Cheatography

C++ for beginners Cheat Sheet

by jofre pla via cheatography.com/26595/cs/7478/

Include Headers

#include	<headerfile>
Common Headers / Libraries	
#include <stdio.h>	I / O functions
#include <string.h>	string functions
#include <time.h>	time functions
#include <stdlib.h>	memory, rand, ...
#include <math.h>	math functions
#include <iostream.h>	
#include <fstream.h>	I / O file functions
#include "myfile.h"	Insert file in current directory

Namespaces

using namespace std;

Comments

// One line comment text

/* multiple line block comment text */

Basic Variable Types

NUMBER

int a; float a;

CHARACTER

char car; string s;
char car = ‘c’; string s = “hola mon”;

BOOL

bool b = false/true;

Basic input / Output Operators

cin	cin >> var
cout	cout<<"The variable has"<<var

Basic Operators / Math Operators

+	Add	-	Less
*	Mult	/	Div
%	Mod		
++var / --var		var++ / var--	

Conditionals

A == B	if A is equal to B, this is true; otherwise, it’s false
A != B	if A is NOT equal to B, this is true; otherwise, it’s false
A < B	if A is less than B, this is true; otherwise, it’s false
A > B	if A is greater B, this is true; otherwise, it’s false
A <= B	if A is less than or equal to B, this is true; otherwise, it’s false
A >= B	if A is greater or equal to B, this is true; otherwise, it’s false
A ! B	if A
A && B	if condition A and condition B are true, this is true; otherwise, it's false.
A || B	if condition A or condition B is true, this is true; otherwise, it's false.

Boolean expressions in C++ are evaluated left to right!

Arrays

type array_name [# of elements];

int price [10];

type array_name [# elements] [# elements];

int price [5] [10];

· Array index starts at 0.
· Ex: Access 3rd element : cout<<price [2];

Control Flow

if sentence

```
if ( conditional ) {
  // do something
}
else if ( another_conditional ) {
  // do something else
}
else {
  // do something as default
}
```

while sentence

```
while ( conditional ) {
// do something
}
```

placing **“break;”** breaks out of the loop.
placing **“continue;”** jumps to next loop.

for sentence

```
for ( init; test; command ) {
  // do something
}
```

"break;" and **"continue;"** identical effects.

do while sentence

```
do {
  //do something
} while (bool expression);
```

switch case sentence

```
switch ( variable )
{
case value1:
  // do something;
  break;
case value2:
  // do something else;
  break;
[default:
  // do something by default:
  break; ]
}
```

File Input / Output

```
#include <fstream.h>
ifstream file; //read buffer
ofstream file; //write buffer
file.open ("fi len ame ", [file mode consta nt]);
//Test if the file was created
if(fs.i s_ ope n() )      if(fs)
//Read s/W rites like cin and cout
file >> var; //Read
file << ''Text: " << var << endl; //Write
//Read Entire line
getline (file, Str ing);
//Read until it arrives at the end of file
while( fil e.e of())
//Detect if the read/write fail
if(fil e.f ail())
//Close File
file.c lose();
```

File Mode Constants

ios::in //Opens file for reading
ios::out //Opens file for writing
ios::app //Causes output to be appended at EOF
ios::trunc //Destroys the previous contents
ios::nocreate //Causes open() to fail if file doesn't already exist
ios::noreplace //Causes open() to fail if file already exists

Procedures

```
//Declaration
void Proced ure Name()
{
     // do something
}
//Call to procedure
Proced ure Name();
```

In the procedures we don't receive variables and don't return other variable.

Functions

```
//Declaration
[returnType] functi onName ( [input1Type input1 Name, input2Type input2 Name, ....] )
{
     // do something
      return value; // value must be of type returnType
}
//Call to function
[retur ntype var =] functi - onName ([input1Type input1 Name, input2Type input2 Name, ....])
```

We have two methods to create and call functions:
passed with values and passed for reference.
Pass by reference : we put *&* before variable in the declaration.

Structures

Structure declaration :

struct <structure_name>
{
    <type> <name>, <name>, ... ;
    <type> <name>, <name>, ... ;
}

Var declaration with structure type :

<structure_name> var_name;

Acces to structure :

var_name.name;