Summary I

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C++ Programming I

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Contents

1 Basics

1.1 Variables

Listing 1: Declaration, Initialisation and Definition

```cpp
//Declaration
int x; //of variable int
intgetValue(); //of function prototype
//Definition
int x; //same as declaration
int getValue(){ /*Definition*/ }// without ';'
//Initialisation is optional, but it's
//often a good programming practice
int x=42;//refers to the "assignment" of a value
//initialization does not mean much for functions
}
```

- The variable type attribute tells the compiler the nature of data the variable can store, and the compiler reserves the necessary space for it

- The variable name is a friendly replacement for the address in the memory

- Use camelCase naming convention for variables

- Naming conventions differs for objects, functions etc.

Naming variables appropriately is important for writing good, understandable, and maintainable code!

2 Functions

3 Pointers and References

4 Fundamentals of Object Oriented C++ Programming

5 Classes and Objects