

Introduction to Computers and C++

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Man is still the most extraordinary computer of all.

—John F. Kennedy

Good design is good business.

—Thomas J. Watson, Founder of IBM

How wonderful it is that nobody need wait a single moment before starting to improve the world.

—Anne Frank

Objectives

In this chapter you'll learn:

- Exciting recent developments in the computer field.
- Computer hardware, software and networking basics.
- The data hierarchy.
- The different types of programming languages.
- Basic object-technology concepts.
- Some basics of the Internet and the World Wide Web.
- A typical C++ program-development environment.
- To test-drive a C++ application.
- Some key recent software technologies.
- How computers can help you make a difference.

Self-Review Exercises

1.1 Fill in the blanks in each of the following statements:

- a) Computers process data under the control of sets of instructions called _____.

ANS: programs.

- b) The key logical units of the computer are the _____, _____, _____, _____, _____ and _____.

ANS: input unit, output unit, memory unit, central processing unit, arithmetic and logic unit, secondary storage unit.

- c) The three types of languages discussed in the chapter are _____, _____ and _____.

ANS: machine languages, assembly languages, high-level languages.

- d) The programs that translate high-level language programs into machine language are called _____.

ANS: compilers.

- e) _____ is an operating system for mobile devices based on the Linux kernel and Java.

ANS: Android.

- f) _____ software is generally feature complete and (supposedly) bug free and ready for use by the community.

ANS: Release candidate.

- g) Many smartphones use a(n) _____ which allows the device to respond to motion.

ANS: accelerometer.

1.2 Fill in the blanks in each of the following sentences about the C++ environment.

- a) C++ programs are normally typed into a computer using a(n) _____ program.

ANS: editor.

- b) In a C++ system, a(n) _____ program executes before the compiler's translation phase begins.

ANS: preprocessor.

- c) The _____ program combines the output of the compiler with various library functions to produce an executable program.

ANS: linker.

- d) The _____ program transfers the executable program from disk to memory.

ANS: loader.

1.3 Fill in the blanks in each of the following statements (based on Section 1.8):

- a) Objects have the property of _____—although objects may know how to communicate with one another across well-defined interfaces, they normally are not allowed to know how other objects are implemented.

ANS: information hiding.

- b) C++ programmers concentrate on creating _____, which contain data members and the member functions that manipulate those data members and provide services to clients.

ANS: classes.

- c) The process of analyzing and designing a system from an object-oriented point of view is called _____.

ANS: object-oriented analysis and design (OOAD).

- d) With _____, new classes of objects are derived by absorbing characteristics of existing classes, then adding unique characteristics of their own.

ANS: inheritance.

- e) _____ is a graphical language that allows people who design software systems to use an industry-standard notation to represent them.

ANS: The Unified Modeling Language (UML).

- f) The size, shape, color and weight of an object are considered _____ of the object's class.

ANS: attributes.

Exercises

1.4 Fill in the blanks in each of the following statements:

- a) The logical unit of the computer that receives information from outside the computer for use by the computer is the _____.

ANS: input unit.

- b) The process of instructing the computer to solve a problem is called _____.

ANS: computer programming.

- c) _____ is a type of computer language that uses English-like abbreviations for machine-language instructions.

ANS: Assembly language.

- d) _____ is a logical unit of the computer that sends information which has already been processed by the computer to various devices so that it may be used outside the computer.

ANS: The output unit.

- e) _____ and _____ are logical units of the computer that retain information.

ANS: The memory unit, the secondary storage unit.

- f) _____ is a logical unit of the computer that performs calculations.

ANS: The arithmetic and logic unit (ALU).

- g) _____ is a logical unit of the computer that makes logical decisions.

ANS: The arithmetic and logic unit (ALU).

- h) _____ languages are most convenient to the programmer for writing programs quickly and easily.

ANS: High-level.

- i) The only language a computer can directly understand is that computer's _____.

ANS: machine language.

- j) _____ is a logical unit of the computer that coordinates the activities of all the other logical units.

ANS: The central processing unit (CPU).

1.5 Fill in the blanks in each of the following statements:

- a) _____ initially became widely known as the development language of the UNIX operating system.

ANS: C.

- b) The _____ programming language was developed by Bjarne Stroustrup in the early 1980s at Bell Laboratories.

ANS: C++.

1.6 Fill in the blanks in each of the following statements:

- a) C++ programs normally go through six phases—_____, _____, _____, _____, _____ and _____.

ANS: edit, preprocess, compile, link, load, execute

- b) A(n) _____ provides many tools that support the software development process, such as editors for writing and editing programs, debuggers for locating logic errors in programs, and many other features.

ANS: integrated development environment (IDE).

1.7 You're probably wearing on your wrist one of the world's most common types of objects—a watch. Discuss how each of the following terms and concepts applies to the notion of a watch: object, attributes, behaviors, class, inheritance (consider, for example, an alarm clock), modeling, messages, encapsulation, interface and information hiding.

ANS: The entire watch is an object that is composed of many other objects (such as the moving parts, the band, the face, etc.) Watch attributes are time, color, band, style (digital or analog), etc. The behaviors of the watch include setting the time and getting the time. A watch can be considered a specific type of clock (as can an alarm clock). With that in mind, it is possible that a class called `Clock` could exist from which other classes such as `watch` and `alarm clock` could inherit the basic features in the clock. The watch is an abstraction of the mechanics needed to keep track of the time. The user of the watch does not need to know the mechanics of the watch in order to use it; the user only needs to know that the watch keeps the proper time. In this sense, the mechanics of the watch are encapsulated (hidden) inside the watch. The interface to the watch (its face and controls for setting the time) allows the user to set and get the time. The user is not allowed to directly touch the internal mechanics of the watch. All interaction with the internal mechanics is controlled by the interface to the watch. The data members stored in the watch are hidden inside the watch and the member functions (looking at the face to get the time and setting the time) provide the interface to the data.

Making a Difference

Throughout the book we've included Making a Difference exercises in which you'll be asked to work on problems that really matter to individuals, communities, countries and the world. For more information about worldwide organizations working to make a difference, and for related programming project ideas, visit our Making a Difference Resource Center at www.deitel.com/makingadifference.

1.8 (*Test Drive: Carbon Footprint Calculator*) Some scientists believe that carbon emissions, especially from the burning of fossil fuels, contribute significantly to global warming and that this can be combatted if individuals take steps to limit their use of carbon-based fuels. Various organizations and individuals are increasingly concerned about their “carbon footprints.” Websites such as TerraPass

www.terrapass.com/carbon-footprint-calculator/

and Carbon Footprint

www.carbonfootprint.com/calculator.aspx

provide carbon footprint calculators. Test drive these calculators to determine your carbon footprint. Exercises in later chapters will ask you to program your own carbon footprint calculator. To prepare for this, research the formulas for calculating carbon footprints.

1.9 (*Test Drive: Body Mass Index Calculator*) By recent estimates, two-thirds of the people in the United States are overweight and about half of those are obese. This causes significant increases in illnesses such as diabetes and heart disease. To determine whether a person is overweight or obese, you can use a measure called the body mass index (BMI). The United States Department of Health and Human Services provides a BMI calculator at www.nhlbi.support.com/bmi/. Use it to calculate

your own BMI. An exercise in Chapter 2 will ask you to program your own BMI calculator. To prepare for this, research the formulas for calculating BMI.

1.10 (*Attributes of Hybrid Vehicles*) In this chapter you learned the basics of classes. Now you'll begin "fleshing out" aspects of a class called "Hybrid Vehicle." Hybrid vehicles are becoming increasingly popular, because they often get much better mileage than purely gasoline-powered vehicles. Browse the web and study the features of four or five of today's popular hybrid cars, then list as many of their hybrid-related attributes as you can. For example, common attributes include city-miles-per-gallon and highway-miles-per-gallon. Also list the attributes of the batteries (type, weight, etc.).

ANS:

- Manufacturer
- Type of Hybrid—Battery hybrid (Hybrid Electric Vehicles), Plug-in hybrid, Fuel cell etc.
- Driver feedback system—so the driver can monitor fuel efficiency based on their driving
- Energy recovery—for example, regenerative braking
- Carbon footprint—tons of CO₂ per year
- Fuel capacity
- City-miles-per-gallon
- Highway-miles-per-gallon
- Two-mode hybrid propulsion system
- Engine size—V6, V8, etc.
- Vehicle type—SUV, crossover, compact, mid-size, etc.
- Seating capacity
- Horse power
- Drive train (front wheel drive, all wheel drive)
- Top speed
- Torque
- Price

1.11 (*Gender Neutrality*) Some people want to eliminate sexism in all forms of communication. You've been asked to create a program that can process a paragraph of text and replace gender-specific words with gender-neutral ones. Assuming that you've been given a list of gender-specific words and their gender-neutral replacements (e.g., replace "wife" by "spouse," "man" by "person," "daughter" by "child" and so on), explain the procedure you'd use to read through a paragraph of text and manually perform these replacements. How might your procedure generate a strange term like "woperchild," which is actually listed in the Urban Dictionary (www.urbandictionary.com)? In Chapter 4, you'll learn that a more formal term for "procedure" is "algorithm," and that an algorithm specifies the steps to be performed and the order in which to perform them.

ANS: Search through the entire paragraph for a word such as "wife" and replace every occurrence with "spouse." Repeat this searching process for every gender specific word in the list. You could accidentally get a word like "woperchild" if you are not careful about how you perform replacements. For example, the word "man" can be part of a larger word, like "woman." So, replacing every occurrence of "man" can yield strange results. Consider the process of replacing "man" with "person" then replacing "son" with "child." If you encounter the word "woman," which contains the word

“man,” you’d replace “man” with “person” resulting in the word “woperson.” In a subsequent pass you’d encounter “woperson” and replace “son” with “child” resulting in the “woperchild.”

1.12 (Privacy) Some online email services save all email correspondence for some period of time. Suppose a disgruntled employee of one of these online email services were to post all of the email correspondences for millions of people, including yours, on the Internet. Discuss the issues.

1.13 (Programmer Responsibility and Liability) As a programmer in industry, you may develop software that could affect people’s health or even their lives. Suppose a software bug in one of your programs were to cause a cancer patient to receive an excessive dose during radiation therapy and that the person is either severely injured or dies. Discuss the issues.

1.14 (2010 “Flash Crash”) An example of the consequences of our dependency on computers was the so-called “flash crash” which occurred on May 6, 2010, when the U.S. stock market fell precipitously in a matter of minutes, wiping out trillions of dollars of investments, and then recovered within minutes. Use the Internet to investigate the causes of this crash and discuss the issues it raises.