

20180327xcode 中包含bits_std++.h 头文件

Mac OS X 10.9+ no longer uses GCC/libstdc++ but uses libc++ and Clang.

After the XCode 6.0.1 update the headers are now located here:

```
/Applications/Xcode.app/Contents/Developer/Toolchains/XcodeDefault.xctoolchain/  
usr/include/c++/v1
```

so, get the stdc++.h file from [here](#), then creat **bits** directory in the above long address, and copy the file **stdc++.h** to the **bits** directory.

下面是stdc++.h 的头文件内容

```
// C++ includes used for precompiling -*- C++ -*-  
  
// Copyright (C) 2003-2013 Free Software Foundation, Inc.  
//  
// This file is part of the GNU ISO C++ Library.  This library is free  
// software; you can redistribute it and/or modify it under the  
// terms of the GNU General Public License as published by the  
// Free Software Foundation; either version 3, or (at your option)  
// any later version.  
  
// This library is distributed in the hope that it will be useful,  
// but WITHOUT ANY WARRANTY; without even the implied warranty of  
// MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.  See the  
// GNU General Public License for more details.  
  
// Under Section 7 of GPL version 3, you are granted additional  
// permissions described in the GCC Runtime Library Exception, version  
// 3.1, as published by the Free Software Foundation.  
  
// You should have received a copy of the GNU General Public License and  
// a copy of the GCC Runtime Library Exception along with this program;  
// see the files COPYING3 and COPYING.RUNTIME respectively.  If not, see  
// <http://www.gnu.org/licenses/>.  
  
/** @file stdc++.h  
 * This is an implementation file for a precompiled header.  
 */  
  
// 17.4.1.2 Headers
```

```
// C
#ifndef _GLIBCXX_NO_ASSERT
#include <cassert>
#endif
#include <cctype>
#include <cerrno>
#include <cfloat>
#include <ciso646>
#include <climits>
#include <locale>
#include <cmath>
#include <csetjmp>
#include <csignal>
#include <cstdarg>
#include <cstddef>
#include <cstdio>
#include <cstdlib>
#include <cstring>
#include <ctime>

#if __cplusplus >= 201103L
#include <ccomplex>
#include <cfenv>
#include <cinttypes>
#include <cstdbool>
#include <cstdint>
#include <ctgmath>
#include <cwchar>
#include <cwctype>
#endif

// C++
#include <algorithm>
#include <bitset>
#include <complex>
#include <deque>
#include <exception>
#include <fstream>
#include <functional>
#include <iomanip>
#include <ios>
#include <iosfwd>
#include <iostream>
#include <istream>
#include <iterator>
#include <limits>
#include <list>
#include <locale>
#include <map>
```

```
#include <memory>
#include <new>
#include <numeric>
#include <ostream>
#include <queue>
#include <set>
#include <sstream>
#include <stack>
#include <stdexcept>
#include <streambuf>
#include <string>
#include <typeinfo>
#include <utility>
#include <valarray>
#include <vector>

#if __cplusplus >= 201103L
#include <array>
#include <atomic>
#include <chrono>
#include <condition_variable>
#include <forward_list>
#include <future>
#include <initializer_list>
#include <mutex>
#include <random>
#include <ratio>
#include <regex>
#include <scoped_allocator>
#include <system_error>
#include <thread>
#include <tuple>
#include <typeindex>
#include <type_traits>
#include <unordered_map>
#include <unordered_set>
#endif
```