

Address of Operator

```
int x = 42;
int* ptr = &x; // ptr holds the
memory address of x
```

Template Aliases

```
// The template
template <typename T>
class Box {
    T contents;
};
// Without an alias - verbose
Box<int t> myBox;
// The alias
using IntBox = Box<int t>;
// With the alias - cleaner,
same thing
IntBox myBox;
```

Reference declaration (in type declarations)

```
int x = 42;
int& ref = x; // ref IS x - same
memory location
ref = 100; // x is now 100
```

Template Functions

```
template <typename T>
T add(T a, T b) {
    return a + b; // T must
support the + operator
}
```



By **blakecromar**

cheatography.com/blakecromar/

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