



Quick Notes

Things to Remember

- 1 byte = 8 bits

Arrays

- If array is of allocated with fewer values than its size then the rest of the locations are by default initialized with zero
- In C++, to set them all to -1, you can use something like `std::fill_n` (from `<algorithm>`): `std::fill_n(array, 100, -1);`
- arrays are always passed by reference
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