Github으로 시작

* Github repository 생성
* Run visual studio, install plug-in, team explorer
* Team explorer -> login to Github
* Clone the project you’ve just created
* New project (uncheck some options)
* Compare with un-modified
* Making a new branch
* Pull

1. IOStream

Using namespace std;

Namespace, structure, class의 유사성 및 차이점

#include <iostream>

Printf, sprint, scanf, fscanf 비교

Stream은 단일화

Overloading the I/O operators (fstream에도 그대로 적용됨으로 보여줌)

Cout.precision(2); // two digits after decimal points

|  |  |
| --- | --- |
|  | #include <iostream>  #include <fstream>  #include "stdio.h"  struct Vector3D  {  int x\_, y\_, z\_;    Vector3D(const int& \_x, const int& \_y, const int& \_z)  : x\_(\_x), y\_(\_y), z\_(\_z)  {}  void print()  {  printf("%d %d %d\n", x\_, y\_, z\_);  }  };  std::ostream &operator << (std::ostream &stream, Vector3D obj)  {  stream << obj.x\_ << " " << obj.y\_ << " " << obj.z\_ << std::endl;  return stream;  }  void main()  {  Vector3D my\_vector(1, 2, 3);  my\_vector.print();  //FILE \*of = fopen("File.txt", "w");  //fprintf(of, "%d ", my\_vector.x\_);  //fprintf(of, "%d ", my\_vector.y\_);  //fprintf(of, "%d", my\_vector.z\_);  //fclose(of);  std::ofstream of("File.txt", std::ofstream::out);  of << my\_vector;  // std::cout << my\_vector;  } |

1. Simple Typing game

* Std::string comparison
* Time measure

References

C++ from the Ground Up by Herbert Schildt