**Set up**

|  |  |  |
| --- | --- | --- |
| **makefile** | **header.h** | **file.cpp** |
| maze: main.o maze.o  g++ -Wall -g main.o maze.o -o maze  %.o: %.c  g++ -Wall -g -c $<  main.o: maze.h  maze.o: maze.h  clean:  rm -f \*.o maze | #ifndef MAZE\_H  #define MAZE\_H  bool isVowel(char ch);  #endif | #include <iostream>  #include <cstring>  .  .  .  #include “header.h” |

**Casting**

|  |  |
| --- | --- |
| int to char | char x = (char)(a+’0’); static\_cast<char>(a); |
| int to cstring (#include <cstdlib>) | char \* itoa ( int value, char \* str, int base );  itoa (i,buffer,10); |
| cstring to int (#include <cstdlib>) | atoi(const char\* x) |

**Strings**

|  |  |  |
| --- | --- | --- |
| **Library** | **<cstring>** | **<string>** |
| **Initialisation** | char str[] = “xyz”;  char str[size]; str[0]=’\0’; | string str = “xyz”;  string str(str1); |
| **Assignment** | strcpy(str, str1);  strncpy(str, str1, n); // n characters | str = str1; |
| **Concat** | strcat(str,str1); | + |
| **Access** | str[index]; | str.at(i); |
| **Adding/removing string** | n = strlen(str);  str[n] = ‘A’; str[n+1] = ‘\0’;  strncpy(buf, string + pos, len);  // copy substring from pos to len | str.push\_back(letter); //char letter  str.insert(pos,str1); // adds a string  str.erase(pos,length); //removes |
| **Comparison** | strcmp(str,str1); //returns 0 if true  strncmp(str,str1,n); // compares first n chars | str == str1; |
| **Length** | strlen(str); // **excl ‘\0’**  sizeof(str); // incl ‘\0’ | str.length(); //excl ‘\0’ |
| **Using Tokens** | char \*sptr = strtok(string1, “, .!”);  while(sptr != NULL) {sptr = strtok(NULL, “, .!”); | // |
| **Print** | cout << str; | cout << str; |
| **I/O** | (c)in.getline(cstring,MAX); | getline((c)in, line);  ((c)in.ignore(n,’\n’); |

**I/O**

|  |  |  |
| --- | --- | --- |
| **Library(ies)** | **<iostream>** | **<fstream> && <cstdlib>** |
| **Initialisation** | istream in; //declare with std::  ostream out; | ifstream in(“input.txt”); in.fail(); in.close();  ofstream out(“output.txt”); out.close(); |
| **Formatted** | (c)in >> / (c)out << // skips whitespaces, starts new input at ws or ‘\n’ | |
| **Unformatted** | in.get(ch); || out.put(ch);  in.get(charArray, size); in.getline(charArray, size)  (c)out.put(letter); | |
| **other** | (c)in.putback(ch); // return character to stream | |

* loops
  + for individual chars with whitespace: char letter; while (in.get(letter)) {;}
  + for words /skipping whitespace: char word[]; while (in >> word) {;}

**Pointers**

|  |  |  |  |
| --- | --- | --- | --- |
|  | Pointer | Dynamic array | Array of pointers |
| **Initialisation** | int \*p = new int; // NULL  \*p = &num; | int \*p = new int[]; | int \*p[size] = {“ab” , “cd”}; int \*p[size]; |
| **Assignment** | \*p = number; | for (…) p[n]=num; | for (…) p[n]=sth; |
| **Destroy** | delete p; | delete [] p; // whole thing | - //not dynamic mem! |

**Linked list**

|  |  |
| --- | --- |
| Node definition | Add node |
| struct Node {  string content;  Node\* ptr;  };  typedef Node\* NodePtr; | current\_node->ptr= head;  head = current\_node; |

**Recursion**

* Use bool type function if possible (helper functions) if stuck >> if, else
* Consider mechanism to change function parameter(s):
  + Pointer to next char in string i.e. compare(&str1[1], &str2[1]);
* Return value of recursive function as part of the function

**Short-hand if-else:**

* x <3 ? (true branch) : (false branch);

**ASCII Table (Important ones only)**

|  |  |
| --- | --- |
| **Dec** | **Out** |
| 32 | ‘ ’ |
| 48 | 0 |
| 57 | 9 |
| 65 | A |
| 90 | Z |
| 97 | a |
| 122 | z |

**Selection Sort**

// function to implement selection sort on a string

void selSort(char\* str) {

char temp;

int i, j, n = strlen(str);

int currentMin;

// convert all to upper case

for (i = 0; i < n; i++) {

str[i] = toupper(str[i]);

}

// selection sort algorithmm

for (i = 0; i < n - 1; i++) {

currentMin = i;

for (j = i + 1; j < n; j++) {

if (str[j] < str[currentMin])

currentMin = j;

}

// swap places

if (str[currentMin] != str[i]) {

temp = str[i];

str[i] = str[currentMin];

str[currentMin] = temp;

}

}

}