

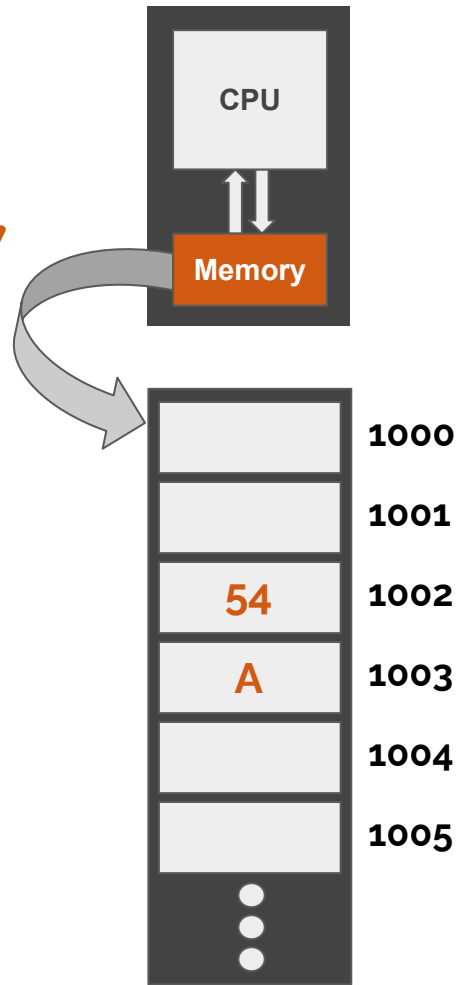


Variables, Data Types, Operations, and their user



Review: Main Memory

- Memory is called **Main Memory**, **Primary Memory** or **RAM**.
- This memory is divided into **different cells**.
- Each cell has an **address** like we have address of our house numbers or PO Boxes
- CPU **stores** data into these cells and **loads** data from these cells whenever it is required.



When do we need memory?



|| When do we need memory?

3



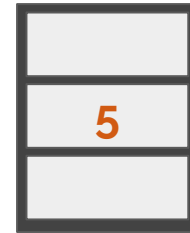
PURPOSE

When do we need memory?

1. When we take **Input** from any device, we need **Memory** to store the **Data**.



5

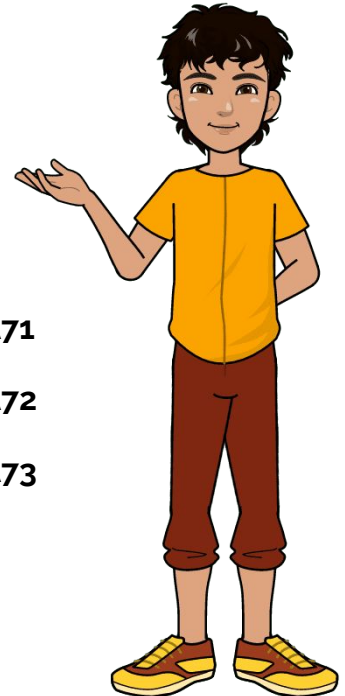


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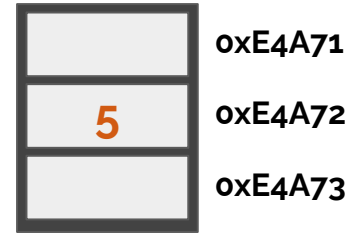
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Memory

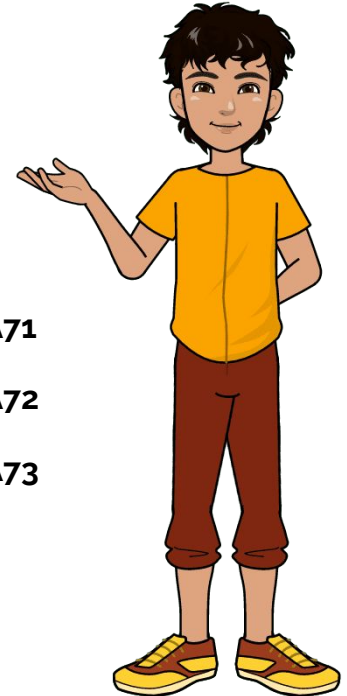


When do we need memory?

2. When we show **Output** on the screen, We need to load data from **Memory**

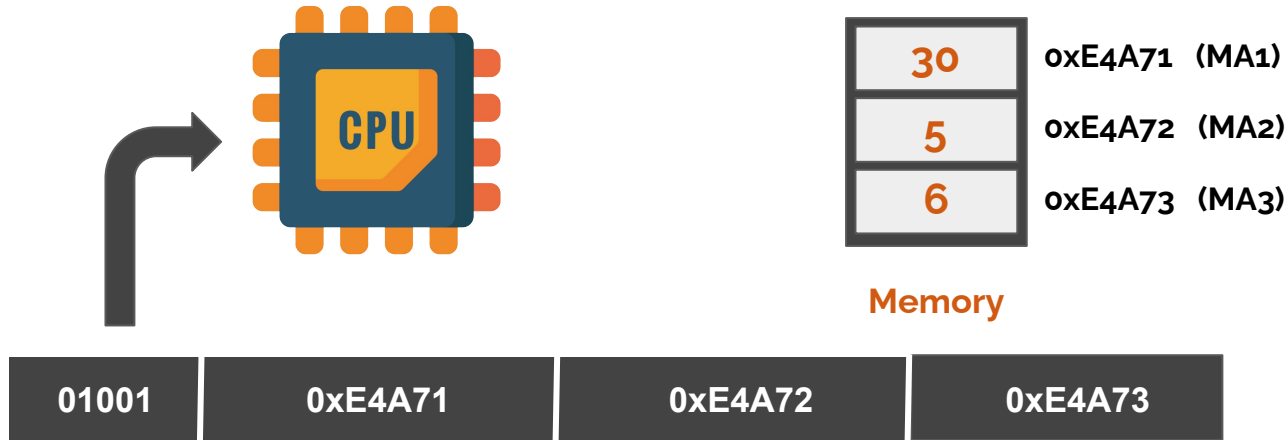


Memory



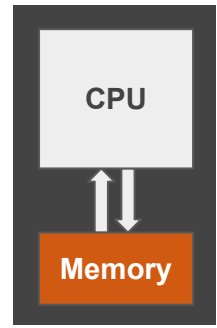
When we need memory?

3. **CPU** performs operations on the data that is in the **Memory**. Let 01001 is Operation Code for **Division**



Review: Memory

- When CPU takes input from devices, it stores information into **memory** before processing it.
- CPU stores results of the processing into the **memory**.
- CPU stores information into the **memory** before sending it to output devices.



How to Allocate Memory: Variables

To store data into the **Memory**, we need to reserve the space in the **Memory**.
When the space is reserved, we can store or retrieve data from the **Memory** through its **Memory Addresses**.



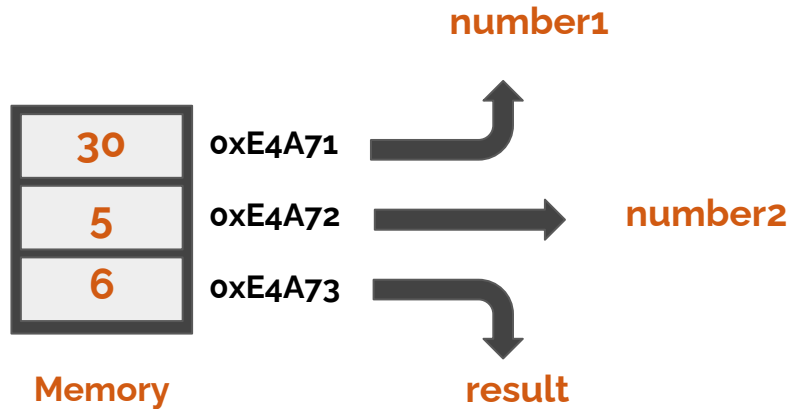
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6	0xE4A73

Memory



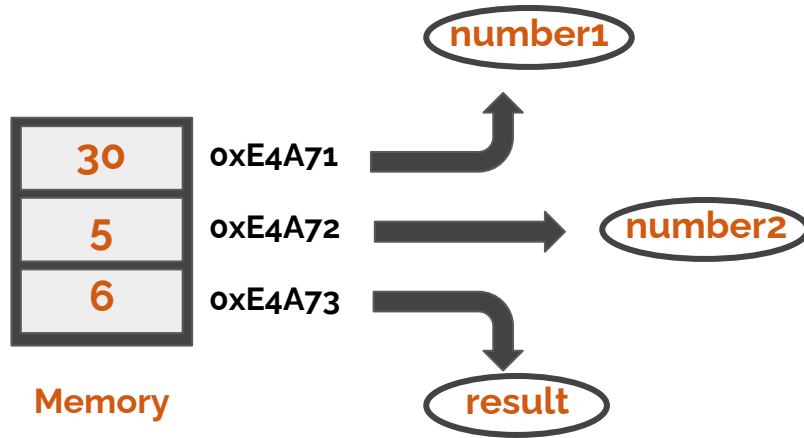
Variables: Names

It is difficult to remember the **Addresses** of these **Memory** locations.
High Level Languages allow us to give **Names** to these reserved **Memory** locations.



Variables: Names

These **Names** are called the **Variables**.
Variables are the names that we give to the **Memory** Locations.



Variables: Names

All **High Level Languages** apply some **Naming Rules** on the variables

- The name can **not** have **Spaces**
- The name can **not** start with **Numbers**
- The name can **not** have any **Special Character** (&, !, %, # etc)



Variables: Names

All **High Level Languages** apply some **Naming Rules** on the variables

These are some of the **Valid** names of the **Variables**



number1

num_1

num1

numb2

nu_2

_n2

result_1

Res

_Res

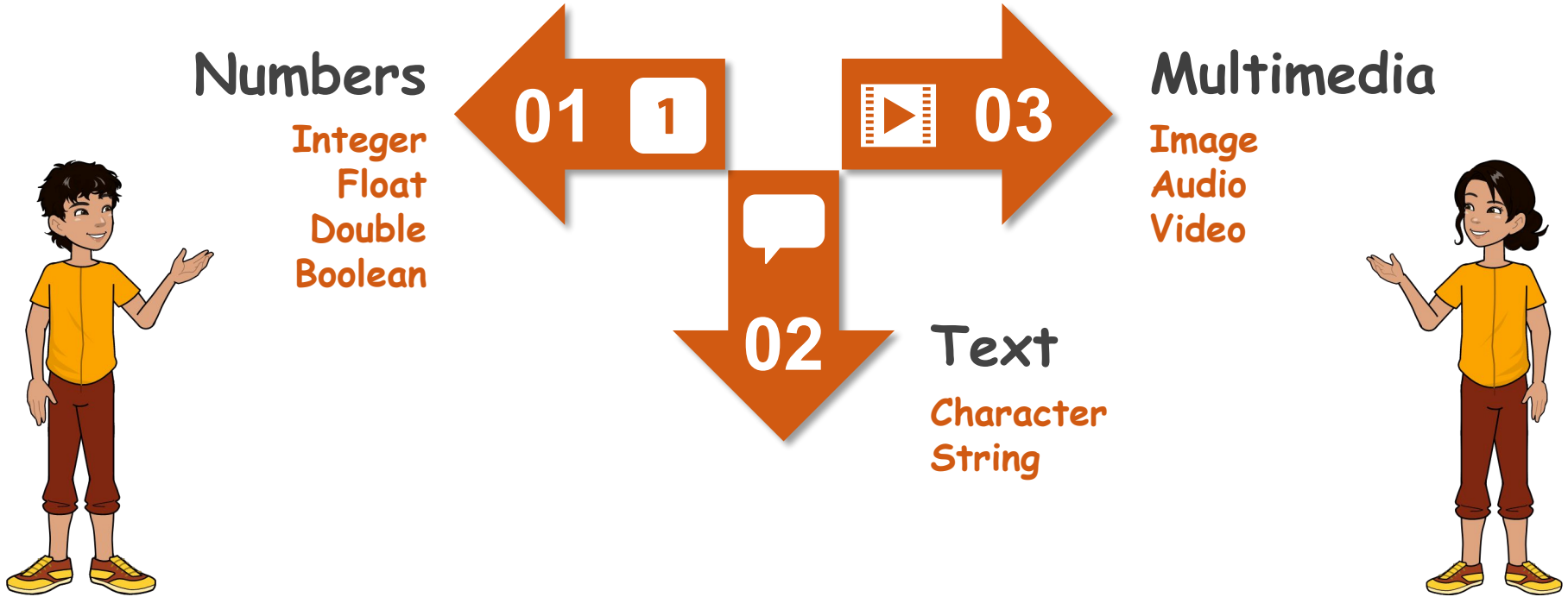


What Type of Data in Memory?

Now, We know that we can deal with memory using **Variables**. But the question is **What type of Data** is in memory?



Variables: Types of Data

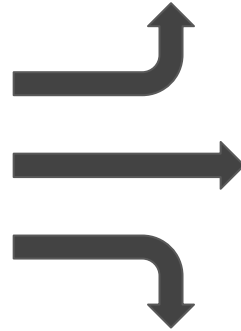


Variables: What Kind of Data Inside



Memory

Integer
number1



Float
number2

text
String



Data Types: Why Inform Memory



|| Data Types: Why **Inform** Memory

- To **Adjust Size** of Allocated Memory Cell
- To **Check** the Validity of the Operations



Data Types: **Size** of Memory

Different types of data require **Different sizes** of cells in memory.



Memory

0xE4A71

0xE4A72

0xE4A73

0xE4A74

0xE4A75



Data Types: **Validity** of Operations

We also need to **Check** whether an Operation applied on the data is **Valid** or **Not**.

For Example:

- $20 + 20.5$

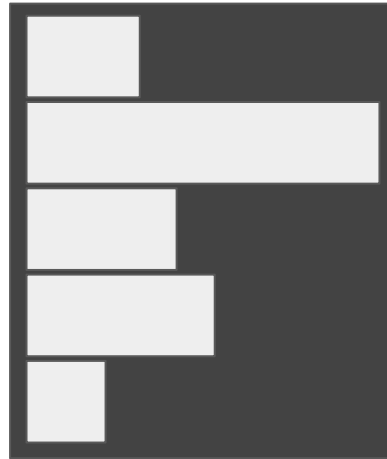


- $20 + \text{Programming}$



Variable Declaration: Reserve Memory

Reserving the memory location through Variables for certain type of data is also called Variable Declaration.



Memory

0xE4A71

0xE4A72

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0xE4A74

0xE4A75



Variable Declaration: Reserve Memory

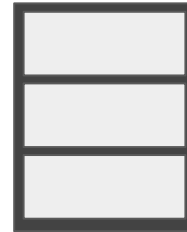
In many High Level Languages like **C++**, **Java** and **C#** the variable declaration is done as

Datatype nameOfTheVariable;

int a;

char letter;

string word;



Memory

a
letter
word



Uses of Variables



Once the variables are declared and memory is reserved, we can have multiple uses of these variables.

- We can **assign values to these variables** according to their data types
- We can **retrieve values from these variables**
- We can apply different **mathematical (addition, multiplication, subtraction)** and other operations (we will see those in next lecture) on these variables.

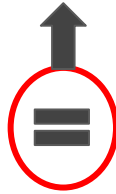


Assign values to Variables

We can **Assign** a value to variable using **Assignment Operator**.

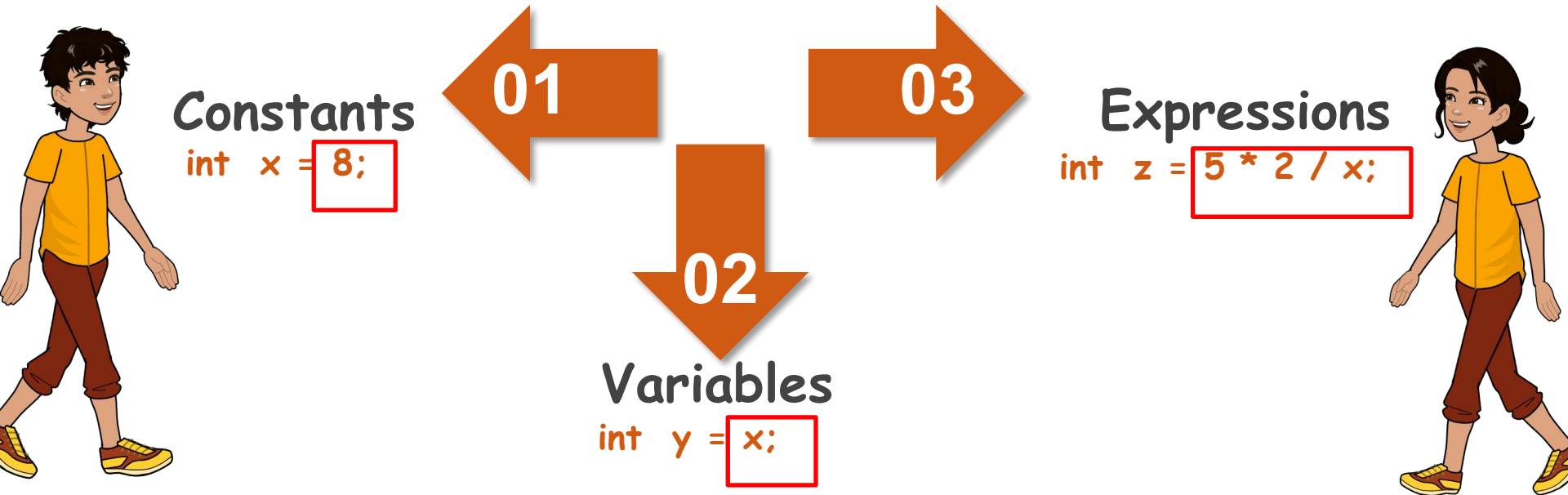


Assignment
Operator



Uses of Variables: Assignment

We can **Assign** a value to variable using **Assignment Operator**.



Uses of Variables: Retrieval

Here, we are **Retrieving** the value of variable x and assigning that value to variable y

```
int X = 3;
```

```
int y = x;
```



Memory



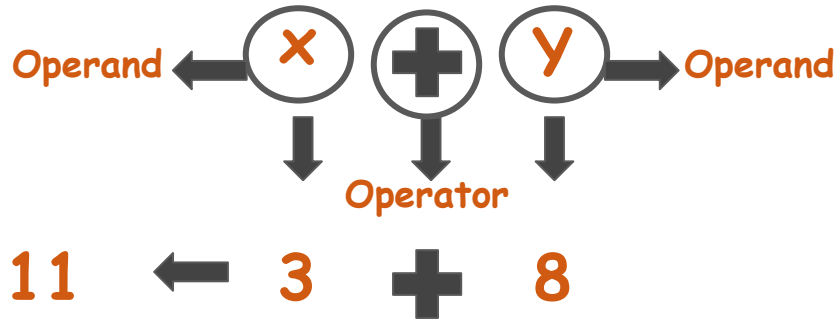
Operations on Variables: Addition

Apply mathematical operation on Variables

```
int x = 3;  
int y = 8;  
int z = x + y;
```

3	x
8	y
11	z

Memory



Arithmetic Operators:

Here is a list of **Arithmetic Operators** that can be used.



Operator	Meaning	Example
+	Addition	$8+2=10$
-	Subtraction	$8-2=6$
*	Multiplication	$8*2=16$
/	Division	$8/2=4$
%	Modulus	$8\%2=0$



Expressions

An **Expression** is a combination of **Variables**, **Constants** and **Operators**.

For Example

- $8 + 9$ is an expression
- $X/2 - 1$ is also an expression



Expressions

It consists of

- One or more Operands
- Zero or more Operators

For Example:

$X + 10 - Y$



Operands



Operations on Variables: Expression

Expression containing only Constants and Operators

$$2 + 10 + 8$$



Operations on Variables: Expression

Expression containing combination of Variables, Constants and Operators



$$27 \leftarrow \underset{\substack{\downarrow \\ 5}}{\text{X}} + 10 + \underset{\substack{\downarrow \\ 12}}{\text{Y}}$$



Expressions

We can write Expression using **Variables** and **Constants** and **Assign** these **Expressions** to some **Variables**.



int x = 3;

int y = 8;

int z = $y - x + 10$;



Memory

x
y
z



Expressions

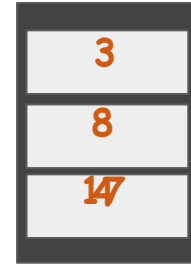
Lets see some more examples



int x = 3;

int y = 8;

int z = 2 * 25 + 7;



Memory



Operations on Variables: Expression

$$Z = 10 + 10 * 5$$



Operations on Variables: Expression

$$60 = 10 + 50$$


$$Z = 10 + 10 * 5$$


$$100 = 20 * 5$$




Operations on Variables: Expression

$$Z = 60$$


$$Z = 10 + 10 * 5$$

~~$$Z = 100$$~~



Operations on Variables: Expression

$$Z = 60$$



$$Z = (10 + 10) * 5 \leftarrow$$

$$Z = 1000 * 5 \swarrow \searrow$$



Expression : Precedence Order

Here is the precedence order of **Arithmetic Operators**



Operator	Symbol	Precedence
Parentheses	()	1
Exponential	X^Y	2
Multiplication Division	$*$ $/$	3 3
Addition Subtraction	$+$ $-$	4 4

Expression: PEMDAS RULE

Simply, we can Remember the order of precedence through the PEMDAS Rule.



Rule	Operator	Symbol
P	Parentheses	()
E	Exponential	x^y
M	Multiplication	*
D	Division	/
A	Addition	+
S	Subtraction	-



Working Examples: Expressions

Lets see some working examples of Expressions



$$Z = 2 + 3 / 4$$



A diagram illustrating the order of operations for the expression $Z = 2 + 3 / 4$. An orange arrow points from the division operator ($/$) down to the division result 0.75 in the second equation. An orange checkmark is placed above the 0.75 .

$$Z = 2 + 0.75$$



Working Examples: Expressions

Lets see some working examples of Expressions



$$Z = 10 - 2 * 4$$


$$Z = 2 \ 10 - 8$$



Learning Objective

Explain why we need Variables, what is their Relation with the Memory, what is a Data Type, why we need it, what is its Role in Variable Declaration, how to use Variables and what are Expressions.



Conclusion

- Variable is a Human Friendly name of the Memory Location.
- Data can be of the following 3 types.
 - a. Number
 - b. Text
 - c. Multimedia
- Telling the memory about the Datatype helps
 - a. To Adjust Size of Allocated Memory Cell
 - b. To Check the Validity of the Operations
- Variable Declaration means Reserving the memory location through Variables for certain type of data.

Conclusion

- We can have multiple uses of variables
 1. Assign Values
 2. Retrieve Values
 3. Apply Mathematical Operations
- Assignment is done using **Assignment Operator**.
- There are 3 ways in which we can assign values to the variables
 1. Constants
 2. Variables
 3. Expressions
- An **Expression** is a combination of **Variables**, **Constants** and **Operators**.
- **Expressions** are evaluated with the **Precedence** order of **Operators**.
- The precedence order is given by **PEMDAS** Rule.

Self Assessment

1. What is a **Variable**?
2. How we can store and load data from the **Memory** using variables?
3. From the given table below, tell which **Variable Names** are **Valid** and which are not.

Variable	Valid/Invalid
mul*	
Foo	
Do it	



Self Assessment

4. Define **Variable Declaration**. And **Declare** a variable to store a value of **58.9**
5. Write the **Datatypes** of the following data given in the table

Data	Datatype
400.6	
My name is Kaka	
C	
12	

6. Declare the variables to store the above mentioned data in the variables.

Hint: **float a;** (**a** is a **variable** that will store **float** type of data)





Self Assessment

7. Find **constant**, **variable** and **operator** from the following statements

Statement	Constant	Variable	Operator
Foo = 4 * result			
Var = 5 % 3			
X = num1 - num2			

8. Solve the following **Expressions** and write the answer.

Statement	Answer
Foo = 4 * 10 / 2	
Var = 5 % 3	
X = 5 - 2 + 62 - 2	



Self Assessment

9. **Evaluate** the following expressions and **Write** the answers.

No.	Expression	Answer
1	$2 / 1 + 5$	
2	$3 / 4 + (2 - 1)$	
3	$7 + (600 - 100) * 8$	
4	$500 * 400 / 4 + 10$	
5	$18 / 2 * 18 - 1$	

