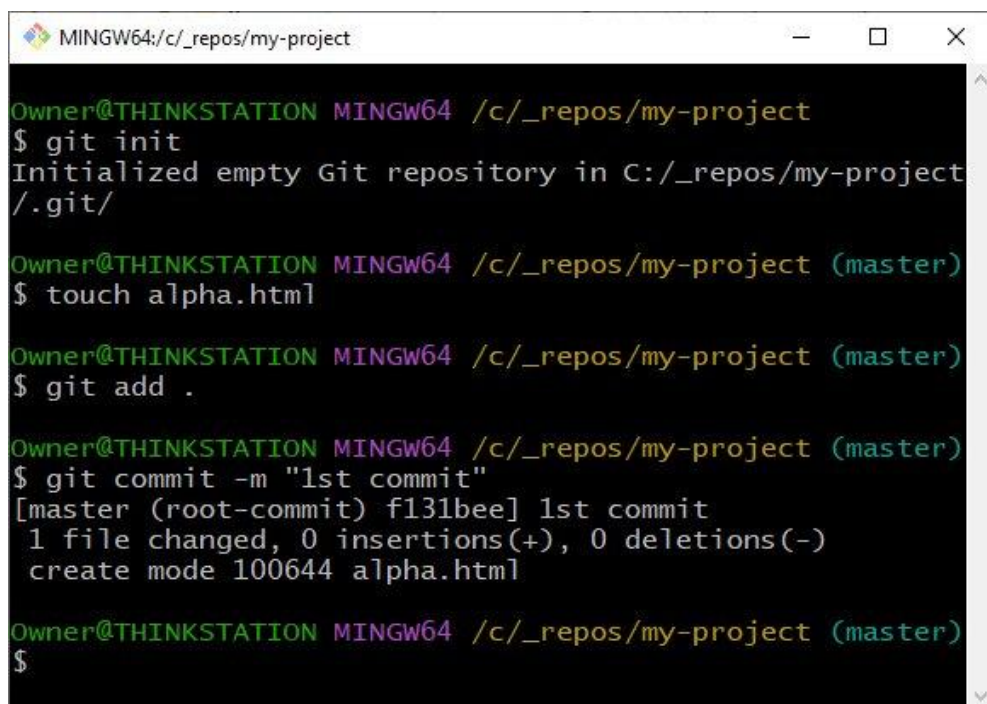


## CPP NOTES – DAY 06

### Git file upload

- Git init
- Git add .
- Git commit -m 'first commit'
- Git branch -M main
- Git remote add url "url"
- Git push -u origin main



```
MINGW64:/c/_repos/my-project
Owner@THINKSTATION MINGW64 /c/_repos/my-project
$ git init
Initialized empty Git repository in C:/_repos/my-project/.git/

Owner@THINKSTATION MINGW64 /c/_repos/my-project (master)
$ touch alpha.html

Owner@THINKSTATION MINGW64 /c/_repos/my-project (master)
$ git add .

Owner@THINKSTATION MINGW64 /c/_repos/my-project (master)
$ git commit -m "1st commit"
[master (root-commit) f131bee] 1st commit
1 file changed, 0 insertions(+), 0 deletions(-)
create mode 100644 alpha.html

Owner@THINKSTATION MINGW64 /c/_repos/my-project (master)
$
```

While uploading cpp files two files which are .exe and obj should be ignored via .gitignore.

### Loops

Used to execute a block of code repeatedly until a certain condition is met. Loops need four points to be considered:

- Initialize variable/counter

- Condition
- Statements to be exec rep
- Counter => inc/dec

```
int i=0;  -> Initialization
while(i<5){

}
```

At the times of nested loops, reinitialization of variable is required.

## Types

1. for loop – *for(//initialization ; //condition; //inc/dec)*
2. while loop – *while(condition){ //program }*
3. do while loop – *do(condition){//program}(while-cond)*
4. range based for loop
5. use of lambdas in groups
6. structured bindings in loops