



### Language Fundamentals

#### Basic Syntax

Include Header	<code>#include &lt;iostream&gt;</code>
Main Function	<pre>int main() {     // Your code here     return 0; }</pre>
Output to Console	<pre>std::cout &lt;&lt; "Hello, World!" &lt;&lt; std::endl;</pre>
Variables Declaration	<pre>int age = 30; float pi = 3.14; std::string name = "John";</pre>
Comments	<pre>// Single-line comment /* Multi-line comment */</pre>
Input from Console	<pre>int input_num; std::cin &gt;&gt; input_num;</pre>

#### Data Types

<code>int</code>	Integer numbers
<code>float</code>	Floating-point numbers
<code>double</code>	Double-precision floating-point numbers
<code>char</code>	Single characters
<code>bool</code>	Boolean values ( <code>true</code> or <code>false</code> )
<code>std::string</code>	Sequence of characters (from <code>&lt;string&gt;</code> header)

#### Operators

<b>Arithmetic Operators:</b> <code>+</code> , <code>-</code> , <code>*</code> , <code>/</code> , <code>%</code>
<b>Assignment Operators:</b> <code>=</code> , <code>+=</code> , <code>-=</code> , <code>*=</code> , <code>/=</code> , <code>%=</code>
<b>Comparison Operators:</b> <code>==</code> , <code>!=</code> , <code>&gt;</code> , <code>&lt;</code> , <code>&gt;=</code> , <code>&lt;=</code>
<b>Logical Operators:</b> <code>&amp;&amp;</code> (AND), <code>  </code> (OR), <code>!</code> (NOT)
<b>Increment/Decrement Operators:</b> <code>++</code> , <code>--</code>

### Control Flow

#### Conditional Statements

If Statement	<pre>if (condition) {     // Code to execute if     condition is true }</pre>
If-Else Statement	<pre>if (condition) {     // Code if true } else {     // Code if false }</pre>
If-Else If-Else Statement	<pre>if (condition1) {     // Code if condition1 is     true } else if (condition2) {     // Code if condition2 is     true } else {     // Code if all     conditions are false }</pre>
Switch Statement	<pre>switch (expression) {     case value1:         // Code for value1         break;     case value2:         // Code for value2         break;     default:         // Default code }</pre>

#### Loops

For Loop	<pre>for (int i = 0; i &lt; 10; ++i) {     // Code to repeat }</pre>
While Loop	<pre>while (condition) {     // Code to repeat }</pre>
Do-While Loop	<pre>do {     // Code to repeat } while (condition);</pre>
Break Statement	Exits the loop.
Continue Statement	Skips the current iteration.

#### Range-based for loop

Used to iterate over elements in a range (e.g., arrays, vectors).
<pre>std::vector&lt;int&gt; nums = {1, 2, 3, 4, 5}; for (int num : nums) {     std::cout &lt;&lt; num &lt;&lt; " "; } // Output: 1 2 3 4 5</pre>

### Functions

## Function Definition

### Basic Structure

```
return_type
function_name(parameter_list) {
    // Function body
    return value;
}
```

### Example: Add two integers

```
int add(int a, int b) {
    return a + b;
}
```

## Function Overloading

Defining multiple functions with the same name but different parameters.

```
int add(int a, int b) {
    return a + b;
}

double add(double a, double b) {
    return a + b;
}
```

## Function Pointers

**Definition** Pointers that store the address of a function.

```
int add(int a, int b) { return a + b; }
int (*func_ptr)(int, int) = add;
int result = func_ptr(3, 4); // result is 7
```

## Lambda Expressions

Anonymous functions defined inline.

```
auto add = [](int a, int b) { return a + b; };
int result = add(5, 6); // result is 11
```

## Standard Template Library (STL)

### Containers

<code>std::vector</code>	Dynamic array (from <code>&lt;vector&gt;</code> header)
<code>std::list</code>	Doubly-linked list (from <code>&lt;list&gt;</code> header)
<code>std::deque</code>	Double-ended queue (from <code>&lt;deque&gt;</code> header)
<code>std::set</code>	Sorted set (from <code>&lt;set&gt;</code> header)
<code>std::map</code>	Associative array (from <code>&lt;map&gt;</code> header)
<code>std::unordered_map</code>	Hash table (from <code>&lt;unordered_map&gt;</code> header)

### Algorithms

<code>std::sort</code>	Sorts a range of elements (from <code>&lt;algorithm&gt;</code> header) <pre>std::vector&lt;int&gt; nums = {3, 1, 4, 1, 5, 9}; std::sort(nums.begin(), nums.end()); // nums is now {1, 1, 3, 4, 5, 9}</pre>
<code>std::find</code>	Finds the first occurrence of a value in a range (from <code>&lt;algorithm&gt;</code> header) <pre>auto it = std::find(nums.begin(), nums.end(), 4); if (it != nums.end()) {     std::cout &lt;&lt; "Found!" &lt;&lt; std::endl; }</pre>
<code>std::transform</code>	Applies a function to a range of elements (from <code>&lt;algorithm&gt;</code> header) <pre>std::transform(nums.begin(), nums.end(), nums.begin(), [](int n){ return n * 2; }); // nums is now {2, 2, 6, 8, 10, 18}</pre>