BASIC MAIN CLASS: #include <iostream> //allows you to call cin/cout #include <string> //allows you to use string using namespace std; int main() int num: //num will not be zero, garbage int z = 0; int k = 10;

int x(9): cout << "Enter a " << "number: " << endl; cin >> num:

return 0; //NEED THIS STATEMENT

ESCAPE SEQUINCES:

\n = new line \t = tab \\ = "\" \' = " \"

READ USER INPUT:

#include <iostream> //allows you to call cin/cout #include <string> //allows you to use string #include <climit> using namespace std: int main() int num1: int num2: cout << "Enter two numbers: " << endl: cin >> num1 >> num2: //skips spaces eats until spaces, tab. \n cin.ignore(INT_MAX, '\n'); //CRITICAL LINE cout<<"Enter name: " << endl; string name; //automatically initialize to empty str getline(cin. name): //eats whole line including \n return 0;

OUTPUT FIXED NUM OF DECIMAL POINTS:

cout.setf(ios::showpoint); //show decimal point even if not necessary cout.setf(ios::fixed); //make sure not print in scientific notification cout.precision(2): //use two digit after decimal point whether needed or not //only affects way doubles are printed cout.unsetf(ios::showpoint); //undoes it

OUTPUT BOOLEAN IN ALPHA NUMERICS:

cout.setf(ios::boolalpha);

cout.unsetf(ios::fixed); //undoes if

TYPE COMPATIBILITY:

Division: int/int = int (truncate decimal) int/double = double/int = double/double = double

Cast int into double double e = static_cast<double>(num);

PRECEDENCE RULE:

ADD CHARS TO STRINGS:

```
string upper = "AWESOME":
string lower;
for(int i = 0; i < upper.length(); i++)</pre>
 lower += upper[i] + 32;
```

//output will be awesome in lower case

```
IF SYNTAX
if(...) {
  statement:
}else if(...){
 statement:
}else{
```

REGULAR WHILE LOOP SYNTAX

while(...){ statement;

statement;

DO WHILE LOOP SYNTAX

do{ statement; }while(...);

FOR LOOP SYNTAX

for(int k = 0; k < 10; k++){ statement;

SWITCH CASE SYNTAX

```
switch( type of variable ){
 case 0:
   statement;
   break;
 case 1:
  case 2:
    statement;
   break;
  default:
   statement;
Try not to declare variables
Switch type can be char, int, string as long as it is
constant
```

STRING FUNCTIONS

```
string s = "Hello";
    cout << s.size(); // writes 5 type size_t
    s = "Wow":
    cout << s.size(); // writes 3
    cout << s.size(); // writes 0
    string s = "Hello"; // Hello
    cout << s.at(0); // writes H
    cout << s[4]; // writes o
    cout << s[6];
                    // Undefined behavior!
    cout << s[-1]; // Undefined behavior!
    cout<<s.substr(1,3); //(starting index, length)
    //writes ell
#include <cctype>
```

isalpha(char c) //returns non-zero value if char is

isalnum(char c) //returns non-zero value if char is

alphabet isupper(char c) //returns non-zero value if char is

upper case islower(char c) //returns non-zero value if char is

char a = tolower(char c) //turns char to lower case char a = toupper(char c) //turns char to upper case

ASCII VALUES

lower case

```
'0' = 48 '9' = 57
'A' = 65 'Z' = 90
'a' = 97 'z' = 122
```

PASS BY VALUE

Declared as:

void foo(int i); void foo(int);

Called as: foo(12); foo('A'); void foo(int i){ i = 12;

Nothing callee does affect caller's variable Not strict when taking in parameter

PASS BY REFERENCE

Declared as: void foo(int & i); Called as: foo(i); foo(j);void foo(int & i){ i = 12;

Callee can change value of caller's variable Function will only take in exact variable type requested "actual thing" is sent

PASS BY CONST-REFERENCE

Declared as: void foo(const int & i): Called as: foo(i): foo(i): void foo(const int & i){ i = 12; ///will not build

Var are sent in a fixed wav Very strict and cannot be changed

OPTIONAL PARAMETERS FOR FUNCTIONS

Declared as:

void foo(int a, double d = 12.0); //d not required Implement as:

void foo(int a, double d){ statements...

RULE: all required parameters are grouped together and listed first

ARRAYS

int array[5]; //array of size 5, garbage value inside int anotherArray[] = {1, 2, 3}; //array of size 3 int array2[5] ={1, 2}; // array of size 5, uninitialized values are set at zero int $arrav[5] = \{1,2,3,4,5\}$: printArray(array, 5); //HAS TO PASS IN THE SIZE void printArray(int array[], int size) // array[] is an array parameter for(int i = 0; i < size; i++)</pre> cout << array[i] << endl;</pre> void printArray(const int array[], int size); //sends array as read only

BOOLFANIAWS

De Morgan's Law: not (A or B) \rightarrow (not A) && (not B) $not(A and B) \rightarrow (not A) or (not B)$

Types of Errors

1)Compilation Error: Syntax error, violate rules of the C++ language, compiler cannot create 2)Logic Error: compiles, but things go wrong during run time

```
Clip off first 6 characters of string
string t = "fingernail";

t = t.substr(6, t.size()-6);

// t is now "nail"
```

```
Backwards String
int main() {
    cout << "Enter a phrase: ";</pre>
     string phrase;
     getline(cin, phrase);
     string backwards;
     for(int k = phrase.size()-1; k >=0 ; k--)
         backwards += phrase[k];
     cout << backwards;</pre>
print money sign
int main()
  int n = 40;
  for (int i = 0; i < n; i++)
  {
            for (int space = 1; space < (n - i); space++)
                      cout << " ";
           for (int money = 0; money <= i; money++)
                      cout << "$";
           cout << "|" << endl;
  }
```

```
Is Palindrome
int main() {
    cout << "Enter a palindrome: ";
    string phrase;
    getline(cin, phrase);

int len = phrase.size();
    for (int i = 0; i < len / 2; i++)
{
        int j = len - (i + 1);
        if (phrase[i] != phrase[j])
        {
            cout << "Not a palindrome" << endl;
            return 1;
        }
    }
    cout << "Is Palindrome";
}</pre>
```