

C++

PENG

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1 Introduction

Definition 1.1 (C++).

- *C is based on functions.*
- *C++ is object-oriented: separation of abstract mathematical concepts and black-box implementation [1, 2].*

.

Definition 1.2 (IO objects).

```
#include <iostream>
// using std::cout, std::cin;
std::cout << "str"; // return left operand: std::cout
std::cin >> v;      // return left operand: std::cin
// IO operators: left associative
std::cout << "str" << "\n"; // (std::cout << "str") << "\n";
std::cin >> v1 >> v2;      // (std::cin >> v1) >> v2;

while(std::cin >> v)
    ...
// istream become invalid when
// 1. reading a non-integer val: 1 2 3.1
// 2. end-of-file: Ctrl-z RET (Windows), Ctrl-d RET (Linux)
```

Definition 1.3 (comment).

```
// single line
/* paired can not nest */

std::cout << /* */ /* */ /* */;
// std::cout << " /* ";
// remove everything between */ and /*
```

2 Types

Definition 2.1 (arithmetic types).

```
char // '\0': null, '\t': horizontal tab, '\n': newline
#include <string>
std::string
int // unsigned int >= 0
bool // true 1 and false 0
double
```

Definition 2.2 (object). *Memory region that contains data with type.*

Definition 2.3 (decl and def).

```
// def: allocate storage and define only once
// decl: specify type and var names
// headers should have guards to be safe to be included multiple times
// source.cpp
int i = 10;
// source.h
#ifndef SOURCE_H
#define SOURCE_H
extern int i;
#endif
// main.cpp
#include "header.h"
i ...
```

Definition 2.4 (bit).

<i>bit</i>	<i>combination</i>	<i>total</i>	<i>unsigned</i>	<i>int</i>
1	0, 1	2^1	0, 1	0, 1
2	00, 01, 10, 11	2^2	0, 1, 2, 3	0, 1, -2, -1
...				
32		2^{32}	0, 1, ..., $2^{32} - 1$	0, ..., $2^{16} - 1$, -2^{16} , ..., -1

1 byte = 8 bits

Definition 2.5 (type conversion).

```
// int => unsigned
unsigned i = -1;           // -1 = 2^32 - 1 for 32-bit unsigned int
#include <cmath>
unsigned i = std::pow(2, 32); // 2^32 = 0 for 32-bit unsigned int
unsigned a = 1; int b = -1;
a + b // 1 + (2^32 - 1) = 2^32 = 0
a < b // 1 < (2^32 - 1) true
```

2.1 Compound Types

Definition 2.6 (reference). *A ref defines an alias for an object.*

```
int i = 0;
int &ref = i;
```

Definition 2.7 (pointer). *A pointer is an object that holds the address of another object.*

```
int i = 0;
int *p = &i; // p holds the address of i
*p          // return object i lvalue
p = nullptr; // null pointer: not bound to any object
p = 0;
```

```
// pointer to pointer
int **pp = &p; // * indicate pointer level
```

```
// ref to pointer
int *&ref = p; // refer to int*
```

2.2 Qualifier

Definition 2.8 (const). *The compiler will replace the const var with its value.*

```
// const must be initialized
const int i = 1;
```

```
// const var is local to file by default
// must specify extern to be used in other files
// source.cpp
extern const i = 10;
// header.h
extern const i;
// main.cpp
#include "header.h"
i ...
```

```
// ref to const
// cannot change the object to which it bounds
const int i = 1;
const int &r = i;
const int &r2 = 2; // compiler: const int temp = 2; const int &r2 = temp;
```

```
// pointer to const
// cannot change the object to which it points
const int i = 1;
const int *p = &i;
```

```
// const pointer
// the address it holds cannot be changed
int i = 1;
int *const p = &i; // p always points to i
```

Definition 2.9 (constant expr). *A constant expression is an expr whose value cannot change at compile time.*

```
constexpr int i = size(); // ok only if size is a constexpr function
constexpr int *p = nullptr; // const pointer, constexpr applies to p
```

Definition 2.10 (type alias). *A synonym for a type.*

```
typedef int base;
using base = int;
typedef base *p; // int*: pointer to int
p p1 = &i;
```

```
// const p: const modify the given type: int *const: constant pointer to int
const p p2 = 0; // int *const p2 = 0
const p *p3; // int *const *p3
```

Definition 2.11 (const level).

```
// top-level const: an object itself is const, i.e. const pointer
const int i = 1;
int *const p1 = &i;
```

```
// low-level const: point or refer to const object
const int *p2 = &i;
const int &r = i;
```

```
// when copying, top-level const is ignored,
// low-level const is never ignored
const int *const p3 = &i;
p2 = p3;
```

Definition 2.12 (auto). *Deduce type from initializer at compile time.*

```
auto i = 1, *p = &i; // must have initializer
auto i = 0, pi = 3.14; // error, types must be consistent

// auto may different from initializer's type
// auto ignores top-level const
```

Definition 2.13 (decltype). *Return the operand type without evaluating the expr.*

```
decltype(expr) var
```

2.3 Data Structure

Definition 2.14 (structure). *A data structure is a way to group data elements.*

```
// ordinarily defined outside functions in MyClass.h
struct MyClass
{
    statements;
}; // must end with ;
```

3 string

Definition 3.1 (string). *Variable-length sequence of characters.*

```
#include <string>
// using std::string;

// class defines how objects can be initialized
std::string s = "A";    // copy ['A', '\0'], drop null char
std::string s(n, 'c'); // "c...c"

// read string
std::cin >> s1 >> s2;

// read line
std::getline(std::cin, s)

// compare
// at least one should be std::string
std::string s = "Hello";
s < "Hiya" // compare first diff char ASCII: i > e
s < "Hello World"

// concat
// cant add two string literals, i.e. "A" + "B"
s + " World\n" // "Hello World\n"

// for range statement: iterate through elems in a given sequence
for (char c : s)
    ...
for (char &r : s) // change char in string
    r = toupper(r); // uppercase

// ispunct(c): check if char is punctuation, i.e. ',', '!', ...
// isspace(c): check if char is space

// subscript operator: s[n]
// !s.empty()
// s.size(): unsigned std::string::size_type
// s.size() < -1 => 2^32 - 1 for 32-bit int
// n: unsigned std::string::size_type
// 0 <= n < s.size()
for(decltype(s.size()) i = 0; i != s.size(); i = i + 1)
    ...

// iterator
```

4 vector

Definition 4.1 (vector). *Variable-length sequence of objects of a given type.*

```
#include <vector> // class template
// using std::vector;

std::vector<int> v; // empty vector
std::vector<int> v = {val_1, ..., val_n};
std::vector<int> v(size, val); // {val, ..., val}
v.push_back(elem) // append elem
```

```

// for range statement
for(auto &r : v)
    ...

// compare

// subscript operator
// !v.empty()
// v.size(): unsigned std::vector<int>::size_type
// 0, ..., v.size() - 1

```

4.1 Iterators

Definition 4.2 (iterator). *Access the elem in container. General mechanism, all lib containers have iterator.*

```

auto b = v.begin(); // return iterator: denotes first elem
auto e = v.end();   // return iterator: denotes one after the last elem

// deref
*b // return ref to elem obj
b->mem // arrow operator: (*b).mem, i.e. b->empty()

// operation
++b // next elem
--e // previous elem
b != e

// for vector and string iterators
auto mid = b + (e - b) / 2;
b <= e

```

5 Array

Definition 5.1 (array).

```

constexpr size_t size = ...;
int a[size] = {};
// array type cannot be: auto
// any object size type: unsigned size_t
// dimension must be known at compile time: constexpr

// cannot copy
// error: a2 = a1;

// pointers and ref to array
int *p[size]; // array of n pointers to int
int (*p)[size] = &a; // pointer to array of n int
int (&r)[size] = a; // refer to array of n int
int *(&r)[size] = p; // refer to array of n pointers to int
// () for def -> right for array size -> left for elem type

// for range statement
for (auto &r : a)
    ...

// pointer to array elem
int *p = a; // a automatically convert to &a[0]
auto p = a; // p = &a[0]

```

```

decltype(a) a2 = {0, 1, 2};

// iterator
int *b = std::begin(a); // pointer to first elem
int *e = std::end(a);   // pointer to one after last elem

// subscript
int *p = &a[m]; // p = a + m
p[n] // *(p + n) => a[m + n]

// C-style char string
char c[] = "str"; // c[] = {'s', 't', 'r', '\0'}
strcmp(c1, c2)    // 0 for c1 == c2; 1 for c1 > c2; -1 for c1 < c2

// initialize vector with array {a[i], ..., a[j]}
std::vector<int> v(a + i, a + j);

```

5.1 Arrays of Arrays

Definition 5.2 (multidimensional array).

```

constexpr size_t rows=..., cols=...;
int a[rows][cols] = {0};

// subscript operator
a[n] // nth inner-array elem

// for range statement
// control vars except innermost array must be ref
for (auto &row : a) // for every elem in outer array
    for(auto col : row) // for every elem in inner array
        ...

// pointers
int (*p)[cols] = a; // p = &a[0]

for (auto p = a; p != a + rows; ++p) // int (*p)[cols] = &a[0]
    for (auto q = *p; q != *p + cols; ++q) // int *q = &a[0][0]
        ...

// type alias
using int_array = int[rows];
// typedef int int_array[rows];
for (int_array *p = a; p != a + rows; ++p)
    ...

```

6 Exprs

Definition 6.1 (expression). *Composed of operators and operands.*

```

// unary operator: act one one operand
// & address-of
// * dereference

// binary operator: act on two operands1
// == equality
// * multiplication

// overloaded operator

```

```

// define operator in class

// lvalue and rvalue
// lvalue: can be assignment
// rvalue: cannot be assignment
// lvalue = ...           return left-hand operand as lvalue
// address-of &lvalue     return a pointer to lvalue as rvalue
// deref * and subscript operator return lvalue
// ++iterator or --iterator return lvalue
// decltype(lvalue)       return ref
// decltype(rvalue)       return the exact type of rvalue
decltype(*p) // int&
decltype(&i) // int*
decltype(&p) // int**

// compound expr with two or more operators
// precedence:
// operands of operators with higher precedence group tightly than
// operands of operators at lower precedence
// associativity: group operands with same precedence
// left associative: operators with same precedence group from left-most to right
// right associative: operators with same precedence group from right-most to left
// () force grouping

// arithmetic operator
// left associative
// return rvalue
// reminder: int % int
// return same sign as m
(-m) % n // -(m % n)
m % (-n) // -(m % n)

// logical and relational operator
// return bool val
// 0 return false
// non-zero return true
// guarantee eval order
expr1 && expr2 // eval expr2 if and only if expr1 is true
expr1 || expr2 // eval expr2 if and only if expr1 is false
// precedence:
// right associative
// 1. !
// left associative
// 2. <=, >=
// 3. ==, !=
// 4. &&
// 5. ||
i != j < k // i != (j < k)

// assignment operator
// low precedence
// right associative
// left-hand operand: a modifiable lvalue
// return left-hand operand lvalue
// compound assignment operator
// *=, /=, %=
a *= b; // compound assignment: a eval only once
a = a * b; // ordinary assignment: a eval twice

```

```

// increment and decrement operator
// require lvalue operand
// prefix: increment operand and return the changed object as lvalue
// postfix: increment operand and return object's original value as rvalue
// use postfix only when necessary
// precedence: ++-- > dereference
*b++ // *(b++)

// evaluation order

// member access operator
p->mem => (*p).mem
// precedence: . > dereference
pointer-> return lvalue
.mem return lvalue or rvalue same as mem

// conditional operator
cond ? expr1 : expr2;
// return lvalue if both expr1 and expr2 are lvalue
// otherwise return rvalue
cond ? expr1 : cond ? expr2 : expr3
// right associative
// low precedence, need ()

// bitwise operator
// hardware

// shift operator (IO operator)
// left associative
// precedence:
1. arithmetic operator
2. IO operator
3. relational, assignment, conditional operator

// sizeof operator
// right associative
// return constexpr size_t in byte
// 1 byte = 8 bits
sizeof(type)
sizeof(expr)
// array
sizeof(a) // sizeof(*a) * size

// comma operator
// guarantee eval order from left to right
// lowest precedence
// expr1, expr2
// return expr2 lvalue or rvalue
for (int v1=..., v2=...; cond; expr1, expr2)
    ...

```

6.1 Type conversion

Definition 6.2 (type conversion).

```

// implicit conversion
// arithmetic conversion
// integer promotion

```

```

// unsigned type
// array to pointer conversion
// conversion to bool
// conversion to const

// explicit conversion
// static_cast<type>(expr)
int i = 1, j = 2;
// double k = i / j; // 0
double k = static_cast<double>(i) / j; // 0.5
// const_cast: remove low-level const
// reinterpret_cast: bit-pattern of operands
// old-style cast
// type (expr);
// (type) expr;

```

7 Statement

Definition 7.1 (statement).

```

// simple statement
// expr statement
; // null statement
// compound statement (block, scope)
// {} empty block is equivalent to ; null statement

// flow-of-control statement
// conditional statements
// if statement
if (cond)
    statement;
else if (cond)
    statement;
else
    statement;

// switch statement
switch (v)
{
    case expr1: // constexpr
        statement;
        break;
    case expr2:
        statement;
        break;
    ...
    default: // no case match
        statement;
        break;
}

// iterative statement
while(cond)
    statement;

// traditional for statement
for (init-statement; cond; expr) // loop var used locally inside for body
    statement;

```

```

// range for statement
// iterate through elems of a container or sequence
for (declaration : sequence) // ref to write elem
    statement;

// do while statement
do
    statement
while (cond);

// jump statements:
// break statement
break; // terminate nearest loop or switch

// continue statement
// terminate current iteration of nearest loop and begin next iteration
continue;

// goto statement
label:
    ...
goto label;

// statement scope
// vars defined in control structure are only visible within scope

```

7.1 Try and Exception

Definition 7.2 (exception).

```

// try block
try
{
    throw std::runtime_error("ERROR MESSAGE");
}
catch (std::runtime_error e)
{
    std::cout << e.what() << std::endl; // ERROR MESSAGE
}

// exceptions

```

8 Function

Definition 8.1 (func). *Block of code with name.*

```

type func(params) // each param with single declarator: int v1, int v2, ...
{
    statement;
    return r;
}

// automatic objects
// params destroyed after function call

// static object
// lifetime continues after function call
static type v = ...;

```

```

// func decl
// a function must be declared before use
// semicolon replace the func body in declaration
// func.h
type func(params);
// func.cpp
// header that decls func should be included in source file that defines func
#include "func.h"
type func(params) {...}
// main.cpp
#include "func.h"
func(arguments);

// separate compilation
// g++ -c compile and assemble but do not link, generate object file
g++ -c main.cpp // main.o
g++ -c func.cpp // func.o
g++ main.o func.o // link object files, generate a.out

// param and argument
// param are initialized in the same way that vars are initialized:
// type param = argument;
param is ref    => called by ref, param is an alias for argument to which it is bound
param is not ref => called by value, argument value is copied
// pointer param
// copy pointer value
void reset(int* p)
{
    *p = 2; // change value of object to which p point
    p = 0; // only change the local copy of p, argument is unchanged
}

int i = 1;
reset(&i); // i = 2

// C use pointer param
// C++ often use reference param instead
// ref param
void reset(int& r)
{
    r = 2;
}

int i = 1;
reset(i); // i = 2

// ref param for large containers
void func(const std::string &r);
// ref param for multiple results return

// const param
// argument -> param: top-level const of argument is ignored
// argument -> pointer or ref param: low-level const of argument cannot be ignored
// when a func do not need write access to argument object,
// use ref or pointer to const param for std::string, std::vector, and array

// array param

```

```

// cannot copy array
// array converted to a pointer to the first elem in array
void func(const int*);
// size of array
// C-style char string: stop when seeing null char
void func(const char*);
// std lib
void func(const int *b, const int *e);
// define a param that indicates the size of array
void func(const int *, size_t size);

// array ref param
void func(int (&a)[dim]); // param is ref to array of n ints

// multidimensional array argument
// subsequent dim must be specified
void print(int (*matrix)[dim], int rows, ...)
// matrix points to first elem in array whose elems are array of 10 ints

// varying number of params
// std::initializer_list: template type
void func(params, std::initializer_list<T> il);
// number of arguments of a single type in il
// elems in il are always const
void error_msg(std::initializer_list<std::string> il)
{
    for (auto b = il.begin(); b != il.end(); ++b)
        std::cout << *b << " ";
}

error_msg({"FUNC", s1, s2});

// ellipsis params
void func(params, ...)

```

8.1 Default Arguments

Definition 8.2 (default argument). *Func with default argument can be called with without that argument.*

```

// func.h
// default arguments ordinarily should be specified with func declaration in header
type func(params, def_defaults_for_params);

```

8.2 inline and constexpr Func

Definition 8.3 (inline func). *Calling a small func is slower than equivalent expr. A inline function is expanded in line at each call to avoid func call overhead.*

```

inline type func(params);
// inline is only a request to compiler.
// The compiler may choose to this request.

// inline and constexpr func defined in header

```

Definition 8.4 (constexpr func). *Can be used in constant expression.*

```

constexpr type func(params);
// implicitly inline
// replace a call with return value
// return type must be literal type
// func body contains exactly one return statement

```

8.3 Debugging

Definition 8.5 (assert and NDEBUG). *Debugging code is executed only during developing.*

```
// #define NDEBUG // turn off assert, defined before #include <cassert>
#include <cassert>
assert(expr); // eval expr. if expr is false, write a message and terminate program.

// preprocessor macro
// preprocessor names are managed by preprocessor not compiler
// use preprocessor name directly and do not provide using decl

// conditional debugging using NDEBUG
void func(int i)
{
#ifdef NDEBUG
    std::cerr << __func__ << ": i is " << i << std::endl;
#endif
}
// local static defined by compiler
// __func__: func name
// __FILE__: file name
// __LINE__: current line number
// __TIME__: compiled time
// __DATE__: compiled date
```

8.4 main

Definition 8.6 (command-line options to main).

```
int main(int argc, char *argv[]) {...}
int main(int argc, char **argv) {...}

// argc: size of argv
// argv[0]: program name
// argv[1]: option1
// argv[2]: option2
// ...
```

8.5 return

Definition 8.7 (return). *Terminate func and return control to the point from which func was called. Analogous to the use of break statement to exit loop.*

```
return; // for void func()
return expr; // type tmp = expr;
// values are returned in the same way as vars and parameters are initialized

// return ref: call is lvalue
// other return type: rvalue
int& func(int& r)
{
    return r; // int &tmp = r
}
int i = 0;
func(i) = 1; // call is lvalue

// never return ref or pointer to func local var

// return list
```

```

std::vector<int> func()
{
    return {1, 2, 3};
}

// return pointer to array
type (*func(params)) [dim]; // return pointer to array of n type elems
// like int (*p)[3] = &a;
// use typedef
typedef int arrayT[dim];    // synonym to array of n ints
using arrayT = int[dim];
arrayT* func(params);
// use decltype
int a[] = {1,2,3};
decltype(a) *func(params);
// use trailing return type
auto func(params) -> int(*)[dim];

// call operator
// precedence: same as dot and arrow operator
// left associative
func().mem

```

8.6 Recursion

Definition 8.8 (recursion). *A function that calls itself is a recursive function.*

8.7 Overloaded Funcs

Definition 8.9 (overload). *Same name funcs with different params list in one scope.*

```

// error for two funcs to differ only in terms of return types

// top-level const is indistinguishable from one without a top-level const
// except low-level const
// const_cast

// func matching
// 1. candidate funcs: all funcs
// 2. viable funcs: arguments match params
// 3. best match: exact match is better than argument type conversion
// argument type conversion:

```

8.8 Pointers to Funcs

Definition 8.10 (func pointer). *Function pointer denotes func rather than object. It points to a function type determined by return type and params types.*

```

type func(params);
type (*p)(params);

p = func;        // func is automatically converted to pointer
// p = &func;    // equivalent assignment
p(params);       // call func
// (*p)(params); // equivalent call
p = nullptr;     // point to no func
// p = 0;

// func pointer as param

```

```

type func(params, type p(params));
// type func(params, type (*p)(params)); // equivalent decl

// typedef
typedef type F(params);      // func type
using F = type(params);      // equivalent func type
typedef decltype(func) F;     // equivalent func type

typedef type (*PF)(params);   // pointer to func type
using PF = type(*) (params);  // equivalent pointer to func type
typedef decltype(func) *PF;    // equivalent pointer to func type

PF p;
F *p;

// def func return pointer to func
PF func(params);
F *func(params);
type (*func(params)) (params); // directly decl
auto func(params) -> type (*) (params);
decltype(func2) *func(params);

```

9 class

So difficult.

Definition 9.1 (class). *Define data type relying on separation of interface and implementation.*

9.1 Constructor

Definition 9.2 (constructor). *Class copy, move, assign, destory.*

```

// default constructor

// copy constructor
// first param is ref to class
// copy initialization
// copy each nonstatic mem from given object into one being created
MyClass(const MyClass &);

//

```

9.2 Operator

9.3 Inheritance

9.4 Template

References

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