***C++ Notes***

* &(refrence) , :: ,typecasting:-

:: => It’s use , when we want to print globle variable

Eg:-

Int a=5;

Int main(){

Int a=10;

Cout<<::a; -> print 5

Cout<<a; ->print 10

}

&=>

Int a=5;

Int &b=a; -> yeha pe ager hm b print krenge to bhi 5 ayega

Kyu ki a ko hm b se bhi bula sakte he ,yeha koi new variable nhi he. B ko a ka naam diya he.

Typecassting:- float a=10.5;

Int b= (int)a or b=int(a)

* We get 10 if we print b.
* Function:-

->Call by pointer refrance

->call by value

->Call by refrence variable:-

Int c( int &a){

a=10;

return a;

}

Int main (){

Int num=5;

Cout<<c(num);

} => Here the value of a change by using refrence , means hm num ko function me bhej rhe he or keh rhe ki a ab num ka name he to hm a ka use ker ke num ko point krenge or ushe manipulate krenge.

* Inline function:-

Inline means replace the function code where the function is call.

Inline mul(int I,int b) {

Return i\*b; }

Int main (){

Int n=1,p=2;

Cout << mul(n,p)

}

* Yeha per jab function call ho rha he weha pe wo n or p ko copy keerke I or b ko nhi de rha or wo I b return nhi honge “Jab hm inline use ker rhe he”.
* Jab inline use hota he tab jo function me code hota he wo replace ho jata he jeha function ko call kiya hota he, wo upper wala flow follow nhi kerta .
* Inline ko hm shot code ho fuction me tabhi use kerenge , jab loop , if else ho or long code ho weha use nhi krenge.
* Also when we use static ,const etc in our fuction .
* We use it mostly when the function has short code and some above condition or we call same fuction multiple time.
* Static:- when we use static then that particular code will run only one time ,bhele loop or fuction ushe call kre tab bhi wo run nhi hoga.
* The other use static ,in function the code will destroyed after it fuction block complete, so by using stactic we can make it available after function block complete.
* Constant :- Ager hm chahte he ki mene jo variable bnaya he wo change na ho , jab hm ushka address bhej function me, to ushe function me hm gelti se “pointer “ ka use kerke change na ho jaye tab hm const ka use kerte he.
* EG:- int c(const int\* b ){

\*b=10;

}

Int main (){

Int a=5;

Cout << c( &a);

} -> ish programa me error ayegi kyu ki hmne a ka address ush const varible me store kiya.