

# CISC 192 Reference

Alexandra Steiner

March 3, 2020

## Contents

<b>1</b>	<b>General IO</b>	<b>2</b>
<b>2</b>	<b>Operators and Expressions</b>	<b>3</b>
2.1	Bitwise Operators . . . . .	3
<b>3</b>	<b>Control and Loop Structures</b>	<b>4</b>
3.1	If-Then-Else . . . . .	4
3.2	Switch . . . . .	4
3.3	Ternary Statement . . . . .	4
3.4	While Loop . . . . .	4
3.5	For Loop . . . . .	5
<b>4</b>	<b>Functions</b>	<b>5</b>
4.1	General Function Structure . . . . .	5
4.2	Arguments by Value . . . . .	5
4.3	Arguments by Pointer Value . . . . .	5
4.4	Arguments by Reference . . . . .	6
<b>5</b>	<b>Objects</b>	<b>6</b>
5.1	Structs . . . . .	6
<b>6</b>	<b>Unix Terminal Commands</b>	<b>7</b>
6.1	Directory and File Management . . . . .	7
6.2	Special Characters . . . . .	7

# 1 General IO

- `#include <iostream>` IOStream package (members are in `namespace std`)
  - `std::cout << output1 << output2 << ...` - Prints outputs to output stream
  - `std::cout.put(someOutput)` - Prints a single, unformatted character to output stream. `someOutput` is of type `char`.
  - `std::cin >> var` - Gets input from the input stream and stores it into `var`. Input is cast to type of `var`.
  - `char c = std::cin.get()` - Gets a single, unformatted character from the input stream.
- `#include <stdio.h>` Standard IO Library
  - `printf("myInt: %i, myString %s", 40, "hello")` - Prints text to the standard output stream (usually the terminal). Text is formatted according to argument 1 (a `const char*` type string) and arguments are specified according to in-text specifiers indicated by `'%'` symbols. Any arguments specified in the format string must be added as additional arguments to the `printf` function. For more details, see <http://www.cplusplus.com/reference/cstdio/printf/>
  - `sprintf(buffer, "myInt: %i", anotherInt)` - Formats text using the same syntax as `printf` but writes the completed characters into `buffer` (`buffer` is of type `char*`)
  - `scanf("%i", & myInputInt)` - Reads the data from the standard input stream, formatted according to argument 1, into variable addresses specified in following arguments. For more details, see <http://www.cplusplus.com/reference/cstdio/scanf/>

## 2 Operators and Expressions

1	() [] -> . ::	Grouping, scope, array/member access
2	! ~ - + * & sizeof type cast ++x --x	(most) unary operations, sizeof and type casts
3	* / %	Multiplication, division, <a href="#">modulo</a>
4	+ -	Addition and subtraction
5	<< >>	Bitwise shift left and right
6	< <= > >=	Comparisons: less-than, ...
7	== !=	Comparisons: equal and not equal
8	&	Bitwise AND
9	^	Bitwise exclusive OR
10		Bitwise inclusive (normal) OR
11	&&	Logical AND
12		Logical OR
13	?:	<a href="#">Conditional expression (ternary operator)</a>
14	= += -= *= /= %= &=  = ^= <<= >>=	Assignment operators
15	,	<a href="#">Comma operator</a>

Figure 1: Order of Operations in C++. Graphic pulled from Wikipedia

### 2.1 Bitwise Operators

```
unsigned char X = 55; // 00110111
unsigned char Y = 15; // 00001111
```

- `unsigned char Z = X & Y` - Logical AND between X and Y. Z is now 00000111
- `unsigned char Z = X | Y` - Logical OR between X and Y. Z is now 00111111
- `unsigned char Z = X ^ Y` - Logical XOR between X and Y. Z is now 00111000
- `unsigned char Z = X >> 1` - Bit shift in the direction of the LSB. Z is now 00011011
- `unsigned char Z = X << 1` - Bit shift in the direction of the MSB. Z is now 01101110
- `unsigned char Z = ~X;` - Logical NOT. Z is now 11001000

## 3 Control and Loop Structures

### 3.1 If-Then-Else

```
if (<Some logical expression>) {  
    // Do some stuff  
}  
else if (<Some other expression>) // Do other stuff;  
else {  
    // more stuff here  
}
```

### 3.2 Switch

```
switch(<some value>) {  
    case 0:  
        // Case 1  
        break;  
    case 1:  
    case 2:  
        // This executes for cases 1 and 2!  
        break;  
    default:  
        // Do this if all else fails  
}
```

*Note:* great for when there are a bunch of known possible values. Essentially shorthand for a long if-then-else statement

### 3.3 Ternary Statement

```
X = <expression> ? <return if true> : <return if false>
```

*Note:* great for simple if else statements like when toggling a variable between two values

### 3.4 While Loop

```
int X = 0;  
while (X < 10) {  
    // Do some stuffs  
    X++;  
}
```

### 3.5 For Loop

```
for (int X = 0; X < 10; X++) {  
    // Do some stuffs  
}
```

## 4 Functions

### 4.1 General Function Structure

```
<return type> functionName(<type> arg1, ...) {  
    // Do something  
    return <value to be returned>;  
}
```

### 4.2 Arguments by Value

```
int add(int arg1, int arg2) {  
    return arg1 + arg2;  
}  
  
int X = 10;  
int Y = 10;  
int Z = add(X, Y);
```

### 4.3 Arguments by Pointer Value

```
void add(int* arg1, int* arg2, int* sum) {  
    *sum = *arg1 + *arg2;  
}  
  
int X = 10;  
int Y = 10;  
int Z = 0;  
add(&X, &Y, &Z);
```

*Note:* passing arguments by pointer value (address) only has to transfer the size of the pointer itself (usually 4-8 bytes depending on the machine). This can be dramatically faster when passing in large arrays of values such as strings or number lists.

## 4.4 Arguments by Reference

```
void add(int& arg1, int& arg2, int& sum) {
    sum = arg1 + arg2;
}

int X = 10;
int Y = 10;
int Z = 0;
add(X, Y, Z);
```

*Note:* passing by reference is only shorthand for passing arguments by pointer value (address). However, it can be confusing to work with since the syntax are nearly the same as passing by value so don't use them unless you know what you're doing.

## 5 Objects

### 5.1 Structs

Basic implementation of a struct:

```
struct Vector3D {
    double x;
    double y;
    double z;
};

Vector3D vect;
vect.x = 10;
cout << vect.x << endl;
```

*Note:* struct member properties cannot be initialized to a value *unless* they are a static member property

Implementation of a struct with an overloaded constructor function:

```
struct Vector3D {
    double x;
    double y;
    double z;
    Vector3D() {
        x = 0;
        y = 0;
        z = 0;
    }
    Vector3D(int X, int Y, int Z) {
```

```

        x = X;
        y = Y;
        z = Z;
    }
};

Vector3D vect1; // Called with default constructor
Vector3D vect2(1,2,-1);

```

Example of a struct with static member properties:

```

struct Student {
    static s_value;
};

cout << Student::s_value << endl;

```

*Note:* the static keyword associates a member property or method to the class itself instead of a specific instance of a class.

## 6 Unix Terminal Commands

### 6.1 Directory and File Management

1. `cd <directory name>` - Changes the current directory to the specified sub-directory. Use `cd ..` to change to the superdirectory of the current directory
2. `ls` - Displays the contents in the current directory. `ls -a` shows more detailed information about these contents including permissions and ownership
3. `tree` - Display all subdirectories and files in the current directory
4. `mkdir <directory name>` - Creates a new directory in the current directory.
5. `rmdir <directory name>` - Deletes a directory.
6. `rm <file name>` - Deletes a file

### 6.2 Special Characters

1. `*` - Matches 0 or more occurrences of any character. Ex: `ls a*` matches `a.out`, `asst3/`, and `a/`
2. `?` - Matches a single occurrence of any character. Ex: `ls file?.exe` matches `file1.exe` and `filee.exe`.

3. See [https://docstore.mik.ua/oreilly/unix/upt/ch08\\_19.htm](https://docstore.mik.ua/oreilly/unix/upt/ch08_19.htm) for more details

### 6.3 PSCP Command

1. `pscp oryx**@209.129.16.61:<some file> .` - Copies file from buffy into current directory
2. `pscp <some file> oryx**@209.129.16.16:<some directory>` - Copies file into some directory on buffy
3. `pscp -r <some directory> oryx**@209.129.16.61:<some directory>`  
- Copies directory and all subdirectories and files recursively into specified location on buffy. Good for uploading codeblocks projects.