

C++ Cheat-Sheet Lite

<https://grader.soi.ch/workshop/>

Input/Output

```
#include <soi>
```

```
signed main() {  
    int a = read_int();  
    int b = read_int();  
    int answer = a + b;  
    print(answer);  
}
```

- `read_int()` reads the next line from the input.
- `print(x)` writes the integer `x` to the output.
- `print("hallo")` writes "Hallo" to the output.
- `print(1, 2, 3, 4)` writes the 4 integers "1 2 3 4" to the output.

Debugging

```
int x=4;  
dbg(x);  
dbg(x + 3);
```

Outputs:

```
[task.cpp:5 (main)] x = 4 (int)  
[task.cpp:6 (main)] x + 3 = 7 (int)
```

"task.cpp": File, "main": Function, "x" bzw "x+3": Expression, "4" i.e. "7" Value, "int": Type.

Variables

Variables must start with a letter and can contain letters, numbers and underscores afterwards. Each variable has a type.

- Declare variables shortly before you use them the first time.
- Give it a good initial value.

```
int n = read_int(); // input  
int sum = 0; // the summe of nothing is 0  
int index = -1; // initialize to an invalid index  
bool done = false; // whether we are already done  
bool are_we_done_yet; // too long, use shorter names  
set<pair<int, int>> active_vertices; // later...
```

If-Abfragen

If:

```
if (a == b) {  
    print("a and b are equal");  
}
```

If-else:

```
if (a == b) {  
    print("a and b are equal");  
} else {  
    print("a and b are different");  
}
```

Nested if and else:

```
if (a == b) {  
    print("a and b are equal");  
} else {  
    if (a > b) {  
        print("a is bigger than b");  
    } else {  
        print("b is bigger than a");  
    }  
}
```

Else if:

```
if (a == b) {  
    print("a and b are equal");  
} else if (a > b) {  
    print("a is bigger than b");  
} else {  
    print("b is bigger than a");  
}
```

Guideline: Try to nest as little as possible.

Conditions

Conditions should be expressions that return a logic value (**true** or **false**) Here are some useful expressions to test conditions between two integers `a` and `b`:

- `a==b` is **true** if `a` and `b` are equal, **false** otherwise.
- `a!=b` is **true** if `a` and `b` are not equal, **false** otherwise.
- `a<b` is **true** if `a` is smaller than `b` and **false** otherwise.
- `a>b` is **true** if `a` is bigger than `b` and **false** otherwise.
- `a<=b` is **true** if `a` is smaller or equal to `b` and **false** otherwise
- `a>=b` is **true** if `a` is bigger or equal to `b` and **false** otherwise

You can combine multiple logic values with logical operators:

- `!a` is **true** if `a` is **false** and **false** otherwise.
- `a&&b` is **true** if both `a` and `b` are **true**, **false** otherwise.
- `a||b` is **true** if either `a` or `b` is **true** and is **false** if both are **false**.

The operator precedence is: `! > numeric operators > ==, != > && > ||`.

While-Loop

Repeatedly executes the loop body as long as the loop condition is true.

```
int i = 0;  
while (i < 10) {  
    print("the square of", i, "is", i*i);  
    ++i;  
}
```

A loop can be terminated early with a **break**.

```
int i = 0;  
while (true) { // repeat this loop forever  
    print("Check whether the square root of 144 is equal to");  
    if (i*i == 144)  
        break;  
    i++;  
}  
print("Answer:", i);
```

For-Loop

```
for (int i = 0; i < 10; ++i) {  
    print("the square of", i, "is", i*i);  
}
```

All three parts are optional.

```
int i = 0; // i will be used after the loop  
for (; i < 10; ++i) {  
    if (this_i_is_special(i))  
        break;  
}  
print(i); // has the value of the special i or 10.
```

For-ever-loop: More idiomatic than `while(true)`:

```
int i = 0;  
for (;;) { // loops forever ...  
    i = next(i);  
    if (my_special_condition(i)) {  
        break; // ... or at least until here  
    }  
    print("current i:", i);  
}
```

Example: Primality test

Output: Determine if a given integer `n` is a prime or not.

```
bool is_prime = true;  
for (int i = 2; i < n; i++) {  
    if (n % i == 0) {  
        is_prime = false;  
        break;  
    }  
}
```

Operator Precedence

1. !
2. *, /, %
3. +, -
4. <, >, <=, >=
5. ==, !=
6. &&
7. ||