

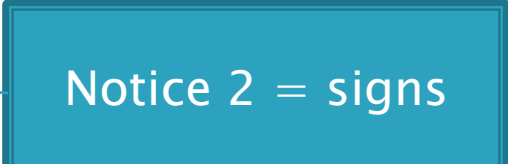
# C++ Notes

Ch8 & Ch9

# Decision Making in C++

- ▶ Decision making in QB is done with IF, ELSEIF, ELSE, ENDIF block.
- ▶ Two way to make decisions in C++
  - Switch
  - IF/ELSE

# Comparison Operators

- ▶ Comparisons ( $>$ ,  $<$ ,  $>=$ ,  $<=$ ) are same as QB
- ▶ EQUALS is different
  - You need a double = sign for **COMPARING** as opposed to **ASSIGNING**.
    - This is one of the most common mistakes going from QB to C++
  - QB Example:
    - IF (x = 5) then
  - C++ Example:
    - IF (x == 5) ←   
{ do this }

# Not equals to

- ▶ QB Version
  - $(x < > 5)$
- ▶ C++ Version
  - $(x \neq 5)$ 
    - Exclamation point is NOT

# Logical Operators

## QBASIC

- ▶ AND
- ▶ OR

## C++

- ▶ &&
- ▶ || (double vertical bars...below backspace key)

# Using the IF structure

```
If (x > 3)
{
  //code inside of if;
}
Else
{
  //do this other stuff;
}
```

No **semicolons** here. The statement isn't DONE yet....

Notice braces start and stop code

# The SWITCH structure

- ▶ SWITCH is used primarily for MENU's or other situations where there is a finite number of possibilities
  - ▶ See samples on Pg. 138 & 139
  - ▶ Switches can be used only when testing the value of a character or integer type variable.
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