

C++ in L^AT_EX

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March 3, 2023

```
1 #include <iostream>
2 #include <vector>
3
4 // this is a comment
5 template<typename T>
6 struct Vec2
7 {
8     Vec2(T x, T y) : x(x), y(y) {}
9     T x;
10    T y;
11
12    Vec2 operator+(const Vec2& other) const
13    {
14        return Vec2(x + other.x, y + other.y);
15    }
16
17    friend std::ostream& operator<<(std::ostream& os, const Vec2& v)
18    {
19        os << "(" << v.x << ", " << v.y << ")";
20        return os;
21    }
22 };
23
24 int main()
25 {
26     std::vector<Vec2<int>> vec = {{1, 2}, {3, 4}, {-1, 2}};
27
28     for (const auto& v : vec)
29         std::cout << v << std::endl;
30
31     return 0;
32 }
```

```
1 #include<iostream>
2
3 int main()
4 {
5     int i, j;
6     for(i = 0; i < 5; i++)
7         std::cout << "Hello " << i << "\n";
8
9     return 0;
10 }
```