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1 The BigNum<T,S> Class

The BigNum<T,S> class is just a fancy wrapper for a list of `cg::Num<T>` objects for a bignum style number.

1.1 Using BigNum<T,S>

Using BigNum<T,S> is simple. A BigNum<T,S> with a size of 0 will be unlimited size, or a none-zero size is a stack allocated number with that size max. Use it like any other object.

Example 1: Using BigNum<T,S>

```
1 cg::BigNum<uint64_t, 10> a = { 0,1,2}; //stack allocated, 10 digits
   , 3 initial digits.
2 cg::BigNum<uint64_t, 0> b = { 2 }; //heap allocated, unlimited
   digits, 1 initial digit.
3
4 for(std::size_t i = 0; i < 1000000000; ++i)
5     a *= b; //will getreally big really fast.
```