

# Codebook

September 24, 2019

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## 1 Environment

### 1.1 .vimrc

```
1 set number
2 set mouse=a
3 set shiftwidth=4
4 set tabstop=4
5 set autoindent
6 set cindent
7 filetype indent on
8 set cursorline
9 set t_Co=256
10 colorscheme slate
11 syntax on
```

### 1.2 Shell Script

```
1 #shell script to compile program and execute
2 #!/bin/bash
3 g++ -Wall -O2 -std=c++14 -static -pipe -o $1 $1.cpp && ./$1 < $1.in
```

### 1.3 example

```
1 //This is example code in c++
2 #include <iostream>
3 using namespace std;
4
5 int main(){
6     cout << "Hello World!" << endl;
7     return 0;
8 }
```

### 1.4 class

```
1 1 #include <bits/stdc++.h>
1 2 using namespace std;
1 3
1 4 template <class T>
1 5 class OBJ{
1 6     public:
2 7         OBJ(T d){
2 8             data = d;
2 9         }
10         T getdata(){return data;}
11     private:
12         T data;
13 };
14
15 int main(){
16     OBJ <int> intOBJ(1);
17     cout << intOBJ.getdata() << endl;
18
19     system("pause");
20     return 0;
21 }
```

### 1.5 example

```
1 //This is example code in c++
2 #include <iostream>
3 using namespace std;
4
5 int main(){
6     cout << "Hello World!" << endl;
7     return 0;
8 }
```

## 1.6 class

```
1 #include <bits/stdc++.h>
2 using namespace std;
3
4 template <class T>
5 class OBJ{
6     public:
7         OBJ(T d){
8             data = d;
9         }
10        T getdata(){return data;}
11    private:
12        T data;
13};
14
15 int main(){
16     OBJ <int> intOBJ(1);
17     cout << intOBJ.getdata() << endl;
18
19     system("pause");
20     return 0;
21 }
```

## 1.7 example

```
1 //This is example code in c++
2 #include <iostream>
3 using namespace std;
4
5 int main(){
6     cout << "Hello World!" << endl;
7     return 0;
8 }
```

## 1.8 class

```
1 #include <bits/stdc++.h>
2 using namespace std;
3
4 template <class T>
5 class OBJ{
6     public:
7         OBJ(T d){
8             data = d;
```

```
9         }
10        T getdata(){return data;}
11    private:
12        T data;
13};
14
15 int main(){
16     OBJ <int> intOBJ(1);
17     cout << intOBJ.getdata() << endl;
18
19     system("pause");
20     return 0;
21 }
```