Cheatography

C++ Cheatsheet Cheat Sheet

by Technecure via cheatography.com/84247/cs/19902/

Common Data Types

bool	1 byte
char	1 byte
int	4 bytes (at least 2 bytes)
long int	4 bytes
long long int	8 bytes

Header Files & Common Includes

```
#include <filename>
#include <iostream> // cin & cout
#include <fsream> // file streams
#include <vector> // vectors
#include <string> // strings
```

Operators

a + b	Addition
a - b	Subtraction
a * b	Multiplication
a / b	Division
a % b	Modulus
a -= b	(a-b) store in a
a += b	(a+b) store in a
a /= b	(a/b) store in a
a *= b	(a*b) store in a
a++	(a+1) store in a
a--	(a-1) store in a

File IO

```
int main() {
       // this makes a new file
stream
        fstream fileSt ream;
       // open text.txt to write
to
        fil eSt rea m.o pen -
("te st.t xt ", ios::out);
       if (fileS tre am.i s_ -
open()) {
               cout << "File
opened !" << endl;
       }

       // write a line to the
file
        fil eStream << " Hel -
lo! \n";
       // must close to free the
resource
        fil eSt rea m.c lose();
        return 0;
}
```

Note that you must *close* the file before you can *open* a new new one. **ios::out** means you want to write to the file and **ios::in** means you want to read from the file. You write to a *file stream* the same way you write to *cout*.

Classes

```
class some_name {
private:
         int m_some _data1;
          double m_some _data2;
public:
         // this is a constr -
uctor
          som e_n ame(int a,
double b) {
                    m_s ome -
_data1 = a;
                    m_s ome -
_data2 = b;
         }
         // getters
         int get_so me_ data1()
{
                    return
m_some _data1;
         }
          double get_so me_ -
data2() {
                    return
m_some _data2;
         }
};
int main() {
         /* makes a new object
called name
                which is of
some_name type */
          som e_name name(0,
2.1);
          return 0;
}
```

Classes are just like user defined types like **int** or **double**. When an object is created it calls the *constructor*. The constructor is a function with the same name as the class.

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Comparison Operators

a < b	True if a is less than b
a <= b	True if a is less than or = to b
a > b	True if a is greater than b
a >= b	True if a is greater than or = to b
a == b	True if a equals b
a && b	True if a and b are true
a || b	True if a or b are true

Note: If they do not meet the criteria to be **true**, they are **false**

Pointers

```
int main() {
          int x = 3;
          // & gets the memory
address of x
          int* pointe r_to_x =
&x;
        pointers must be
derefe renced with *
                 before they are
accessed. */
           *po inter = 5;
           return 0;
}
```

Note that pointers only hold a *memory address*. They cannot store anything else. In order to actually get the data at the address they must *dereference* it using the * operator.

Pointers and References

int* ptr = mem_address;	pointer definition
int& ref = other_var;	lvalue reference

Note: pointers hold a single memory address that you can change while a reference holds a single unchangeable memory address.

Pointers

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Functions & Prototypes

```
void foo(); // prototype
void bar(int i); // prototype w/
params
void foo() { // foo definition
           std ::cout << "Foo
functi on \n";
}
void bar(int i) { // bar
definition
           std ::cout << "Bar: "
<< i << " \n";
}
int main() { // main definition
           foo(); // calls foo
function
           bar(2); // calls bar
with 2
           return 0;
}
```

All programs must have a main function. This is the first function that gets called. All functions except main() should have a prototype.

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