

## draft Cheat Sheet

by magika via cheatography.com/68109/cs/17153/

dynamic memory allocation

new TYPE;

only for two heaps;

allocates space on the stack and stores there

explicitly allocated (on the heap) as needed

They are not eliminated when they go out of scope

Automatic memory

Static memory

loop delete

Dynamic memory

const	
foo() const	no change private variable
foo(const &)	no change the val passed in

class	
do not forget;	class Name(){\\};
default constructor	Name();
main function arguments	int main(int argc, char* argv[])
error message	if (!inFile) {std::cerr << "ERROR!!" << std::endl;}
class name .h file	Name::getValue(){}

read file

```
ifstream puzzleStr(argv[1]);
string puzzleLine;
vector<string> puzzleText;
while (puzzleStr.good())
{
  puzzleStr >> puzzleLine;
  puzzleText.push_back(lower(puzzleLine));
}
```

Pointers	
new	delete([]) a;
int * p, q;	p is int pointer, q is int
a[0]	pointer of array a[]
a[i]; all equal to	*(a+i)
array is a pointer	p[3] = *(p+3)
int list[10]; int*p=list;	p = list[0];
p = &x	take the address of x to p
*p = 13;	follow the pointer
*p = a; all equal to	p = &a
Delete an array of pointer	

```
for (int i = 0; i < rows; i++)
delete [] a[i];
delete [] a;
```



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Not published yet. Last updated 20th September, 2018. Page 1 of 1. Sponsored by **Readability-Score.com**Measure your website readability!
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