

C++ Basics (Part 3)

Goal

To understand:

- Functions
- Range of datatypes
- Headers and Namespaces
- Competitive Programming tricks
- Basic C++ Template for CP

Functions

Functions are reusable blocks of code that can be run whenever called.

They can take in parameters (input) and return a value (output).

Syntax:

```
return_type name(d1 param1, d2 param2, ...) {  
    // result must be same as return_type  
    return result;  
}
```

Range of types

- `int`: (-2^{31}) to $(2^{31} - 1)$
 2^{31} is a bit higher than $2 * 10^9$
- `long int`: Almost always same as `int`
- `long long int`: (-2^{63}) to $(2^{63} - 1)$
 2^{63} is a bit higher than $9 * 10^{18}$
- `float`/`double`/`long double`:
7 digits / 15 digits / 18 digits

NOTE: Make sure you don't print big numbers with floating-point datatypes

Namespace

A namespace is a scope of the program that can store various useful functions and variables.

Two ways to use namespaces:

- Use scope resolution operator “::” (double colon) to use the values inside the namespace
- Type `using namespace name;` at the start of the file.

Namespaces are used to avoid conflicting names.

Header files

Header files store C++ variables, functions, etc. to be shared with multiple files

- Pre-existing header files:
Files provided by the compiler for a variety of purposes.
- User-defined header files: Files written by the user.
Can be used for templates, or to make code less complex.

Syntax: `#include <filename>`

Header file for Competitive Programming

```
#include <bits/stdc++.h>
```

Pros:

- Includes every standard library and STL headers.
Therefore, it saves time spent coding during contests.

Cons:

- Increases compile time (Doesn't matter for CP)
- Does not work with compilers other than GNU C++

Fast I/O

```
ios::sync_with_stdio(false);
```

Removes sync between cout and printf.

```
cin.tie(NULL);
```

Removes sync between cout and cin.

```
endl vs '\n'
```

“endl” forces the input buffer to flush.

When using fastio, use ‘\n’ rather than endl

<https://www.youtube.com/watch?v=aNF4DEluWnI>

(my video on fast I/O)

My template:

```
#include <bits/stdc++.h>
using namespace std;

#define endl '\n'
#define int long long

const int MOD = 1e9 + 7;
const int INF = LLONG_MAX >> 1;

signed main() {
    ios::sync_with_stdio(false); cin.tie(NULL);

    int tc; cin >> tc;
    while (tc--) {

    }
}
```

Thanks for watching!