C++
Tips & Tricks

Instead of this

tips&tricks.cpp

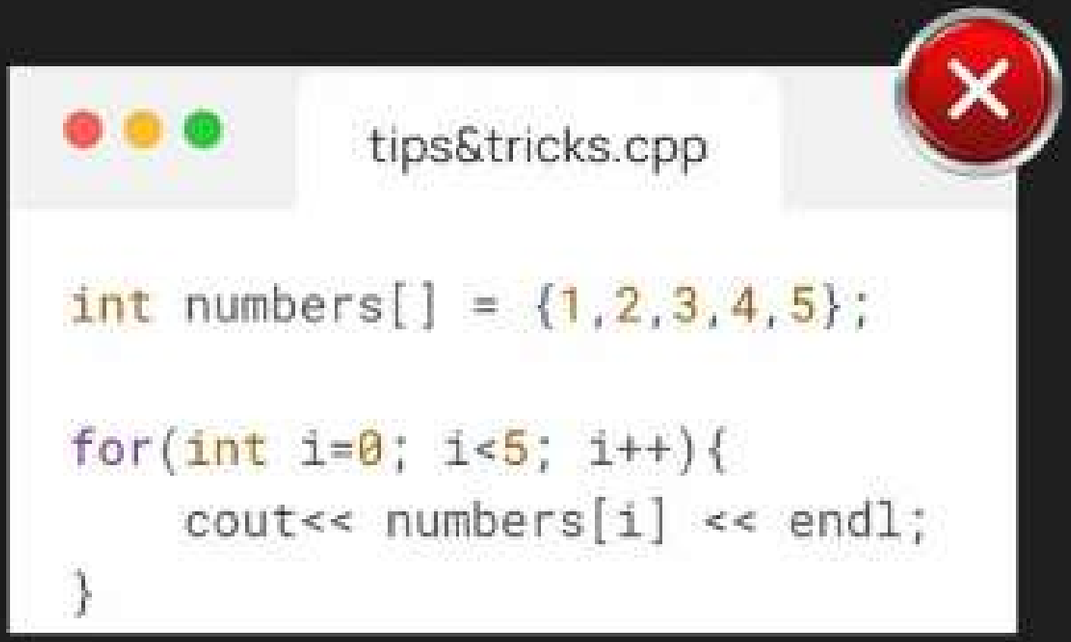
```
#include <iostream>
#include <algorithm>
#include <string>
#include <vector>
#include <stack>
#include <set>
#include <queue>
#include <map>
```

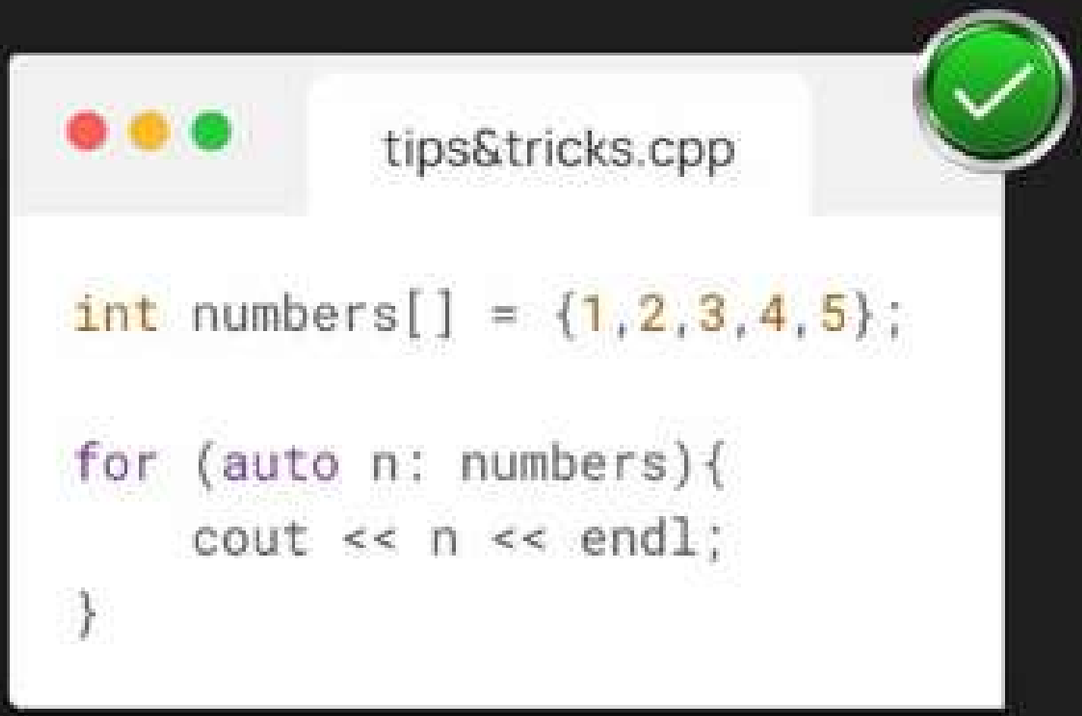
tips&tricks.cpp

```
#include <bits/stdc++.c>
```

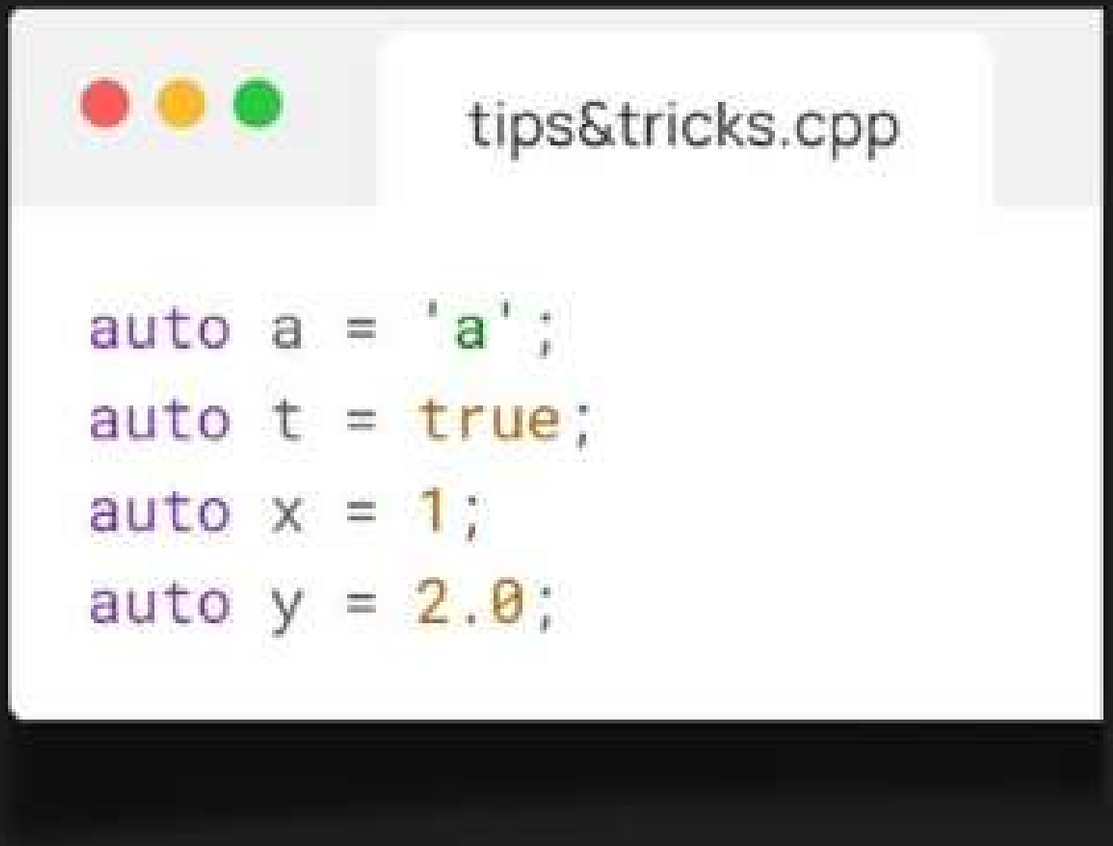
you can use this

use range based for loops when needed





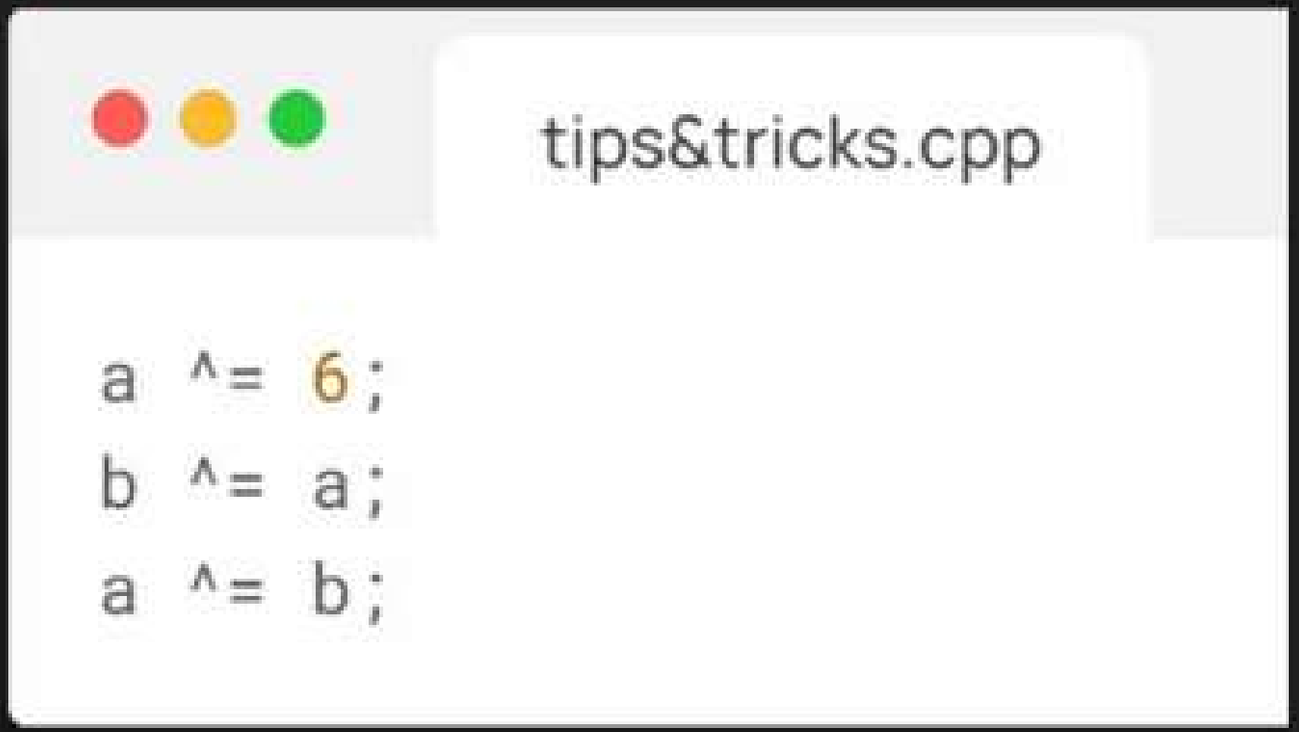
use auto to omit data types of a variable



c++ will automatically know the data type

Swapping of 2 numbers

you don't have to use a 3rd variable in this



checking if the number is odd or even

tips&tricks.cpp

```
if (number & 1)
  cout << "ODD";
else
  cout << "EVEN";
```

One liner if else statement

tips&tricks.cpp

```
int age = 9;

if (age < 18){
  printf("A CHILD");
} else {
  printf("An ADULT")
}
```

tips&tricks.cpp

```
age < 18 ? printf("A Child") : printf("An Adult");
```

erator

Count the number of digits using log

Copy elements from one container to another

tips&tricks.cpp

```
int source[5] = {0, 20, 15, 28, 18};
int target[5];
// copy 5 elements from source to target
copy_n(source, 5, target);
```

Initialization in Binary form

tips&tricks.cpp

```cpp
// C++ code to demonstrate working of
// "binary" numbers
#include<iostream>
using namespace std;
int main()
{
    auto number = 0b011;
    cout << number;
    return 0;
}
```

In C++ 11 assignments can also be made in binary form.