**Creating Variables and Classes in C++**

Creating variables in C++ is very similar to Java and C#. Here are a few of the most common types used:

int - An integer (Usually 32-bit). Represents whole numbers

float - A floating point number (usually 32-bit). Can represent numbers with decimals

double - A floating point number(usually twice the byte size of a float)

bool - A Boolean. Can represent true or false

char - A character. Represents a singular character (Usually 8-bit)

void - A non type. Use for functions that do not return a value.

Copy the following code into a project and compile it. This program makes use of all of the types above and initialises them.



Make a note of the difference between an Int, a Float, and a Double. Int’s are initialised by giving it a whole number, Double’s require a decimal point, Float’s also require a decimal point but we add an ‘f’ to the end to distinguish between the two.

Unlike Java, some standard variables like String do not exist as a base type in C++. Luckily all but the oldest versions of C++

**Creating a Class**

Creating a class in C++ is again very similar to Java and C#. Classes are very good for describing objects in your applications, providing a template with member variables and functions. Below is a class that describes a virtual pet; it knows how hungry a pet is, and can print out that data to the user.

