

## C++ Basics Cheat Sheet by Plave via cheatography.com/25210/cs/6513/

Integrated Development Environment (IDE)		
The Editor	Provides an interactive environement in which to create and edit C++	
The Compiler	Converts source code into object code	
The Linker	Does 3 things	
	1. Combines various modules generated by the compiler from source code files	
	2. Adds required code modules from program libraries that are provided by C++	
	3. Welds everything into a .exe file	
The Libraries	A collection of prewritten routines that can be incorporated into programs to carry out common operations	

Program Structure	
//	Two slashes indicate a single line comment
/* multi line comments */	Use // to do several lines of comments in program
#include	Is called a directive
<iostream></iostream>	<iostream> is a header file</iostream>
int	is a function type
main	the name of the function
()	could include parameters
{	the beginning of main's function definition
std::cout	standard character output device (usually the screen)
<<	insertion operator - indicates what follows is inserted into the std::cout
"Hello World!"	the content inserted into std::cout
;	The end of the statement
	std::cout << "Hello World"; is a <b>statement</b>
}	the end of main's function definition
// Name of program	
// Program name	
// What program does	
#include <iostream></iostream>	
int main()	
{	
std::cout << "Hello World!";	
}	

#include and Header Files		
#include	is a preprocessor directive, it directs the compiler to do something	
<iostream></iostream>	Contains the definitions so you can use the input and output statements	
"iostream"	Using quotes tells the compiler to search in the directory where the source file is located first	



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## **Using Declaration and Namespaces**

Standard library An extensive set of routines that have been written to carry many common tasks

Namespace Is a fail safe so you don't name your functions the same as preprogrammed routines



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