June, 5th 2013

1. API: application programming interface, in most of the cases an API is a library that usually includes specification for routines, data structures, object classes and variables.
2. Grammar:   
   -> for accessing object member variables and methods via pointer to object

Foo \*foo = new Foo();

foo->member\_var = 10;

foo->member\_func();

. for accessing object member variables and methods via object instance

Foo foo;

foo.member\_var = 10;

foo.member\_func();

:: for accessing static variables and methods of a class/struct or namespace. It can also be used to access variables and functions from another scope

int some\_val = Foo :: static\_var;

Foo :: static\_method();

Int max\_int = std :: numeric\_limits<int> :: max();

1. Void \* memset(void \* ptr, int value, size\_t num); sets the first num bytes of the block of memory pointed by ptr to the specified value.
2. #if directive, with the #elif, #else, and #endif directives, controls compilation of portions of a source file. If the expression you write (after the #if) has a nonzero value, the line group immediately following the #if directive is retained in the translation unit.
3. Something about SourceSafe.
4. extern "C"\_\_declspec(dllimport) 标志包含了e x t e r n“C”修改符。只有当你编写C + +代码而不是直接编写C代码时，才能使用这个修改符。通常来说， C + +编译器可能会改变函数和变量的名字，从而导致严重的链接程序问题。例如，假设你用C + +编写一个D L L，并直接用C编写一个可执行模块，当你创建D L L时，函数名被改变，但是，当你创建可执行模块时，函数名没有改变。  
   当链接程序试图链接可执行模块时，它就会抱怨说，可执行模块引用的符号不存在。如果使用  
   e x t e r n“C”，就可以告诉编译器不要改变变量名或函数名，这样，变量和函数就可以供使用C、C + +或任何其他编程语言编写的可执行模块来访问。
5. wcscpy 是从后面的参数抄写到前面的参数
6. static\_cast <type-id> (expression): to converts an expression to the type of type-id

reinterpret\_cast <type-id> (expression): allows any pointer to be converted into any other pointer type.

1. Fileio.cpp
2. Try-catch: <http://msdn.microsoft.com/en-us/library/vstudio/0yd65esw.aspx>