**PROGRAMMING PRECAUTIONS**

**Pointers in C/C++**

* Pointers have **no limits**, you can break some of the **programming laws** using it.
* This is because pointers can make changes in data by directly **accessing hardware**.
* Remember that **dynamic** & **static** memories are stored at **different locations**.

**Strings in C**

* Each string must be always assigned as one **1 character longer** for **null character terminator**.
* Programmer should **manually** **add** a null terminator **‘\0’** as the **last string character**.
* And it is **advised** to be added only after **rest** of the characters have been assigned.
* Otherwise expect some **unnecessary garbage values** to occupy memory.
* Not adding null character at the end of string will result in some string functions **misbehaving** with garbage values.

**C/C++ Libraries**

* The library should look like a normal code, with all required include statements.
* Also, it must contain the security check **macro tokens**.
* These must be followed whether the library is **static** or **shared/dynamic**.
* And yeah, **don’t** forget that extensions are **different** & CLI commands for **compiling** and **linking**.