

sizeof() gives memory, the means the space a pointer takes up if given

Int = float will truncate, does not work in vectors

```
#include... iostream, cmath, cstdlib (exit), string,
vector, fstream, algorithm
bool isThisTrue(int same, double &change,
std::string &large) { return true; }
```

```
int main(int argc, char* argv[]) {
    std::cout << "enter something" << std::endl;
    int something1, something2;
    std::cin >> something1 >> something2;
    std::cerr << "wrong something" << std::endl;
    int a[8];
    a[2] = 16;
    std::string stars(12, '*');
    stars2 = stars.c_str();
    char h[] = "HW!"; //OR {'H', 'W', '!', '\0'};
    std::string h2(h);
    std::vector<int> v(10, 5); //5,5,5,5,5,5,5,5,5,5
    std::vector<itn> c(v); //copy
    std::sort(c.begin(), c.end(), optional); // no ()
    for(int i = 0; i < 2; i++) { while(1) { break; } }
    std::ifstream file_in("input.txt");
    std::ofstream file_out("output.txt")
    if(!file_in.good()) { std::cerr << error; exit(1); }
    file_in >> s >> s1;   file_out << h2 << "hello";
    Int x; while(file_in >> x) { v.push_back(x) }
    const int n = 10; int *p = &x; int a[n];
    for(p=a; p<a+10; p++){ *p=sqrt(p-a);}
    int *a = new int[n]; for(int *p = a; p<a+n; p++){
    int** a = new int*[r]; for(int i=0;
    i<r;i++){a[i]=new int[c]; for(int
    j=0;j<c;j++){a[i][j]=int(i+1)/int (j+1);}}
    int readInt; int* intArray=new int[max];
    while(input>>readInt){*(intArray +
    *numElements) = readInt; *numElements += 1; }
    str.substr(start, length); //npos = end of string
    str.find("world"); //returns iterator of place
    //students.push_back(Student(name, age));
    Student stu("name", 19);
    std::cout << stu << std::endl;
    return 0; }
```

In student.h

```
#ifndef __student_h_
#define __student_h_
#include ...
class student {
public:
    Student();
    Student(std::string aName, int aAge);
    std::string getName() const;
    int getAge() const;
    void setName(std::string aName);
    void setAge(int aAge);
    bool sameName(const Student& s2) const;
    void print() const;
private:
    std::string name; int age;
}
bool operator< (const Student& s1, const Student&
s2);
std::ostream& operator<< (std::ostream& ostr, const
Student& s);
#endif
```

In student.cpp

```
#include... #include "student.h"
Student::Student() { name = "No-name"; age = 0; }
Student::Student(std::string aName, int aAge) {
name = aName; age = aAge;}
Std::string Student::getName() const
{ return name; }
int Student::getAge() const { return age; }
void Student::setName(std::string aName)
{ name = aName; }
void Student::setAge(int aAge) { age = aAge; }
bool Student::sameName(const Student& s2) const {
//check }
bool operator< (const Student& s1, const Student&
s2) { /* sort */ return true; }
std::ostream& operator<< (std::ostream& ostr, const
Student& s) { ostr << s.getName() << " - "
s.getAge() <<std::endl; return ostr; }
```

```

int* p;
int* q = p;
p = new int;
*p = 55;
std::cout << *q << std::endl;

```

Solution: This code contains a dereference of an uninitialized pointer. This may cause a segmentation fault at runtime, or unexpected output. Add `q = p` before the `cout` statement to fix the problem, change `*q` to `*p` or put a value in `q` before `new p`.

```

std::vector<std::string> > pets;
pets.push_back("cat");
pets.push_back("dog");
pets.push_back("elephant");

std::cout << pets[1] << " " << pets[2] << " " << pets[3] << std::endl;

```

Solution: An attempt was made to reference a vector element that was not allocated. The solution is to reduce each index by 1. There was also extra `>` on the first line, removing the extra `>` was another solution.

```

std::cout << pets[0] << " " << pets[1] << " " << pets[2] << std::endl;

std::vector<std::string>& Vectorfy(const std::string& s) {
    std::vector<std::string> v;
    v.push_back(s);
    return v;
}

```

Solution: The function is returning a reference to a local variable. Return a copy.

```

std::vector<std::string> Vectorfy(const std::string& s)

```

Solution:

```

bool WordInVector(const std::vector<std::string>& vec, const std::string& word, unsigned int& position,
    unsigned int start_position){
    for(unsigned int i=start_position; i<vec.size(); i++){
        if (vec[i] == word){
            position = i;
            return true;
        }
    }
    return false;
}

```

Solution:

```

std::vector<int> count_phrase(const std::vector<std::string>& words, const std::string& phrase){
    std::vector<int> ret(words.size(),0);

    //Check each word
    for(unsigned int i=0; i<words.size(); i++){
        //Go letter by letter for starting position
        for(unsigned int j=0; j<words[i].size(); j++){
            unsigned int k;
            //Check if the substring is found starting at words[i][j+k]
            for(k=0; k<phrase.size() && j+k < words[i].size(); k++){
                if(words[i][j+k] != phrase[k]){
                    break;
                }
            }

            //Found the whole phrase
            if(k==phrase.size()){
                ret[i]++;
            }
        }
    }

    return ret;
}

```