

Dnevnik jednog programera (2. nedelja)

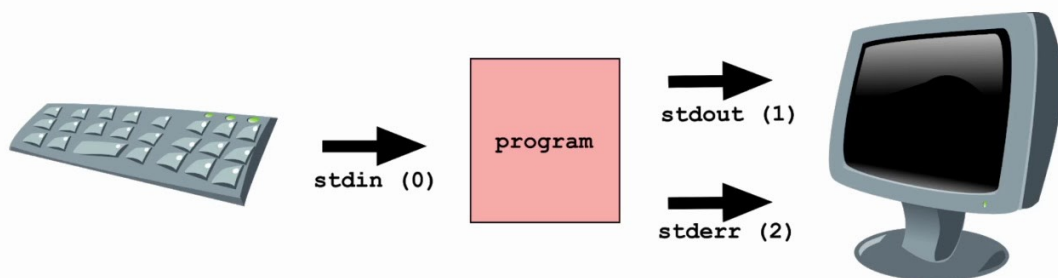


grader (ocenjivač)

Kod	Značenje
WA	Pogrešan izlaz
OK	Tačan izlaz
MLE	Prekoračenje memorijskog ograničenja
TLE	Prekoračenje vremenskog ograničenja
RTE	Greška pri izvršavanju programa
NT	Testiranje preskočeno
CE	Greška pri prevođenju
?	Rezultat je sakriven
-	Testiranje na čekanju

IDE (Integrated development environment), Интегрисано развојно окружење
Code::Blocks, Eclipse CDT, JetBrains Clion, Microsoft Visual Studio, ...

Tokovi podataka (standardni ulaz, standardni izlaz)



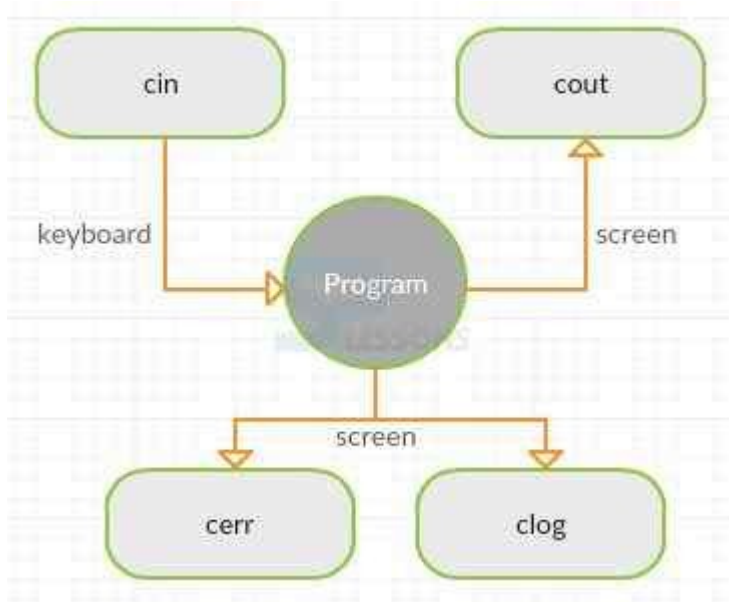
Escape sequence	Hex value in ASCII	Character represented
\a	07	Alert (Beep, Bell) (C89)
\b	08	Backspace
\ note 1	1B	Escape character
\f	0C	Formfeed Page Break
\n	0A	Newline

Escape sequence	Hex value in ASCII	Character represented
<code>\r</code>	0D	Carriage Return
<code>\t</code>	09	Horizontal Tab
<code>\v</code>	0B	Vertical Tab
<code>\\</code>	5C	Backslash
<code>\'</code>	27	Apostrophe or single quotation mark
<code>\"</code>	22	Double quotation mark
<code>\?</code>	3F	Question mark (used to avoid trigraphs)
<code>\nnn</code> note 2	any	The byte whose numerical value is given by <i>nnn</i> interpreted as an octal number
<code>\xhh...</code>	any	The byte whose numerical value is given by <i>hh...</i> interpreted as a hexadecimal number
<code>\uhhhh</code> note 3	none	Unicode code point below 10000 hexadecimal
<code>\Uhhhhhhhh</code> note 4	none	Unicode code point where <i>h</i> is a hexadecimal digit

C/C++ Formatter, Indenter, Beautifier

Brace placement	Styles
<pre>while (x == y) { something (); somethingelse (); }</pre>	GNU
<pre>while (x == y) { something(); somethingelse(); }</pre>	Pico
<pre>while (x == y) { something(); somethingelse(); }</pre>	Ratliff
<pre>while (x == y) { something(); somethingelse(); }</pre>	K&R variant

C++ (tok podataka)



Tipovi podataka

