=

<<

>>

;

{}

()

“ ”

‘ ’

[]

%f or %lf

%c and %s

%d or %i

cin

cout

fprintf

fscanf

unsigned short int

void

main

printf

return

scanf

endl

stdout

stderr

\n

\t

\r

double

pow

sqrt

exp

log

log10

argc

argv

atof

atoi

if

else

else if

#include

#define

#ifdef

#ifndef

#endif

#elseif

#else

using namespace std;

char

char\* (\* vs. & in general)

char\*\*

float

long

switch

case:

break

default

continue

*functions and function templates*

*global variables versus local variables*

*type-casting (2 different ways) and mixed types*

*the null character (\0 or ‘0’)*

*header files:* stdio.h,stdlib.h,math.h,string.h,<fstream>,<iostream>,time.h, <vector>

Arithmetic: +, -, /, \*, NOT ^, ++, --

Logic: ==, &&, ||, >=, <=, and ! (the not operator) and !=

rand

srand

RAND\_MAX

ofstream

ifstream

.open

.is\_open

.close

getline

string

.append

.precision

ios::app, in, out, binary, ate, trunc

sprintf

sscanf

*// and /\* \*/ for comments*

typedef enum

*How to optimize code: tricks like \* \* \* \*...*

*Debugging: write values to screen for bad numbers and write text to screen for errors*

*The difference between errors and warnings, during compile time and run time.*

const

M\_PI

goto (and labels)

bool

signed *versus* unsigned

fabs, and other math functions... (<cmath> and <cstdlib> header file libraries)