C++ Notes chapter 1

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When we run a program, the operating system loads the program into RAM. Any data that is hardcoded into the program itself (e.g. text such as “Hello, world!”) is loaded at this point.

When a object is created without new it is on the stack. When a object is created with new it is on the heap and we have to manage it ourself.

Variable init:   
  
int val = 5;

Int val {5};

Printing:

Using std::endl- flushes the output buffer where \n does not.

Constructor:

MyClass(int v) {

value = v; // Assigns value after the constructor starts

std::cout << "Directly initialized with int\n";

}

C++ way:

MyClass(int v) : value(v) {

std::cout << "Directly initialized with int\n";

}