Important points for C++:

* %d:int %c: char %s:string %f:float %lf:double %llf:long float %ld:long int;
* Endl is slower than ‘\n’. because endl flushes the stream buffer.
* Cin,cout are slow as compared to scanf() and printf().
* **Do while loop:** exit controlled loop; **While loop :** entry controlled loop.
* **Switch operator:** write **break** else it will print all cases below it without even checking those cases (if that case is true or not).
* Strings: use string header;
* Let string s,l; concatenation: s + l = s.append(l)—appends works faster than normal concatenation. s.length()and s.size() both are same.
* **Structure:** similar to c, allows functions also. ‘;’ semi colon necessary.
* Here due to **padding effect** more memory wastage. Padding effect works by allocating memory chunks ((size of datatype+ padding) like 4+4: int; 8:double; 2+6: char) in the same order of declaration of the data types in struct. memory can be allocated wisely if data types are declared such that total memory allocation reduces.
* In structure memory allocated only when objects are created.
* **Class :** Blueprint -memory allocated only when objects are created; by default access is private. ‘;’ semi colon necessary.for each object new member variables memory spaces are created but member functions are allocated memory only once.
* **Class specifiers:** private: only that class ; protected: only that class and its inheriting class; public: everywhere also main function. This is called **Data Hiding.**
* **Operator overloading:** eg: void operator++(){} - for pre increment, void operator++(int ){} -for post increment.