

1 Aufbau eines Programmes

```
#include <iostream> // Standart In-/ Output stream
#include <vector>    // Vector library
#include <cmath>     // Für math. funktionen
#include <time.h>    // Zeitmessung
#include "headerfile.h" // Einbiden Headerfile
#define N 10 // defines jeglicher art

//structs, functions, enums

int main(void)
{
//programm code
return 0;
}
```

2 Variablen

Group	Type names	Notes on size / precision
Character types	char	One byte in size at least 8 bits.
	char16_t	At least 16 bits
	char32_t	At least 32 bits.
	wchar_t	Can represent the largest character set
Integer types (signed)	char	One byte in size at least 8 bits.
	char16_t	At least 16 bits
	char32_t	At least 32 bits.

Mögliche Initialisations von vaiablen

```
int x;
int x = 1;
int x (1);
int x {1};
```