C++ offers the

notion of a symbolic constant, that is, a named object to which you can’t give a new value after it has been initialized

constexpr double pi = 3.14159;

constexpr int max = 17; *// a literal is a constant expression*

int val = 19;

max+2 *// a constant expression (a const int plus a literal)*

val+2 *// not a constant expression: it uses a variable*

***A constexpr symbolic constant must be given a value that is known at compile time***

constexpr int max = 100;

void use(int n)

{

constexpr int c1 = max+7; // OK: c1 is 107

constexpr int c2 = n+7;// error: we don’t know the value of c2

}

**To handle cases where the value of a “variable” that is initialized with a value that is not known at compile time but never changes after initialization, C++ offers a second form of constant (a const):**

constexpr int max = 100;

void use(int n)

{

constexpr int c1 = max+7; **// OK: c1 is 107**

const int c2 = n+7; **// OK, but don’t try to change the value of c2**

c2 = 7; **// error: c2 is a const**

}

Note that a<b<c means (a<b)<c and that a<b evaluates to a Boolean value: true or false. So, a<b<c will be equivalent to

either true<c or false<c.

Use **++a** for increment

Please note that this is a logical argument about readability and correctness, not an argument about efficiency. Contrary

to popular belief, modern compilers tend to generate exactly the same code from a=a+1 as for **++a** when a is one of the built-

in types. Similarly, we prefer a\*=scale over a=a\*scale.

**Swtich statement**

**Here are some technical details about switch-statements:**

**1. The value on which we switch must be of an integer, char, or enumeration (§9.5) type. In particular, you cannot switch**

**on a string.**

**2. The values in the case labels must be constant expressions (§4.3.1). In particular, you cannot use a variable in a case**

**label.**

**3. You cannot use the same value for two case labels.**

**4. You can use several case labels for a single case.**

**5. Don’t forget to end each case with a break. Unfortunately, the compiler probably won’t warn you if you forget.**

To select based on a string you have to use an if-statement or a map (Chapter 21).

A switch-statement generates optimized code for comparing against a set of constants. For larger sets of constants, this

typically yields more efficient code than a collection of if-statements. However, this means that the case label values must be

constants and distinct.

For loop vs while loop

However, using a for-statement yields more

easily understood and more maintainable code whenever a loop can be defined as a for-statement with a simple initializer,

condition, and increment operation. Use a while-statement only when that’s not the case.

Range-for-loop

vector<int> v = {5, 7, 9, 4, 6, 8};

for (int x : v) // for each x in v

cout << x << '\n';