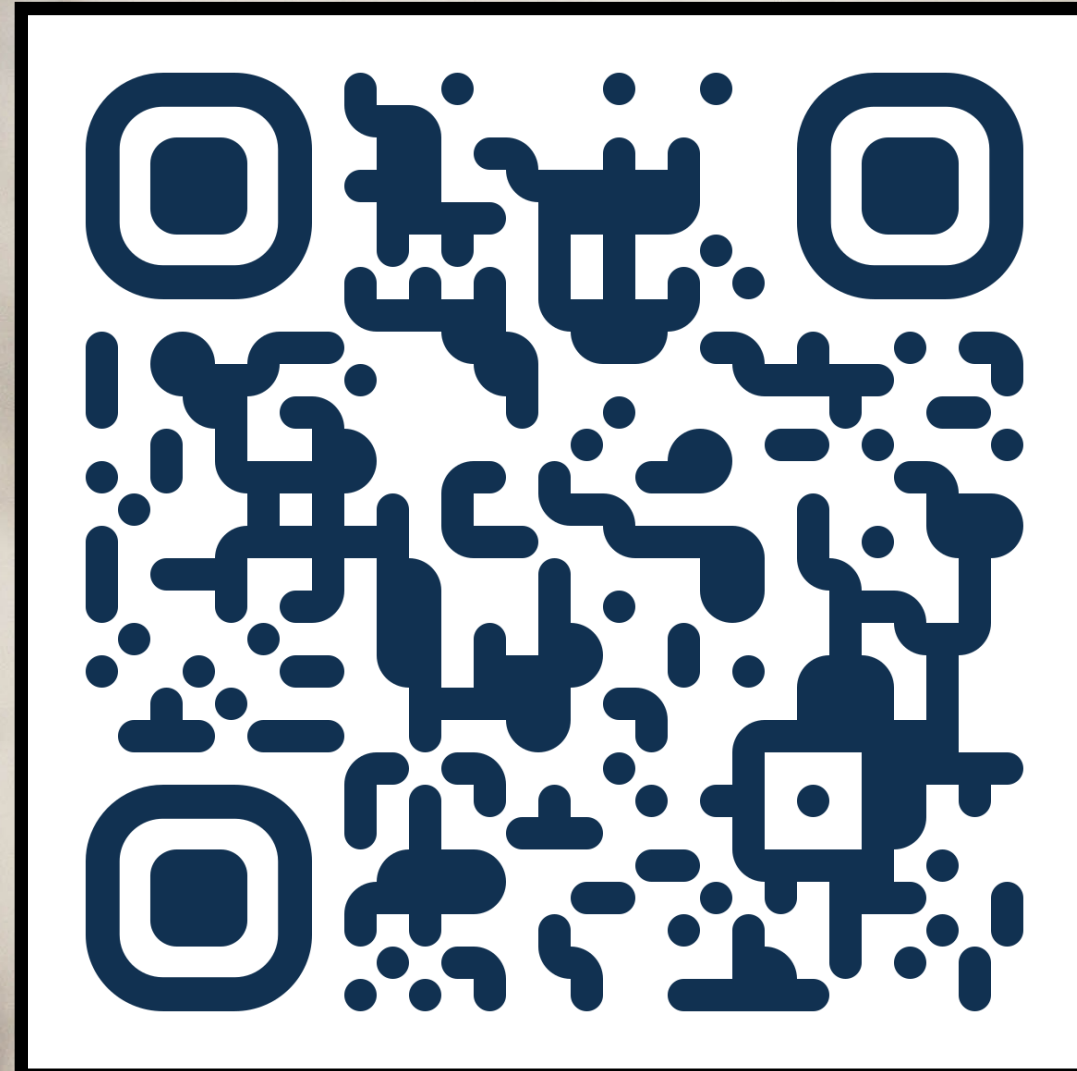


Photo by [NeONBRAND](#) on [Unsplash](#)

Give an overview of the **main topics** and introduce the **objectives** of the ITC313 course.



AGENDA

00 - Course Introduction

1. About ITC313
2. Why learning C++?
3. The art of Programming
4. hello, world



AGENDA

00 - Course Introduction

1. About ITC313

2. Why learning C++?

3. The art of Programming

4. hello, world

The ITC313 course scheduling



Photo by [Xin Wang](#) on [Unsplash](#)



Lectures (CM)

Starting Week 38

13 x 1.75 h
D. Ginhac



Tutorials (TD)

Starting Week 40

6 x 1.75 h
D. Ginhac



Labs (TP)

Starting Week 43

12 x 2 h
Other instructors



Exams

To be defined

Grading = Midterm + Final + Labs

Find your **learning objectives**



Beginner
(aka Padawan)

"Start small, think big!"

No prior knowledge of C++? No problem!

This course is designed to guide you step by step in learning object-oriented programming.



Intermediate
(aka Jedi Knight)

"Level up your C++ skills!"

Want to deepen your C++ skills and optimize your code?

This course will allow you to discover the best practices and most commonly used design patterns.



Expert
(aka Jedi Master)

"Be a C++ virtuoso!"

Are you ready to tackle complex challenges and optimize your code to the maximum?

This course will equip you with advanced techniques and cutting-edge strategies.

What you'll gain by the end of this course: OOP Skills you didn't have before !

How to achieve these **learning** objectives?



YOU GET MORE
AUTONOMY

WORK TO GAIN
SKILLS

KEEP
MOTIVATED

How to achieve these **learning** objectives?



Listen carefully.

Lecture slides, Code examples, Tutorials, Lab works, ... are all [available](#) on [GitHub](#).

You are strongly encouraged to [attend](#) and [participate actively](#) in the **lectures**, the **tutorials**, and the **labs**.



Be proactive.

My **slides** are always **very sparse**. So, [take notes](#) to keep track of my talk.

Use **your smartphone** to [take screenshots](#) of the blackboard.

Use **your laptop** to download, review, modify and test the [C++ code examples](#).

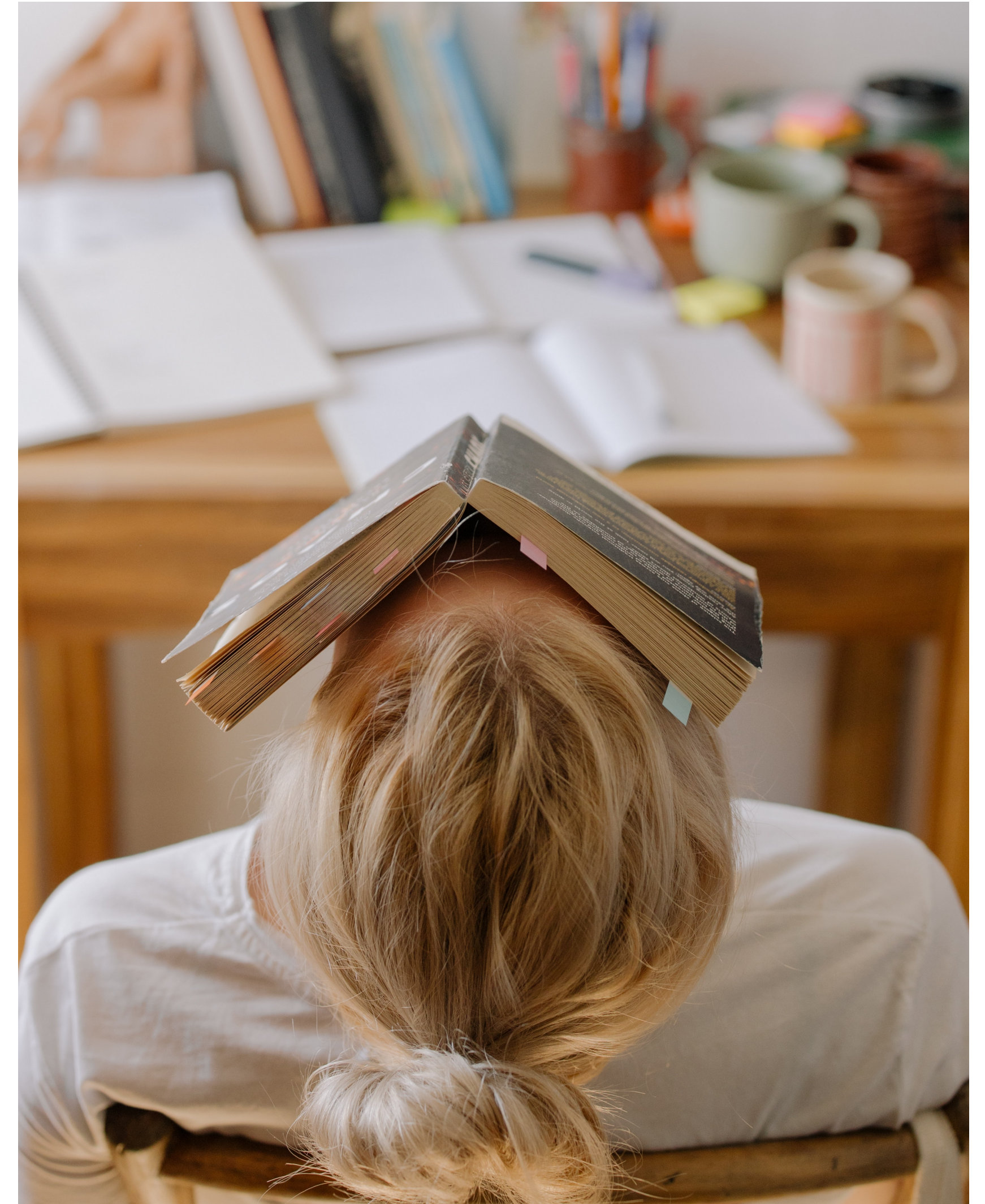


Ask when unclear.

Learning / Teaching how to code in C++ is not really easy.

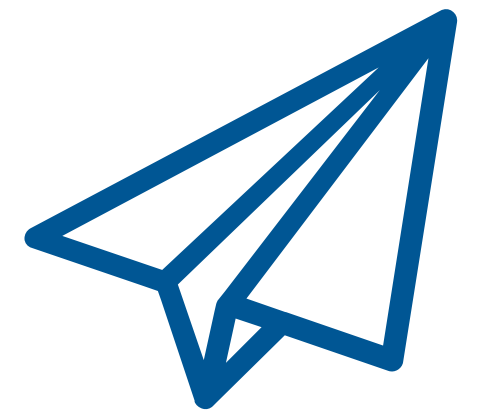
So, **be active** and [ask me](#) when anything appears unclear!

I will spend time to [explain again](#) and [again](#).



#0

AN INITIAL TAKE HOME MESSAGE



Learning Computer Science has never been so accessible thanks to the broad range of resources available!

But, nobody became a software developer by registering a MOOC or watching tutorials on YouTube.

“Programming is a skill best acquired by practice and example rather than from books.” – Alan Turing



AGENDA

00 - Course Introduction

1. About ITC313
2. Why learning C++?
3. The art of Programming
4. hello, world



AGENDA

00 - Course Introduction

1. About ITC313

2. Why learning C++?

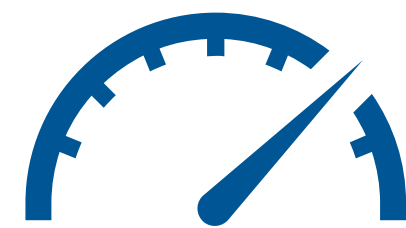
3. The art of Programming

4. hello, world

Why learning C++?



Relevant



Powerful



Popular



Jobs

Is C++ relevant in 2024 ?

C++ is an Object Oriented programming (OOP).

OOP is a programming paradigm in which the programs are structured around objects rather than functions and logic (such as C).

The C language was born in 1972...

Closely tied to **the dev of UNIX OS.**

The C programming language has been developed to move the UNIX kernel code **from assembly to a higher level language** while guaranteeing **high performance.**



Photo by [National Inventors Hall of Fame](#)

Dennis RITCHIE
/ Inventor of C

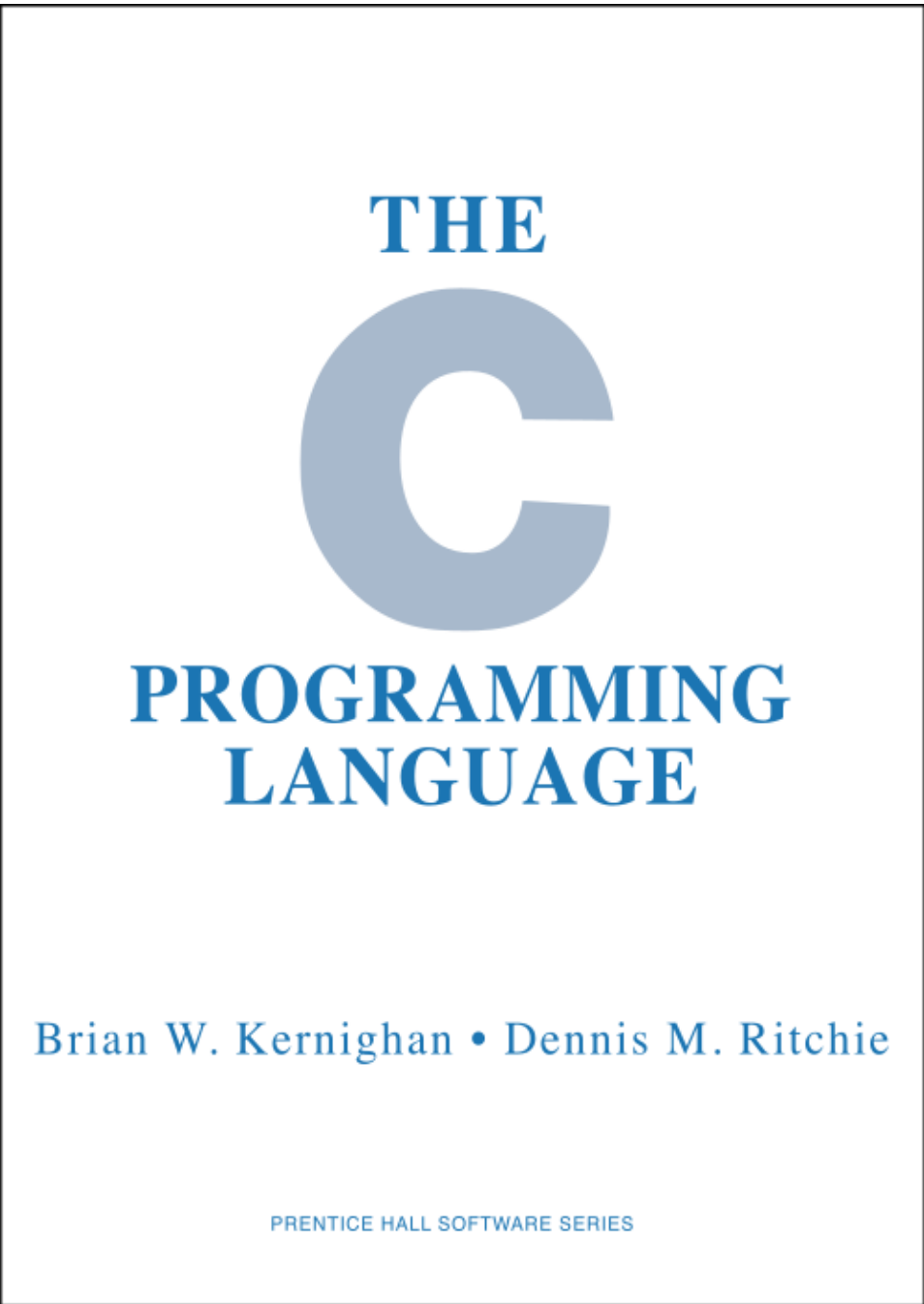


Photo by [National Inventors Hall of Fame](#)

Ken THOMSON
/ Designer of UNIX OS

... and C++ in 1983.

Originally defined as an **extension** of the **C language** called "**C++ = C with Classes**".



Photo by [Bjarne Stroustrup](#)

Bjarne STROUSTRUP
/ Inventor of C++



Standardization

Updated standard **every 3 years**.

C++23 is the current release (23/12), **C++26** is in dev.



C++11 was a revolution

C++ before 2011 was C with classes.

C++ since 2011 is a **new OOP language**.



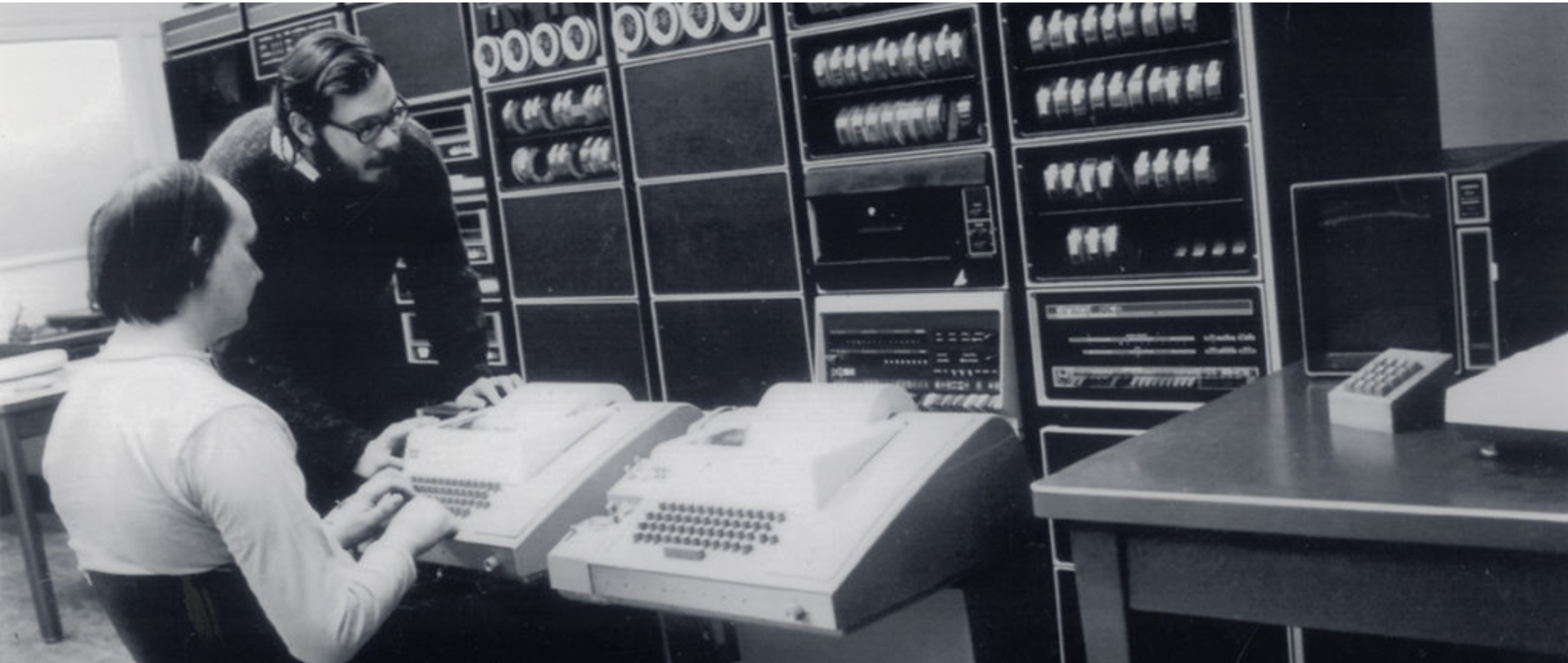
Modern C++

Modern C++ stands for C++ that is based on **C++11 and beyond**.

Most C++ compilers support C++11 to C++20 (23?) features.

C+/C++ are old languages from the last century that have probably been outdated by more modern languages.

Photo by [Computer History](#) - DEC - PDP-11- Ken Thompson and Dennis Ritchie





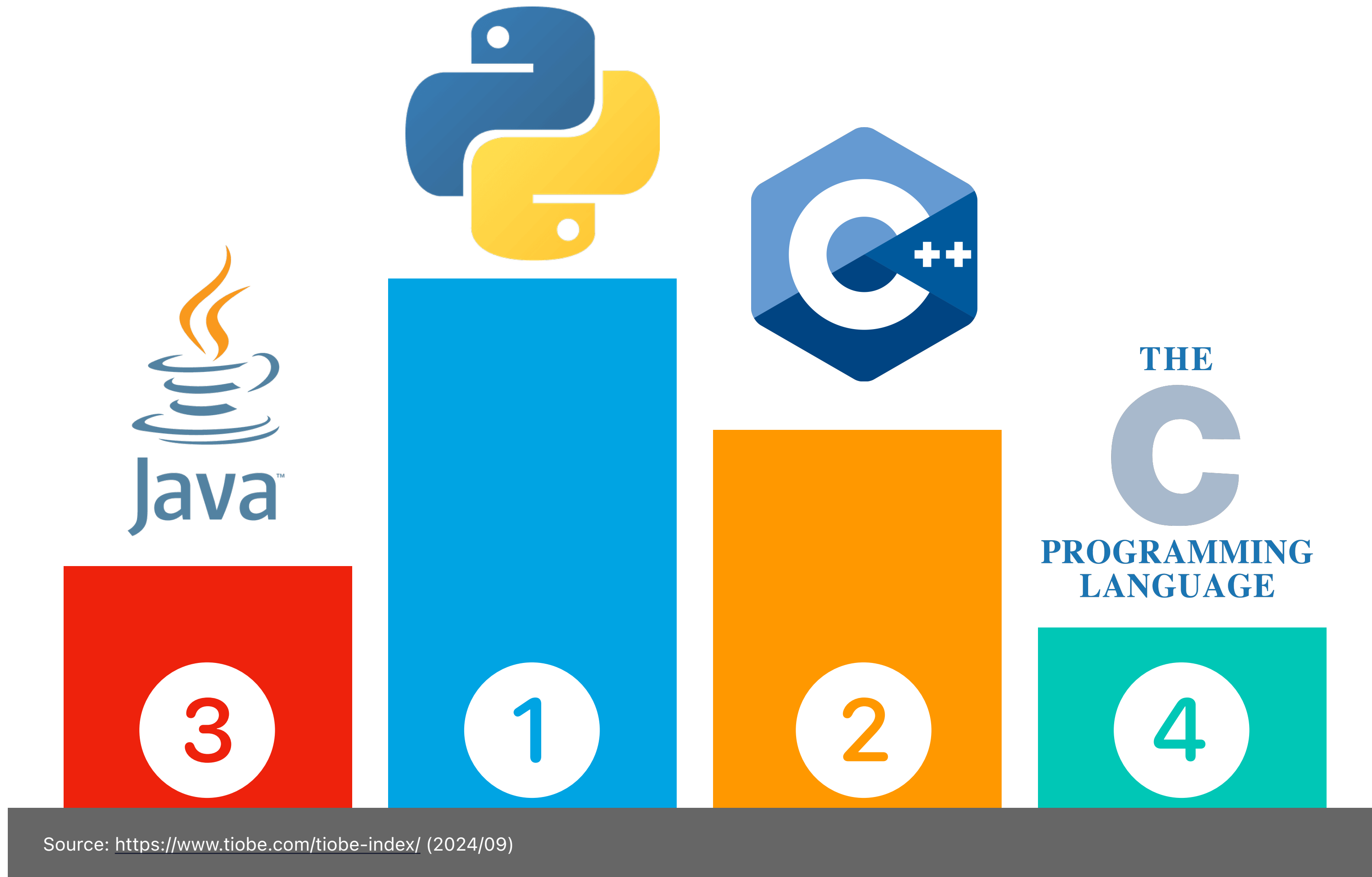
Java™



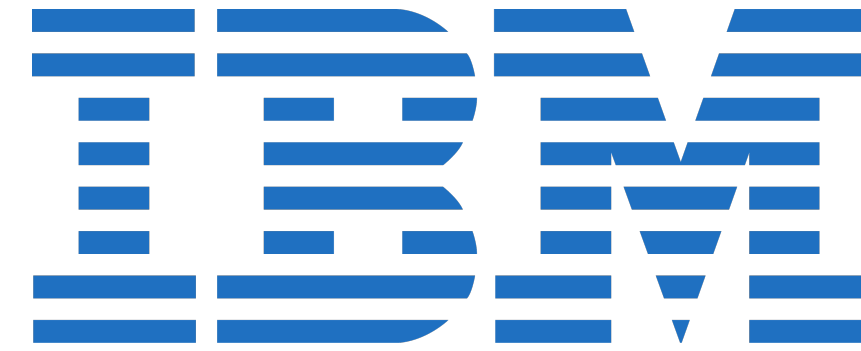
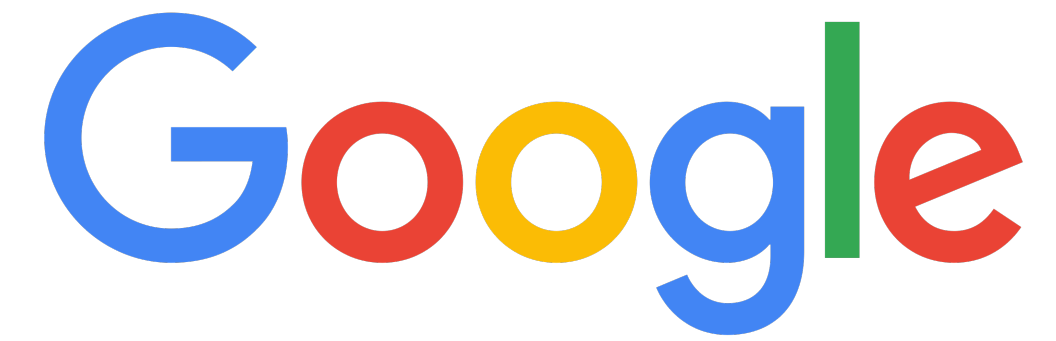
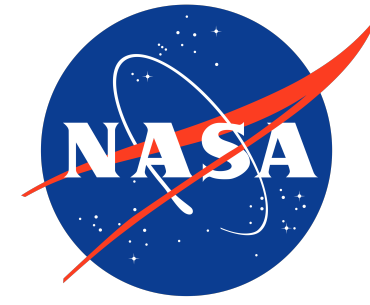
Welcome to the **jungle!**

About 700 notable languages (source wikipedia)

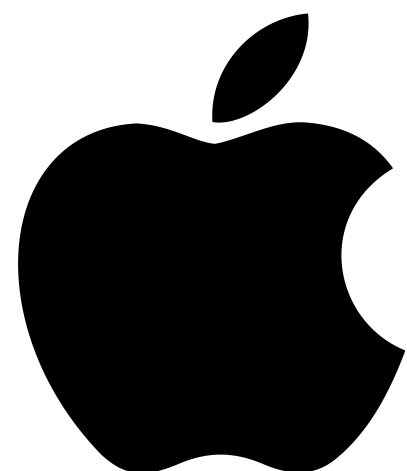


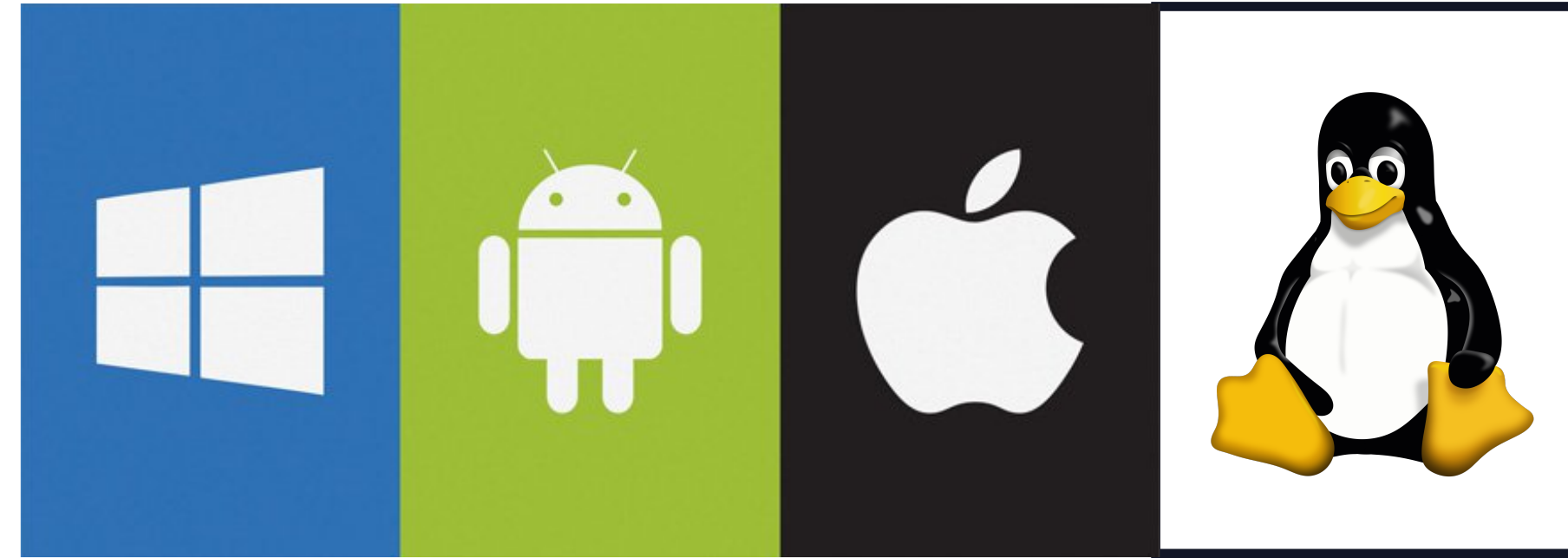


C++ is still relevant.

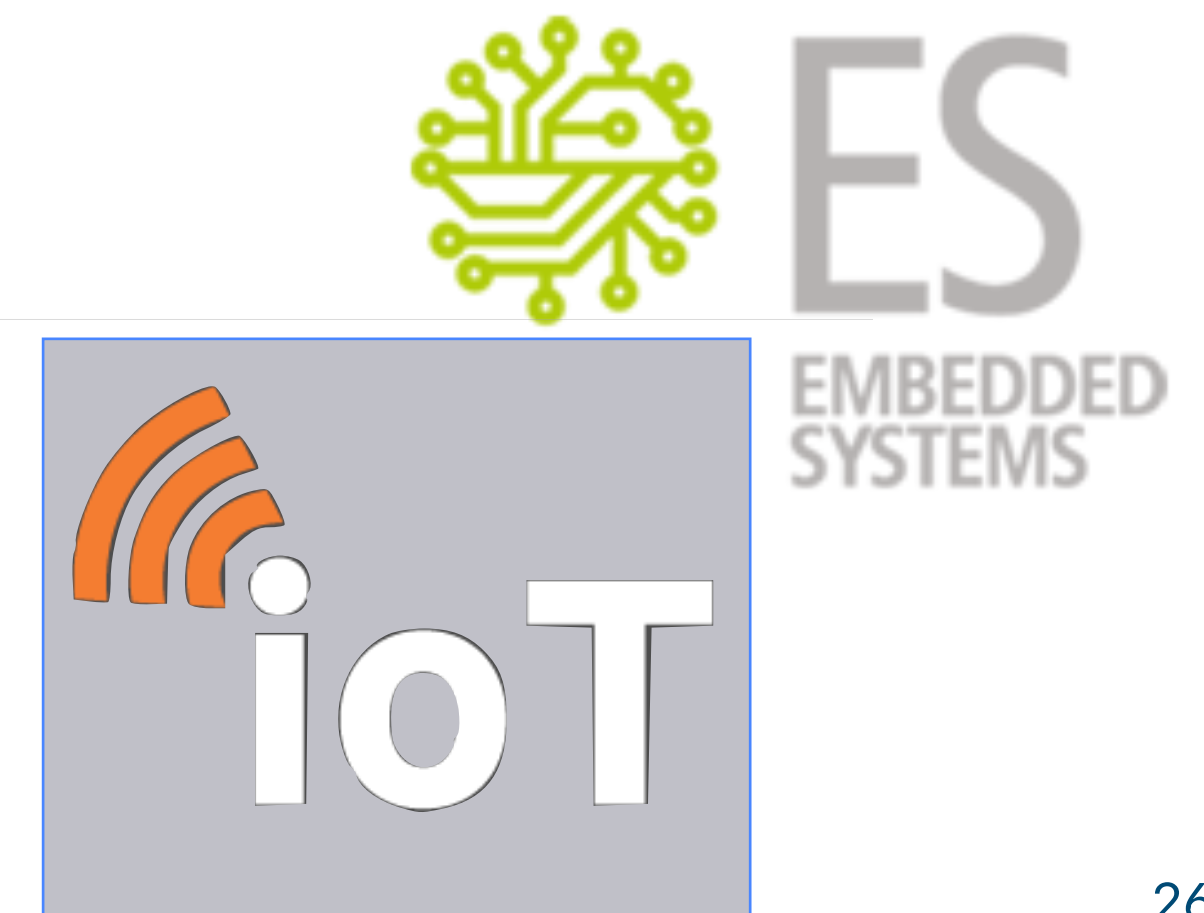
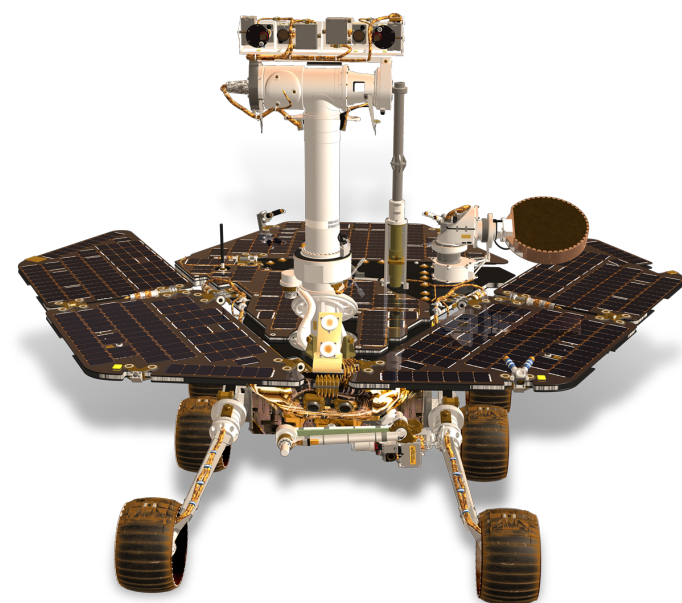


C++ is very popular in top companies ...





C++ is powerful for developing complex applications.



Mastering C++ is highly prized by companies

More than 1100 jobs on apec (2024/09)



WE ARE HIRING!

YES

Learning C++ is still relevant in 2024





AGENDA

00 - Course Introduction

1. About ITC313
2. Why learning C++?
3. The art of Programming
4. hello, world



AGENDA

00 - Course Introduction

1. About ITC313
2. Why learning C++?

3. The art of Programming

4. hello, world

*Programming is the art of telling
another human what one wants
the computer to do.*

Donald KNUTH

/ The art of computer programming



Photo by [Vivian Cromwell](#) for [Quanta Magazine](#)



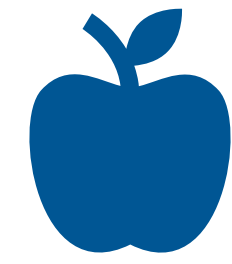
Art of Correctness

It is just a matter of syntax to write a correct sequence of instructions.

“Does the code you wrote (or someone else) compile and run?

Does the program behave correctly?”

01



Art of Design

Even bad code can work!

“How efficient is your program?”

02

03



Art of Style

Clean code is code that is easy to understand and easy to change.

“How understandable is your source code?
Can you make it more readable for humans?”

Make it **work**, make it **right**, make it **clean**



Correctness

Make your code run correctly.

Split your problem into short units and focus on one thing at a time.

Write well-organized classes containing only the required code.

Use the complete online reference for C++ and standard library <https://en.cppreference.com>

Use also C++ cheatsheets to help yourself <https://github.com/mortennobel/cpp-cheatsheet>



Design

Think code quality.

Test every piece of code.

Partition your code to prevent regressions.

Avoid duplication in the code - "Don't repeat yourself!"

Consider code refactoring to get more efficient code.



Style

Increase readability.

Use descriptive names for variables, classes, functions. Express ideas directly in code.

Follow naming conventions. <http://isocpp.github.io/CppCoreGuidelines/CppCoreGuidelines.html>

Be careful: code says what is done, and comments what is supposed to be done.

Compilers don't read comments and neither do many programmers.

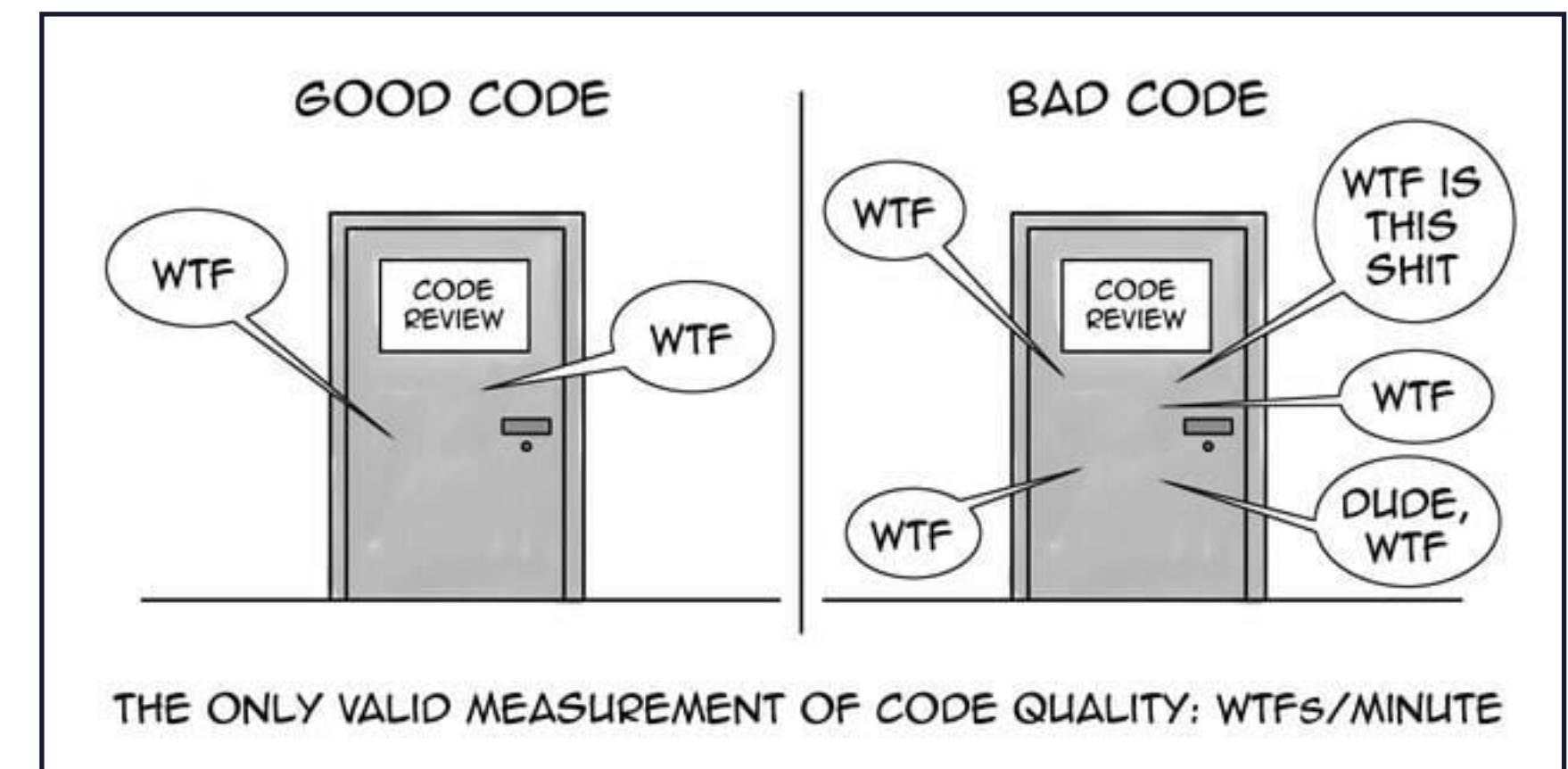


Photo by Elyess Eleuch on dev.to



AGENDA

00 - Course Introduction

1. About ITC313
2. Why learning C++?
3. The art of Programming
4. hello, world



AGENDA

00 - Course Introduction

1. About ITC313
2. Why learning C++?
3. The art of Programming
4. **hello, world**

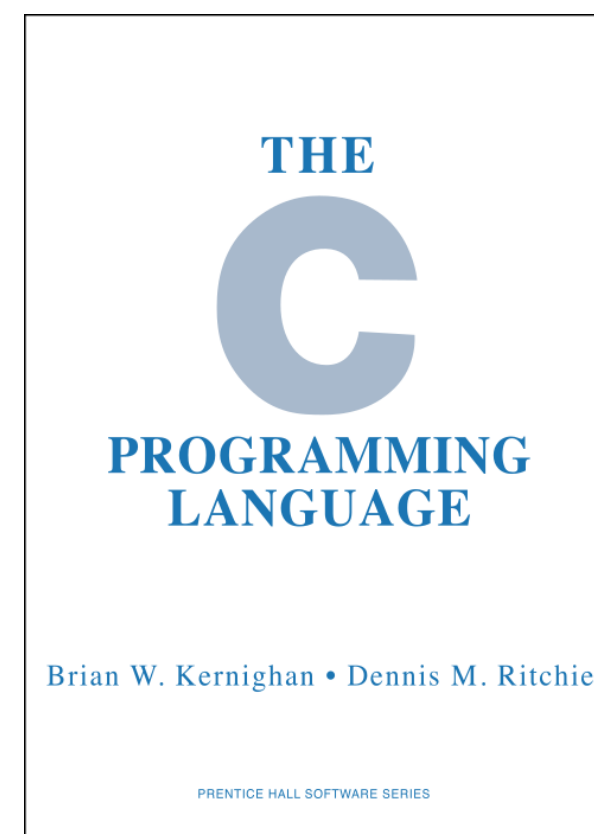


hello, world

needs more than just code.

2 THE C PROGRAMMING LANGUAGE

CHAPTER 1



In C, the program to print “hello, world” is

```
main()
{
    printf("hello, world\n");
}
```

Just how to run this program depends on the system you are using. As an specific example, on Unix you must create the source program on a file whose name ends in “.c”, such as *hello.c*, then compile it with the *cc* command

```
cc hello.c
```

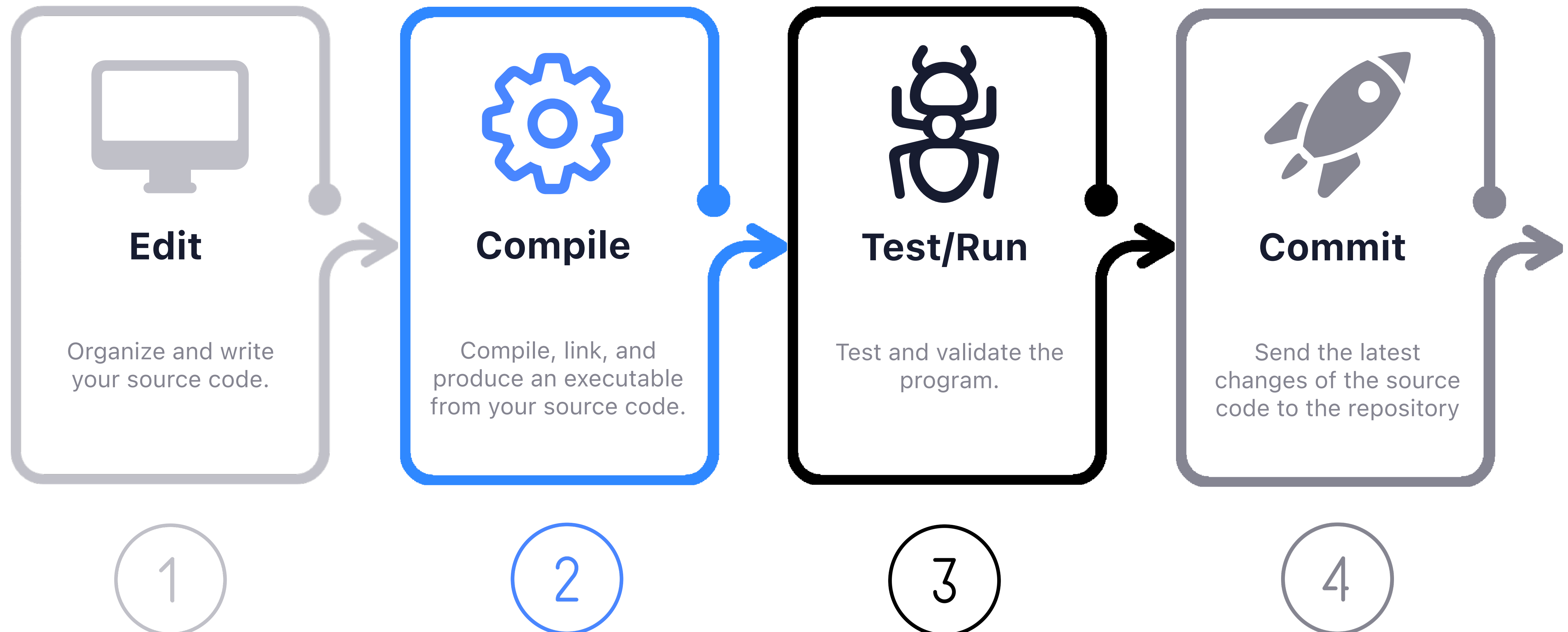
If you haven’t botched anything, such as omitting a character or misspelling something, the compilation will proceed silently, and make an executable file called *a.out*. Running that by the command

```
a.out
```

will produce

```
hello, world
```

Automate your workflow to write your first "hello, world" program



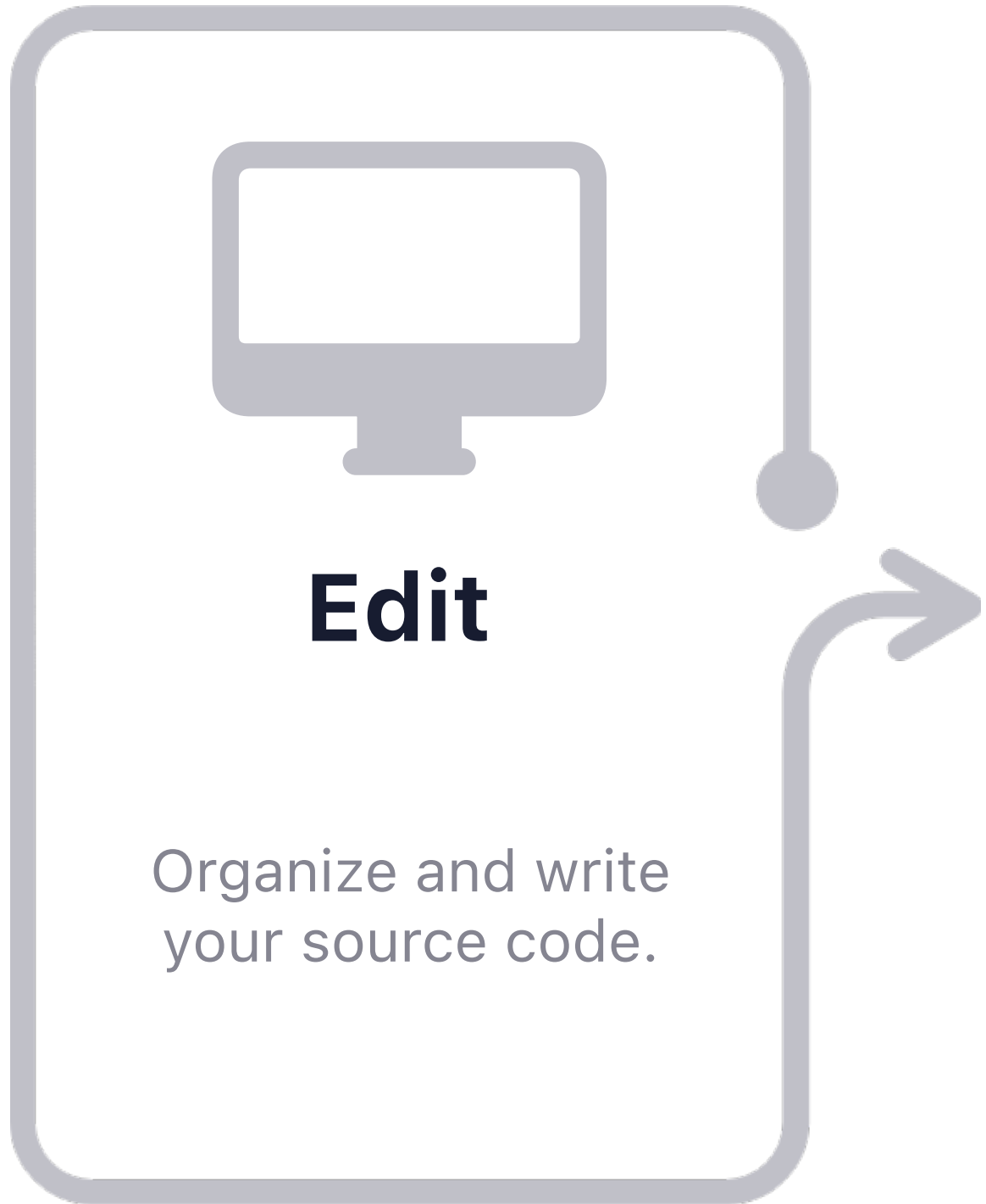
Use an IDE to “rule them all”

An integrated development environment (IDE) is a **software application** that helps programmers write code efficiently.

It increases **developer productivity** by combining capabilities such as software editing, building, testing, and packaging in an easy-to-use application.



Write source files with your editor



1



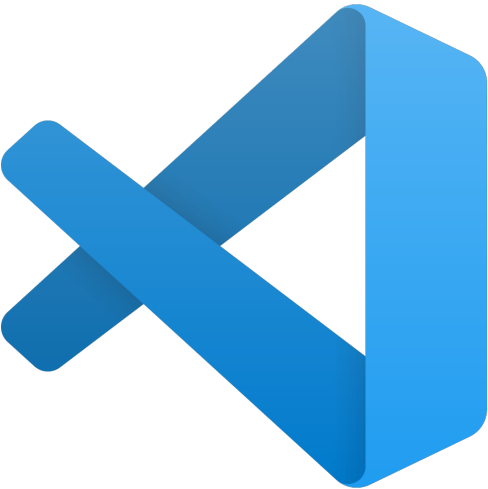
<https://www.vim.org/>



<https://www.sublimetext.com>



<https://www.codeblocks.org>



<https://code.visualstudio.com>



<https://www.jetbrains.com/clion/>



<https://replit.com>

C++ online editor, IDE, compiler, interpreter, and REPL

Code, collaborate, compile, run, share, and deploy C++ and more online from your browser

Sign up for the full experience

C++

Run

Share

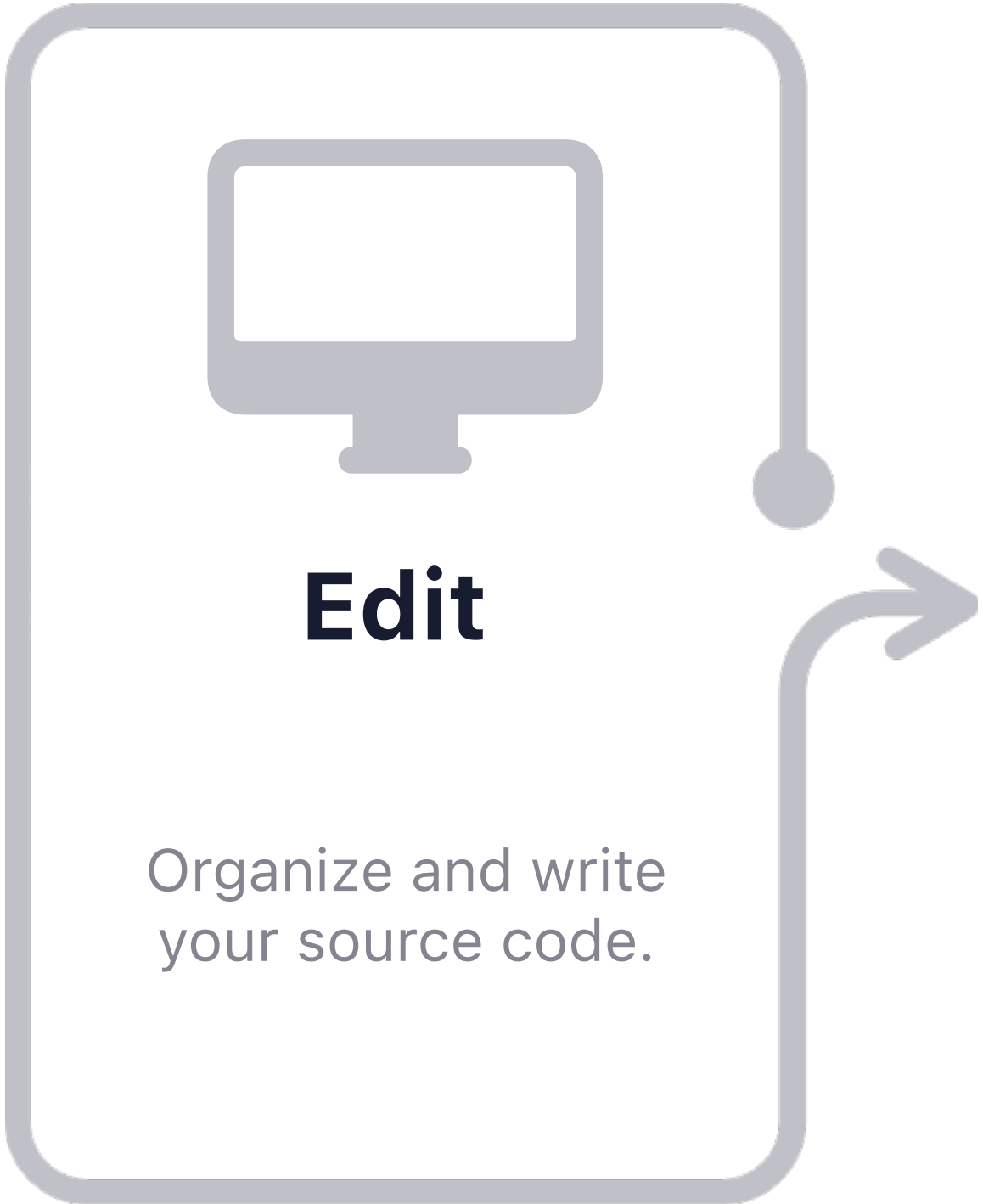
```
1 #include <iostream>
2
3 int main() {
4     std::cout << "Hello, world!";
5     return 0;
6 }
```

```
> clang++-7 -pthread -std=c++17 -o main main.cpp
> ./main
Hello, world!>
```

Read-Eval-Print Loop and Online compilers

<https://repl.it/languages/cpp>

Your first "hello, world" C++ code



1

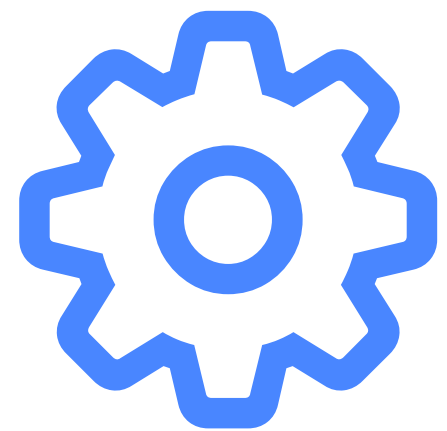
```
hello-world.cpp UNREGISTERED
OPEN FILES
x hello-world.cpp
1 #include <iostream>
2
3 // The main function
4 int main(int argc, char const *argv[]) {
5     // Print "hello, world"
6     // on the standard output stream (monitor)
7     std::cout << "hello, world" << std::endl;
8     // End of the program
9     return 0;
10 }
11
```

ok, tabnine, Line 11, Column 1 Unix Spaces: 4 C++

Written with



From Source files to Executable



Compile

Compile, link, and produce an executable from your source code.

2



GNU Compiler Collection

<https://gcc.gnu.org>



Minimalist GNU for Windows

<http://www.mingw.org>



LLVM Compiler Infrastructure

<https://clang.llvm.org>

The C++ compilation model



```
-zsh — d0m
→ 00-helloworld ls
hello-world.cpp
→ 00-helloworld clang++ hello-world.cpp
→ 00-helloworld ls
a.out          hello-world.cpp
→ 00-helloworld ./a.out
hello, world
→ 00-helloworld
```

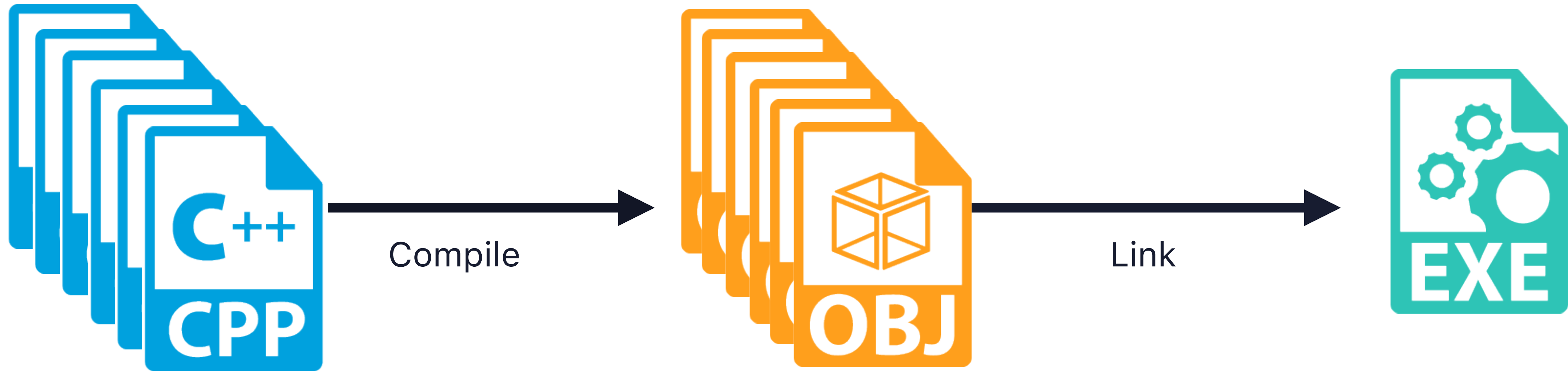
The C++ compilation model



**COMPILATION
= 4 steps**

0. Code edition	-> .cpp	10 lines (246B)
1. Preprocessing	.cpp -> .cpp	55571 lines (2.6 MB)
2. Compilation	.cpp -> .s	1658 lines (65 KB)
3. Assembler	.s -> .o	12 KB
4. Linker	.o -> executable	39 KB

Dealing with multiple files



AUTOMATE
THE COMPILATION
with MAKEFILES

Make is a **build automation tool** that automatically builds executable programs and libraries from source code by reading files called [Makefiles](#).

You specify into the Makefile "What you want to make" and "How it goes about making it".

And then, you just run "[make](#)" in your terminal.



Upcoming demo

Track bugs



3

The **bug tracking process** involves detecting bugs during testing, assessing their impact, determining their causes, and fixing them.

Using a **debugger** to monitor your program.

An interactive debugger analyzes how a program flows and helps identifying incorrect running code that can cause unexpected behavior or crash.

Key concepts are breakpoints, watchpoints, stepping, viewing data, ...

The most used C++ debuggers are [gdb](#) from GNU and [lldb](#) from LLVM.

Writing and running **unit tests** to prevent bugs.

A unit test is an automated test that verifies a small piece of code in an isolated manner. It helps finding problems early in the development cycle and makes the final debug step easier.

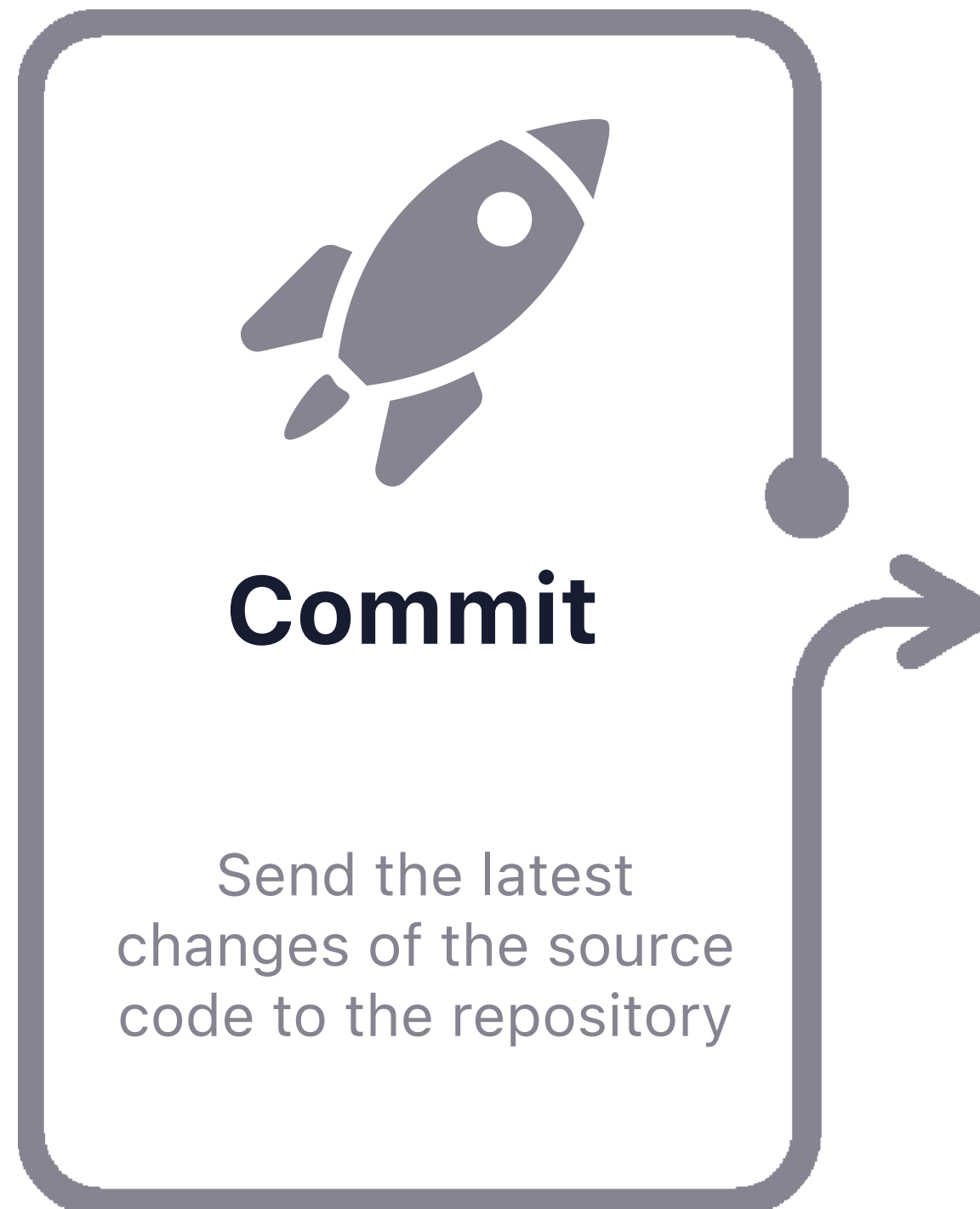
Key concepts are assertions (boolean expressions).

The most used C++ testing frameworks are [Google Test](#), [Boost](#), [Catch2](#).



Upcoming demo

Software versioning



4

Software versioning is the process of numbering different releases of a particular code source. It allows programmers to know when changes have been made and to track changes applied in the code.

What is git?

Git is the most commonly used version control system.

Git tracks the changes you make to files, so you have a record of what has been done, and you can revert to specific versions should you ever need to.

See <https://githowto.com> for a guided tour that walks through the fundamentals of Git.

Why using git is so **crucial**?

Git is the key to a successful and modern development workflow.

Git helps you to maintain the backup of your source code.

Git helps you to collaboratively work with other developers.



Upcoming demo

What about Artificial Intelligence for coding?

ChatGPT

MutableAI

Copilot

AskCodi

Codium

Codiga

Tabnine

CodeWhisperer



SCALABLE PATH

Will ChatGPT replace developers?

The short answer is **NO**



However ChatGPT/Copilot has the potential to automate some aspects of programming, such as code generation, bug fixing, and documentation.



ChatGPT/Copilot can learn from vast amounts of code and data, making it possible to generate new code similar to existing code.

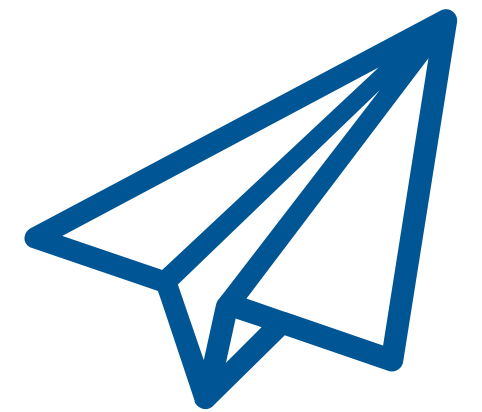


ChatGPT/Copilot cannot replace the human creativity and critical thinking required to design and develop complex software applications.



**chatGPT/Copilot should become your
perfect **Pair Programming Partner.****

A FIRST TAKE HOME MESSAGE



#1

Modern IDE and AI tools can help you write, compile, test and validate code quickly.

But **high-quality C++ programming** is more about a deep understanding of OOP principles than mastering the language syntax and software tools.

Questions





Contacts

Pr. Dominique Ginhac

dginhac@u-bourgogne.fr

Come visit us at

<https://github.com/dginhac/esirem-itc313>

This work is **licensed** under a
Creative Commons Attribution-NonCommercial 4.0 International License.

<https://creativecommons.org/licenses/by-nc/4.0/>

