Quiz 1:
C++ is "strongly typed" (i.e All variables must be declared and defined as to data type)
C++ is case sensitive.
Some command words need more header files with an #include or "namespace".
If an include is called but not used, the program will still run fine.
{ } braces represent blocks
() overrides the arithmetic operator hierarchy
cout << to print and cin >> to input.
--n is acceptable to C++.
Arithmetic operation hierarchy (Leftmost is top priority to Rightmost performed last priority)
1) % , * , /   2) + , -

Quiz 2:
For loop = finite times, Nested For loop = 2 dimensional arrays, for each = "unknown" single.
for each = single dimensional. While loop will execute zero or unknown times.
For loop counters can be int, float, double, or char.
Multiple for loop parameters: Halt based on how long the "last loop" parameter runs.
Switch: All possible value options must appear or be covered in the switch.
for(int num1=3, num2=10; num1<=10, num2>=1; num1++, num2--) is viable
C++ switch recognizes int & char data types.
Cout << "Odd Even"; for(int numodd =1, numeven = 0; numodd<=100, numeven<=100;
numodd+=2, numeven+=2) { cout << numodd << "\t" << numeven; }
switch(letter)
{ case 'a':
  case 'A': count++ break; } etc. . . } F (continue will stop the loop and continue to the next line)

Quiz 3:
A break in a loop does not terminate the entire application.
Outer loop of nested controls how many times inner loop runs.
[row][columns][depth] = {any number} defaults all to 0. (any number ex: int, float)
Multi dimensional arrays can have different number of rows/columns. (jagged)
sizeof(n)/sizeof(int) = array length.

Default write mode to a data file is overwrite. Num = rand()%100+1 runs 1 to 100.

Quiz 5:
getline(cin, text);
To reverse words, run reverse for loop & reversedtext += fulltext[n] (string fulltext is a string)
 Stringstream (sstream) allows us to "parse" a delimited data file records.
Sstream turns strings to numbers and numbers to strings.
Cast a string use stoi, stof, stod

Cin.ignore "flushes"/clears the I/O buffer.