

C++ Standard library

1 <iostream>:

sizeof(): return size of variable in byte.

cout

cin

2 <cmath>:

also ~~called~~ ^{written as} <math.h>

sin(): $\sin \theta$

cos(): $\cos \theta$

asin(): $\sin^{-1} x$

acos(): $\cos^{-1} x$

tan(): $\tan \theta$

atan(): $\tan^{-1} x$

floor(): max int $< x$

ceil(): min int $> x$

round(): round

log(): ~~log~~ $\ln x$

trunc: truncates the decimal part of x

~~log~~ log10(): $\log_{10} x$

log2(): $\log_2 x$

exp(): e^x

sqrt(): \sqrt{x}

pow(a, b): a^b

abs(): $|x|$

fmax(): $\max(a, b)$

fmin(): $\min(a, b)$

cbrt(): $\sqrt[3]{x}$

min and max present in std

And they take only 2 arguments

<limits>

<limits.h>

data type — ~~int~~
(in capital) min/max

g - INT-MIN
CHAR-MAX

(array length trick:
size of (arr)
size of (arr[0])