C++ Syntax:

C++ Syntax Review --------------------------------------------------

Every C++ File Needs These:

1. #include <iostream>
2. using namespace std
3. int main(){
4. return 0;
5. }

Explanation of the Keywords Above:

1. This allows to print stuff (
2. **C++** library routines are kept in the standard **namespace**. That includes stuff like cout, cin, string, vector, map, etc.
3. This is the main function in which you C++ code will go
4. This command basically added to make sure if you main function will run and it should return 0

Printing:

5. cout << “Example of a message” << endl;

6. cout << “Example of a message” << ‘\n’

7. std::cout <<”Example of a message” << endl;

8. std::cout <<”Example of a message” << ‘\n’;

Explanation of the Keywords Above:

5. Prints Example of a message, but it is not fast

6. Prints Example of a message, but it is fast, but it flush speed is faster than endl

7. Prints Example of a message, but it is not fast

8. Prints Example of a message, but it is fast, but it flush speed is faster than endl

Data Types:

1. short int (variable name) = (a value that is allowed): 16 bits
2. unsigned short int (variable name) = (a value that is allowed): 16 bits
3. unsigned int (variable name) = (a value that is allowed): 32 bits
4. int (variable name) = (a value that is allowed): 32 bits
5. long int (variable name) = (a value that is allowed): 32 bits
6. unsigned long int (variable name) = (a value that is allowed): 32 bits
7. long long int (variable name) = (a value that is allowed): 64 bits
8. unsigned long long int (variable name) = (a value that is allowed): 64 bits
9. signed char (variable name) = (a value that is allowed): 8 bits
10. unsigned char (variable name) = (a value that is allowed): 8 bits
11. char (variable name) = (a value that is allowed): 8 bits
12. float (variable name) = (a value that is allowed): 32 bits
13. double (variable name) = (a value that is allowed): 64 bits
14. long double (variable name) = (a value that is allowed): 96 bits
15. wchar\_t (variable name) = (a value that is allowed): 8-32 bits
16. uint32\_t (variable name) = (a value that is allowed): unsigned 32-bit
17. uint64\_t (variable name) = (a value that is allowed): unsigned 64-bit
18. int32\_t (variable name) = (a value that is allowed): signed int 32-bit
19. int64\_t (variable name) = (a value that is allowed): signed int 64 bit
20. string (variable name) = “something you want to say”: 16 bits
    1. Need the library: #include <string>
21. void: 0 bits

Note: Single precision use floats, and Double precision use double

To comment, use ‘//’ and then type the comment in C++