
Subject: Re: Well, Got banned on KoG, IGN, WGZ, etc. So I decided to come here.
Posted by [Kanezor](#) on Fri, 17 Nov 2006 06:14:52 GMT

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TD wrote on Wed, 15 November 2006 04:27 Terminator 101 wrote on Wed, 15 November 2006 02:47 wrestlingdude1 Well, Got banned on KoG, IGN, WGZ, etc. So I decided to come here. Wow, do you also want to get banned from Renegadeforums, to make your list even longer?

Trying to be Most Wanted...

I would think it's more along the lines of "Most UnWanted", but whatever.

danpaul88 wrote on Wed, 15 November 2006 07:49 bandie63 wrote on Wed, 15 November 2006 01:36 help-linux wrote on Tue, 14 November 2006 18:46..

haha

```
#include <iostream.h>
```

```
int increment(int n);
```

```
int increment(int n)
```

```
{  
if (n != n++)  
n += 1;  
return n;  
}
```

```
int main()
```

```
{  
int postcount, incrementedpostcount;
```

```
incrementedpostcount = increment(postcount);
```

```
cout << incrementedpostcount;
```

```
return 0;
```

```
}
```

Your code would fail to compile because you used cout, but did not declare that you were 'using namespace std;' ^^

That's beside the fact that cout sucks anyways. Use printf() & variants.

bandie63 wrote on Thu, 16 November 2006 15:00danpaul88 wrote on Wed, 15 November 2006
Your code would fail to compile because you used cout, but did not declare that you were 'using namespace std;' ^^

I have been wondering about that. When I did C++ programming on my own, I used that, but in my Adv. Computer Science 12 class, we don't need it. Does anyone know why? Is it the compiler? Or is it the fact that we're programming on Macs?

EDIT: We're using Code Warrior at school, and I use GCC at home.I've used CodeWarrior. It sucks. It can't even properly disassemble an application. At least, I could never get it to. It always displayed shit like thunks and import names and crap like that... never any actual assembly. I actually wrote my own PPC disassembler because CodeWarrior sucks so horribly and MPW was such a klutz to use. Never got around to writing the instruction lookup library for it, but it was fully functional for various PPC instructions such as add, break, and etc.

As for the discrepancy regarding the needing "using namespace std;" bit or not, it's probably set up in your compiler to automatically include certain headers (for example, main.h or perhaps globals.h) for every .cpp file, and within that header is "using namespace std;". I remember that I could set up CodeWarrior that way. It was actually a pain in the ass, but that was way back when I was C++ n00b. If done improperly, you'd end up with all sorts of namespacing problems, which is what I had. GCC, however, is much more strict about what headers to include.
