

C++ Notes



CHAPTER 1

Programming Languages



- **Low Level**

- Closer to computer
- Programmer must understand processing
- Examples are Machine and Assembly Language
- Difficult to learn, but very efficient for processing

- **High Level**

- Closer to humans (English language)
- Programmer need not understand processing, just language syntax and general programming
- Examples are C++, QBASIC, Java, Visual Basic, Pascal...etc

Interpreters vs. Compilers



- **Interpreters**

- Execute code, line by line.
- QBASIC is an interpreter
- Programs can crash easily because many lines can work until one line is coded wrong and causes crash.
- Everyone can see code, easy to pirate.

- **Compilers**



- Execute all code before running.
- Borland C++ is a compiler
- Compiling creates EXE file – executable program that no longer needs code.
- Harder to pirate, harder to crash
 - ✦ But harder to get working in the first place and harder to edit

Compiler Files



- **Project File**
 - Used to manage all parts of the compiling process
- **Source Code**
 - Stores your programming code
- **EXE File**
 - Executable program (RUN version)
- **OBJ File**
 - Object code – Your compiler has turned C++ code into object code, which the machine understands better
- **BPF File**
 - Helps the PROJECT communicate with other files
- **TDS File**
 - Mr. O thinks this is useless and takes up a lot of space. You can delete TDS files...and you should or you'll run out of disk space pretty soon.

