

C++

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- Headers are included at the top, and are denoted by `#include`
 - We will almost always be defining a header for `cin` and `cout` (for input and output)
- After you write a C++ program, you compile it; that is, you run a program called a compiler that checks whether the program follows the C++ syntax
 - If it finds errors, it lists them
 - If there are no errors, it translates the C++ program into machine language which can be executed
- Single-line comments begin with `//`
- Indentation is for the convenience of the reader
 - The compiler ignores white space
- Input statements would begin with `cin >> a`, where `a` would be some kind of input, like a variable
- Output statements begin with `cout << a`, where `a` would be some kind of output, like a String of text
- Functions
 - C++ functions are specialized blocks
 - Each one begins with a return type, function name, and input parameters, in the following format:

`<return type> <name>(<params>) { }`
 - All functions should be declared before main
 - Function names are generally camel-case (starts with lowercase, and every subsequent word is capitalized)
- Always put comments in the code
 - Start with a multi-line comment with author information
 - Multi-line comments are denoted with `/*` and `*/`
- Arrays and Pointers
 - A pointer is merely an address of where a datum or structure is stored
 - * All pointers are typed based on the type of entity that they point to
 - * To declare a pointer, use `*` preceding the variables name, ex: `int *x;`

- To set a pointer to a variable's address, use `&` before the variable, as in `x = &y;`
 - * `&` means “return the memory address of”
 - * In this example, `x` will now point to `y`; that is, `x` stores `y`'s address
- If you access `x`, you merely get the address
- To get the value that `x` points to, use `*`, as in `*x`
 - * `*x = *x + 1;` will add one to `y`
- `*` is known as the indirection (or dereferencing) operator because it requires a second address