Cheatography

Dart vs C++ Cheat Sheet

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C++ helloworld

```
int main() {
   cout << "Hello World"; // prints Hello World
   return 0;
}
```

Dart helloworld

```
main() or (void main())
{
   print("Hello World!");
}
```

C++ data types

int	float
double	char
string	boolean

c++ is statically typed
'type variable_list;'

dart data types

Number	strings
boolean	list
map	

lists are equivalent of arrays(ordered lists)
Maps represent a collection of objects, Map data type represents a set of va
Dart is an optionally typed language. If the type of a variable is not expl
type is dynamic. The dynamic keyword can also be used as a type ann

c++ variables

```
type variable_name = value;
int i, j, k;
char c, ch;
float f, salary;
double d;
```

lvalue – Expressions that refer to a memory location is called "lvalue" expression.
rvalue – The term rvalue refers to a data value that is stored at some address in memory.

Dart variables

```
String name = 'Smith';
dynamic x = "tom";
final variable_name;
const variable_name;
```

-All uninitialized variables have an initial value of null. This is because Dart c
-Variables declared without a **static** type are implicitly declared as **dynamic**
using the **dynamic** keyword in place of the **var** keyword.
-The final and const keyword are used to declare constants, These keyword
variable's data type or instead of the var keyword.
-The const keyword is a compile time const.

C++ operators

=	==
+	-
--	++
%	*
/	

Dart operators

in addition to c style operators

-expr	Unary minus, also known as negation (reverse the sign of the exp
~/	Divide, returning an integer result
is	it is
is!	it is not
??=	Assign the value only if the variable is null

Storage Classes in C++

auto	default storage class for all local variables
register	used to define local variables that should be stored in a register instead of RAM.
static	keep a local variable in existence during the life-time of the program instead of creating and destroying it each time
extern	is used to give a reference of a global variable that is visible to ALL the program files.
mutable	It allows a member of an object to override const member function(applies only to class objects)

Dart for in loop

```
for (variablename in object){
   statement or block to execute
}
void main() {
   var obj = [12,13,14];

   for (var prop in obj) {
      print(prop);
   }
}
```

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