1 ++a and a++

The difference between ++a and a++ is that the result of a++ is a (a changing into a + 1 is an incidental effect), while the result of the other one is a + 1 (a changing into a + 1 is the main effect).
a– and –a have the similar effect.

2 for circulation

We can write for circulation as below:

```
for ( i = number; i < count; i++)
{
    content
}
```

Remember, i < count can be replaced with other comparison operators, such as >, <=, etc. "i++" is the same.

3 goto content

You can use goto content to switch your model to anywhere you put the word in. For instanse, you can use the content like this:

```
goto end;
...
end:
```

Then, your model will come to the end position and continue its operation.

4 something about char

Char variety can represent both some kind of integer, but also string. (%c represents a char variety.)

```
char str;

scanf("%c", str);   //This is to define a char variety, which will soon be transl

operation(str)
printf("%c", str_new);   //This is to print the str_new string(c represents it)
printf("%d", str_new);   //This is to print the ASCII number(d represents it) o
```

5 bool

In C++, the bool value True represents value 1, while False represents value 0. But we use %d to output a bool value. In fact, bool value is like an integer.

6 logic operators

There are 3 logic operators, or(||), and(&&), not(!), each of which will output a bool value(0 or 1). Remember, the process is that not > and > or.

7 standarized interval symbols

There are three: tab, enter and blank space.

8 input string

When you use scanf to assign a string, the time you use tab or space, it will stop anyway.

But if you want the string to include a space, you can use get(string) sentence.