

# Topic 6

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1. What is programming?
2. Anatomy of a computer
3. Machine code and programming
4. Becoming familiar with your programming environment
5. Analyzing your first program
6. Errors
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# Common Error – Omitting Semicolons

Common error:

Omitting a semicolon (or two), in this case at the end of the  
`cout` statement

```
#include <iostream>  
using namespace std;  
int main()  
{  
    cout << "Hello, World!" << endl_  
    return 0;  
}
```

# Syntax Errors

Without that semicolon you actually wrote:

```
cout << "Hello, World!" << endl return 0;
```

which thoroughly confuses the compiler with the `endl` immediately followed by the `return!`

This is a *compile-time error* or *syntax error*.

A syntax error is a part of a program that does not conform to the rules of the programming language.

## Errors: Misspellings

Suppose you wrote:

```
cot << "Hello World!" << endl;
```

- This will cause a compile-time error and the compiler will complain that it has no clue what you mean by `cot`.
- The exact wording of the error message is dependent on the compiler, but it might be something like

*“Undefined symbol cot” or  
“Unknown identifier”.*

# Errors – How Many Errors?

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- The compiler will not stop compiling and will most likely list lots and lots of errors that are caused by the first one it encountered.
- You should fix only those error messages that make sense to you, starting with the first one, and then recompile (after SAVING, of course!).

# Making your Program Readable (by Humans)

C++ has *free-form layout*

```
int main() {cout<<"Hello, World!"<<endl;return 0;}
```

- will compile (but is practically impossible to read)

A good program is readable:

- code spaced across multiple lines, one statement per line
- follows indentation conventions, to be explained later.

# Logic Errors

Consider this:

```
cout << "Hollo, World!" << endl;
```

- *Logic errors* or run time errors are errors in a program that compiles (the syntax is correct) but executes without performing the intended action.
  - Another example, to calculate Miles Per Gallon (MPG), divide miles by gallons (suppose drive 100 miles using 5 gallons, then MPG is  $100 / 5 = 20$ , ie, drive 5 miles per gallon).
  - Calculate MPG by dividing gallons by miles is a logic errors.
- *The programmer must thoroughly inspect and test the program to guard against logic errors.*
  - *Testing and repairing a program usually takes more time than writing it in the first place, however, it is essential !*

# Errors: Run-Time Exceptions

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Some kinds of run-time errors are so severe that they generate an *exception*: a signal from the processor that aborts the program with an error message.

For example, if your program includes the statement

```
cout << 1 / 0;
```

your program may terminate with a “divide by zero” exception.



## Errors: extra or misspelled `main()` function

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- Every C++ program must have one and only one `main` function.
- Most C++ programs contain other functions besides `main` (more about functions later).

# Errors: C++ is Case Sensitive

C++

– is *case sensitive*. Typing:

```
int Main()
```

will compile but will not link.

- *A project is like a company, and main is like the CEO of that company.*
- *Method main is the entry point of a c++ project.*
- *When a program runs, it starts from the first statement of main method.*

A link-time error occurs here when the linker cannot find the **main** function – because you did not define a function named **main**. (**Main** is fine as a name but it is not the same as **main** and there has to be one **main** somewhere.)