**C++ CHEATSHEET**(https://github.com/manni2000)

# Basics

Basic syntax and functions from the C++ programming language.

## Boilerplate

#include <iostream> using namespace std;

int main() {

cout << "Welcome To CodeWithHarry"; return 0;

}

## cout <<

It prints output on the screen

cout << "This is C++ Programming";

## cin >>

It takes input from the user

cin >> variable\_name

# Data types

The data type is the type of data

## Character type

Typically a single octet(one byte). It is an integer type

char variable\_name;

## Integer type

The most natural size of integer for the machine

int variable\_name;

## Float type

A single-precision floating-point value

float variable\_name;

## Double type

A double-precision floating-point value

double variable\_name;

## Void type

Represents the absence of the type

void

## Boolean type

bool

# Escape Sequences

It is a sequence of characters starting with a backslash, and it doesn't represent itself when used inside string literal.

## Alarm or Beep

It produces a beep sound

\a

## Backspace

It adds a backspace

\b

## Form feed

\f

## Newline

Newline Character

\n

## Carriage return

\r

## Tab

It gives a tab space

\t

## Backslash

It adds a backslash

\\

## Single quote

It adds a single quotation mark

\'

## Question mark

It adds a question mark

\?

## Octal No.

It represents the value of an octal number

\nnn

## Hexadecimal No.

It represents the value of a hexadecimal number

\xhh

## Null

The null character is usually used to terminate a string

\0

# Comments

A comment is a code that is not executed by the compiler, and the programmer uses it to keep track of the code.

## Single line comment

// It's a single line comment

## Multi-line comment

/\* It's a multi-line comment

\*/

# Strings

It is a collection of characters surrounded by double quotes

## Declaring String

// Include the string library #include <string>

// String variable

string variable1 = "Hello World";

## append function

It is used to concatenate two strings

string firstName = "Harry "; string lastName = "Bhai";

string fullName = firstName.append(lastName); cout << fullName;

## length function

It returns the length of the string

string variable1 = "CodeWithHarry";

cout << "The length of the string is: " << variable1.length();

## Accessing and changing string characters

string variable1 = "Hello World"; variable1[1] = 'i';

cout << variable1;

# Maths

C++ provides some built-in math functions that help the programmer to perform mathematical operations efficiently.

## max function

It returns the larger value among the two

cout << max(25, 140);

## min function

It returns the smaller value among the two

cout << min(55, 50);

## sqrt function

It returns the square root of a supplied number

#include <cmath>

cout << sqrt(144);

## ceil function

It returns the value of x rounded up to its nearest integer

ceil(x)

## floor function

It returns the value of x rounded down to its nearest integer

floor(x)

## pow function

It returns the value of x to the power of y

pow(x, y)

# Decision Making Instructions

Conditional statements are used to perform operations based on some condition.

## If Statement

if (condition) {

// This block of code will get executed, if the condition is True

}

## If-else Statement

if (condition) {

// If condition is True then this block will get executed

} else {

// If condition is False then this block will get executed

}

## if else-if Statement

if (condition) {

// Statements;

}

else if (condition){

// Statements;

}

else{

// Statements

}

## Ternary Operator

It is shorthand of an if-else statement.

variable = (condition) ? expressionTrue : expressionFalse;

## Switch Case Statement

It allows a variable to be tested for equality against a list of values (cases).

switch (expression)

{

case constant-expression: statement1;

statement2;

break;

case constant-expression:

statement; break;

...

default:

statement;

}

# Iterative Statements

Iterative statements facilitate programmers to execute any block of code lines repeatedly and can be controlled as per conditions added by the programmer.

## while Loop

It iterates the block of code as long as a specified condition is True

while (/\* condition \*/)

{

/\* code block to be executed \*/

}

## do-while loop

It is an exit controlled loop. It is very similar to the while loop with one difference, i.e., the body of the do-while loop is executed at least once even if the condition is False

do

{

/\* code \*/

} while (/\* condition \*/);

## for loop

It is used to iterate the statements or a part of the program several times. It is frequently used to traverse the data structures like the array and linked list.

for (int i = 0; i < count; i++)

{

/\* code \*/

}

## Break Statement

break keyword inside the loop is used to terminate the loop

break;

## Continue Statement

continue keyword skips the rest of the current iteration of the loop and returns to the starting point of the loop

continue;

# References

Reference is an alias for an already existing variable. Once it is initialized to a variable, it cannot be changed to refer to another variable. So, it's a const pointer.

## Creating References

string var1 = "Value1"; // var1 variable string &var2 = var1; // reference to var1

# Pointers

Pointer is a variable that holds the memory address of another variable

## Declaration

datatype \*var\_name;

var\_name = &variable2;

# Functions & Recursion

Functions are used to divide an extensive program into smaller pieces. It can be called multiple times to provide reusability and modularity to the C program.

## Function Definition

return\_type function\_name(data\_type parameter...){

//code to be executed

}

## Function Call

function\_name(arguments);

## Recursion

Recursion is when a function calls a copy of itself to work on a minor problem. And the function that calls itself is known as the Recursive function.

void recurse()

{

... .. ...

recurse();

... .. ...

}

# Object-Oriented Programming

It is a programming approach that primarily focuses on using objects and classes. The objects can be any real-world entities.

## class

class Class\_name {

public: // Access specifier

// fields

// functions

// blocks

};

## object

Class\_name ObjectName;

## Constructors

It is a special method that is called automatically as soon as the object is created.

class className { // The class public: // Access specifier

className() { // Constructor cout << "Code With Harry";

}

};

int main() {

className obj\_name; return 0;

}

## Encapsulation

Data encapsulation is a mechanism of bundling the data, and the functions that use them and data abstraction is a mechanism of exposing only the interfaces and hiding the implementation details from the user.

#include<iostream>

using namespace std; class ExampleEncap{ private:

/\* Since we have marked these data members private,

* any entity outside this class cannot access these
* data members directly, they have to use getter and
* setter functions.

\*/

int num; char ch; public:

/\* Getter functions to get the value of data members.

* Since these functions are public, they can be accessed
* outside the class, thus provide the access to data members
* through them

\*/

int getNum() const { return num;

}

char getCh() const { return ch;

}

/\* Setter functions, they are called for assigning the values

* to the private data members.

\*/

void setNum(int num) { this->num = num;

}

void setCh(char ch) { this->ch = ch;

}

};

int main(){

ExampleEncap obj; obj.setNum(100); obj.setCh('A');

cout<<obj.getNum()<<endl; cout<<obj.getCh()<<endl; return 0;

}

# File Handling

File handling refers to reading or writing data from files. C provides some functions that allow us to manipulate data in the files.

## Creating and writing to a text file

#include <iostream> #include <fstream>

using namespace std;

int main() {

// Create and open a text file

ofstream MyFile("filename.txt");

// Write to the file

MyFile << "File Handling in C++";

// Close the file MyFile.close();

}

## Reading the file

It allows us to read the file line by line

getline()

## Opening a File

It opens a file in the C++ program

void open(const char\* file\_name,ios::openmode mode);

## OPEN MODES

**in**

Opens the file to read(default for ifstream)

fs.open ("test.txt", std::fstream::in)

## out

Opens the file to write(default for ofstream)

fs.open ("test.txt", std::fstream::out)

## binary

Opens the file in binary mode

fs.open ("test.txt", std::fstream::binary)

## app

Opens the file and appends all the outputs at the end

fs.open ("test.txt", std::fstream::app)

## ate

Opens the file and moves the control to the end of the file

fs.open ("test.txt", std::fstream::ate)

## trunc

Removes the data in the existing file

fs.open ("test.txt", std::fstream::trunc)

## nocreate

Opens the file only if it already exists

fs.open ("test.txt", std::fstream::nocreate)

## noreplace

Opens the file only if it does not already exist

fs.open ("test.txt", std::fstream::noreplace)

## Closing a file

It closes the file

myfile.close()

# Exception Handling

An exception is an unusual condition that results in an interruption in the flow of the program.

## try and catch block

A basic try-catch block in python. When the try block throws an error, the control goes to the except block

try {

// code to try

throw exception; // If a problem arises, then throw an exception

}

catch () {

// Block of code to handle errors

}