
C++ Tipps

2. Übung

- Random seeds (*time(0)*, *std::random_device*)
- local static variables
- pointer access: *g* → *function()* instead of *(*g).function()*
- whats inefficient in the code I show you?
- When to use *&* / ***
- Iteration over lists
- comparison int / unsigned warnings
- What happens if we try to store the number 280 in a 1-byte unsigned integer?