

```
char Tab[10];
```

```
char* pTab;
```

```
C: pTab = (char*) malloc(10 * sizeof(char));
```

```
free(pTab);
```

```
C++: pTab = new char[10];
```

```
delete [] pTab;
```

定义和删除指针: `int* p = new int;`

`char* ptab = new char[10];`

`delete p;`

`delete [] ptab;`

C13: `void valeur (int a) { a = a * 2 }`

`void adresse (int *pa) { *pa = *pa * 2 }`

`void main()`

`{ int a=2; int b=2;`

`valeur(a);`

`printf ("%d", a);`

`a = 4`

`adresse(&b);`

`printf ("%d", b);`

`b = 4`

`}`

C++ 例: `void reference (int &a) {a = a * 2;}` $a=4$

C++ 输入输出

与 C 比较

`cin >> a;`

`int a; scanf ("%d", &a);`

`cin >> f;`

`float f; scanf ("%f", &f);`

`cout << a;`

`printf ("%d", a);`

`cout << f;`

`printf ("%f", f);`

`cout << "le prix est de" << prix << " " << unite;`

`printf ("le prix est de %d %s", prix, unite);`

C++ 常量定义

`# define MAX 5`

`const int MAX = 5;`

const 在函数中:

1° `const bool isReady() {return ready;}`

返回一个定值 bool, 这个 bool 一旦被创建后就无法更改

2° `bool getReady() const {return ready;}`

这是一个 const 函数, 即这个函数不会改变 class 内任何成员变量. (const 也可不写)

