

Forum:[Hack Forums](#)

Thread: [C++ Beginners Tutorial Part II](#)

ryan? - January 15, 2012, 3:12 pm

Chapter II - Variables, Expressions and Interactivity

Intro:

We'll be going over a few simple things; the cin statement, different expressions and initiating variables. Be sure to read my past tutorial in order to obtain a full understanding of this tutorial which can be found [here](#).

Each chapter will build on the one before.

Let's begin.

An important part to learning the basics of C++ is learning about variables and expressions. Like math, you have variables which can represent almost anything.

Below is an example of using a simple variable and assigning a value to it.

[img]http://i.minus.com/iblrUSqDIAi6ih.png[/img]

As you can see, we can make a variable, assign it a value and have it send the output to the console. Not only, can we assign variables, but we can also do calculations with them as well.

[img]http://i.minus.com/i4pFJKdAQwKqR.png[/img]

Now that we have come this far, we can learn about cin statements.

cin statements - Just as cout is C++'s standard output object, cin is the standard input object. It reads input from the console (or keyboard).

Using cin opens up a ton of new possibilities. Rather than assigning a value manually, we can have the console read values as well.

[img]http://i.minus.com/ibhNbe7kmEQU45.png[/img]

There are a variety of different operators you can learn.

Some arithmetic operators include:

Code + addition

- subtraction

* multiplication

/ division

% modulo

Don't feel like reading? Feel free to watch the video below.

[Video: <http://www.youtube.com/watch?v=lfvTDrDCw50&feature=youtu.be>]

In my next tutorial we'll go over different data types, loops and some more uses of everything we've learned so far. If you have any suggestions, please comment below. Also, if you have any questions about anything we've discussed, feel free to PM me. Thanks!

BigDomePiece - January 15, 2012, 3:50 pm

wow!

Very useful, I have liked both of these tuts. Keep them coming!

ryan? - January 15, 2012, 3:51 pm

(Jan 15, 2012 04:50 PM)BigDomePiece Wrote: [\[CITE\]](#) wow!

Very useful, I have liked both of these tuts. Keep them coming!

Thanks mate, much appreciated! ?

Mizz Blaise - January 16, 2012, 5:42 am

Keep it up. So far so good. Are you eventually cover everything? Like pointers/references, etc...?

ryan? - January 16, 2012, 10:28 am

(Jan 16, 2012 06:42 AM)Mizz Blaise Wrote: [\[CITE\]](#) Keep it up. So far so good. Are you eventually cover everything? Like pointers/references, etc...?

I don't know if I'll ever cover EVERYTHING, but yeah I'm going to cover quite a bit. We'll get out of console soon enough and start working on actual programs.

Mizz Blaise - January 16, 2012, 11:18 am

(Jan 16, 2012 11:28 AM)Regios Wrote: [\[CITE\]](#) I don't know if I'll ever cover EVERYTHING, but yeah I'm going to cover quite a bit. We'll get out of console soon enough and start working on actual programs.

What do you plan on covering for GUI? DirectX, or what?

Trinitite - January 16, 2012, 12:45 pm

Better than my teacher in school!

+rep for this and keep them coming!

rhwarrior - January 16, 2012, 12:49 pm

thank you for this tutorial mate, was able to create a simple euro to dollar conversion tool without ANY programming experience. you've kept it easy to learn, unlike some other tutorials i tried. really looking forward to what you write next. any chance on sharing when can we expect the next steps?

ryan? - January 16, 2012, 12:58 pm

(Jan 16, 2012 01:49 PM)rhwarrior Wrote: [\[CITE\]](#) thank you for this tutorial mate, was able to create a simple euro to dollar conversion tool without ANY programming experience. you've kept it easy to learn, unlike some other tutorials i tried. really looking forward to what you write next. any chance on sharing when can we expect the next steps?

I'm glad I could help you out! Umm, I'm planning on releasing the next one by Friday at the latest. It'll be mostly over loops.

Black_Mamba - January 16, 2012, 1:03 pm

Wow amazing tutorial, I easily remembered everything within both except I keep forgetting what `#namespace`, `iostream` does but I remember they go on the top :)

Sports. - January 16, 2012, 5:04 pm

These tutorials are amazing and recommend them to anyone who is even curious about learning to code C++

BigDomePiece - January 16, 2012, 5:10 pm

Where is part 3!?!?!?

He said the next one would come out by friday.. =[

Rixxon - January 16, 2012, 8:20 pm

Nice tutorial man. These will certainly be helpful for those beginning C++.

sanoonas - January 17, 2012, 6:37 am

These are amazing! Thank you for all the help you are giving to us in these tutorials.

Kipz - January 17, 2012, 7:30 am

Or... you could read a book written by PROFESSIONALS.

ryan? - January 17, 2012, 8:09 am

(Jan 17, 2012 08:30 AM)Kipz Wrote: [\[CITE\]](#) Or... you could read a book written by PROFESSIONALS.

Or... you could just not say anything at all and keep your comments off my thread. Especially when you act like an immature kid trying to act cool on a forum.

XbL James - January 17, 2012, 8:11 am

more useless tutorials written by people who know nothing of C++? just what this forum needs...

HAH

ryan? - January 17, 2012, 8:16 am

(Jan 17, 2012 09:11 AM)XbL James Wrote: [\[CITE\]](#) more useless tutorials written by people who know nothing of C++? just what this forum needs...

HAH

I apologize for writing a beginners tutorial Mr. InternetBadAss, please go get a life.

XbL James - January 17, 2012, 8:19 am

(Jan 17, 2012 09:16 AM)Regios Wrote: [\[CITE\]](#) I apologize for writing a beginners tutorial Mr. InternetBadAss, please go get a life.

people with no experience/beginners are not the best candidates to be writing beginners tutorials. if you wish to spread crap please do so on some plants, not this forum.

ryan? - January 17, 2012, 8:27 am

(Jan 17, 2012 09:19 AM)XbL James Wrote: [\[CITE\]](#) people with no experience/beginners are not the best candidates to be writing beginners tutorials. if you wish to spread crap please do so on some plants, not this forum.

Oh and you learned this from the massive amount of tutorials that you've written? It gets progressively more complex meaning that pretty soon it'll become an intermediate tutorial. Like I said, go flame somewhere else.

Xbl James - January 17, 2012, 8:28 am

(Jan 17, 2012 09:27 AM)Regios Wrote: [CITE](#) Oh and you learned this from the massive amount of tutorials that you've written? It gets progressively more complex meaning that pretty soon it'll become an intermediate tutorial. Like I said, go flame somewhere else.

There's that word you keep using; "Flame". I don't think you know what it means... ?

jobo245 - January 17, 2012, 9:54 am

thanks for the tutorial ! going to learn C++ again

DjStarSkream - January 17, 2012, 8:43 pm

REALLY NICE TUT HELPED ME A LOT... NOW IMA SHOW MY FRIENDS YAY :D

Black_Mamba - January 17, 2012, 9:47 pm

Regios, I recommend you add the pause command I had to look up on google it and maybe you can add a cls command? here's the finished results I made.

[img]http://gickr.com/results3/anim_70c58e87-81c7-bc64-f176-a6de651112e8.gif[img]

Thanks I'm learning faster and faster can wait for the next one to come out!

Mizz Blaise - January 18, 2012, 3:51 am

Xbl James:

How about you get out of this thread then. If you're not here to learn then why are you here? And, even if he was a beginner... why shouldn't he have the right to type up a decent tutorial? If you understand something then you are more then capable of teaching it. In his case that's exactly what he is doing.