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1 Tabelas

tipo	bits	min...max	precisao
char	8	0..127	2
signed char	8	-128..127	2
unsigned char	8	0..255	2
short	16	-32.768 .. 32.767	4
unsigned short	16	0 .. 65.535	4
int	32	-2x10**9 .. 2 x 10**9	9
unsigned int	32	0 .. 4x10**9	9
int64_t	64	-9 x 10**18 .. 9 x 10**18	18
uint64_t	64	0 .. 18 x 10**18	19

Tabela 1: Limites de representação de dados

2 Codigos

```
1 #include <stdio.h>
2 #include <stdlib.h>
3 #include <string.h>
4 #include <math.h>
5
6 #include <inttypes.h>
7 #include <ctype.h>
8
9 #include <algorithm>
10 #include <utility>
```

0! = 1
1! = 1
2! = 2
3! = 6
4! = 24
5! = 120
6! = 720
7! = 5.040
8! = 40.320
9! = 362.880
10! = 3.628.800
11! = 39.916.800
12! = 479.001.600 [limite do (unsigned) int]
13! = 6.227.020.800
14! = 87.178.291.200
15! = 1.307.674.368.000
16! = 20.922.789.888.000
17! = 355.687.428.096.000
18! = 6.402.373.705.728.000
19! = 121.645.100.408.832.000
20! = 2.432.902.008.176.640.000 [limite do (u)int64_t]

Tabela 2: Fatorial

Tipe	%
char	c
int	d
float	e, E, f, g, G
int (octal)	o
int (hexa)	x, X
uint	u
char*	s

Tabela 3: scanf() - %[*][width][modifiers]type

modifiers	tipo
h	short int (d, i, n), or unsigned short int (o, u, x)
l	long int (d, i, n), or unsigned long int (o, u, x), or double (e, f, g)
L	long double (e, f, g)

Tabela 4: scanf() %[*][width][modifiers]type

```
11 #include <iostream>
12
13 #include <map>
14 #include <set>
15 #include <vector>
16 #include <sstream>
17
18 using namespace std;
19
20 #define abs(a) ((a) > 0 ? (a) : -(a))
21
22 int main()
23 {
24     int n;
25
26     cin >> n;
27
28     for (int i = 0; i < n; i++)
29     {
30
31     }
32
33     while (cin >> n)
34     {
35
36     }
37     return 0;
38 }
```

Código 1: Modelo

```
1 const double EPS = 1e-10;
2 /**
3  * -1 se x < y
4  * 0 se x = y
5  * 1 se x > y
6  */
7 inline int cmp (double x, double y = 0, double tol = EPS)
8 {
9     return (x <= y + tol) ? (x + tol < y) ? -1 : 0 : 1;
10 }
```

Código 2: comparcao de ponto flutuante

```
1 set ai noet ts=4 sw=4 bs=2
2 syn on
3 mat Keyword "\<foreach\>"
```

Código 3: .vimrc para a configuração do vim

```
1 /* printf example */
2 #include <stdio.h>
3
4 int main()
5 {
```

```
6     printf ("Characters: %c %c \n", 'a', 65);
7     printf ("Decimals: %d %ld\n", 1977, 650000L);
8     printf ("Preceding with blanks: %10d \n", 1977);
9     printf ("Preceding with zeros: %010d \n", 1977);
10    printf ("Some different radixes: %d %x %o %#x %#o \n", 100, 100, 100,
11            100, 100);
12    printf ("floats: %4.2f %+.0e %E \n", 3.1416, 3.1416, 3.1416);
13    printf ("Width trick: %*d \n", 5, 10);
14    printf ("%s \n", "A string");
15    return 0;
16 }
17 /* output
18 Characters: a A
19 Decimals: 1977 650000
20 Preceding with blanks:          1977
21 Preceding with zeros: 0000001977
22 Some different radixes: 100 64 144 0x64 0144
23 floats: 3.14 +3e+000 3.141600E+000
24 Width trick:      10
25 A string
26 */
```

Código 4: printf

```
1 #include <iostream>
2 #include <queue>
3 using namespace std;
4
5 int main ()
6 {
7     priority_queue<int> mypq;
8
9     mypq.push(30);
10    mypq.push(100);
11    mypq.push(25);
12    mypq.push(40);
13
14    cout << "size: " << (int) mypq.size() << endl;
15
16    cout << "Popping out elements...";
17    while (!mypq.empty())
18    {
19        cout << " " << mypq.top();
20        mypq.pop();
21    }
22    cout << endl;
23
24    return 0;
25 }
```

Código 5: exemplo de priority queue

```
1 #include <iostream>
2 #include <set>
3 using namespace std;
```

```

5  int main ()
6  {
7      multiset<int> mymultiset;
8      multiset<int>::iterator it;
9
10     // set some initial values:
11     for (int i=1; i<=5; i++) mymultiset.insert(i*10);    // 10 20 30 40 50
12
13     cout << "size: " << (int) mymultiset.size() << endl;
14
15     it=mymultiset.find(20);
16     mymultiset.erase (it);
17
18     if (! mymultiset.empty)
19         mymultiset.erase (mymultiset.find(40));
20
21     for (it=mymultiset.begin(); it!=mymultiset.end(); it++)
22         cout << " " << *it;
23
24     int myints[]={19,72,4,36,20,20};
25     multiset<int> first (myints,myints+3);    // 4,19,72
26     multiset<int> second (myints+3,myints+6); // 20,20,36
27     multiset<int>::iterator it;
28
29     first.swap(second); // troca conteudo. o primeiro fica [20,20,36] e o
        segundo [4,19,72]
30
31     return 0;
32 }

```

Código 6: exemplo de multiset