

Pre-Increment vs Post-Increment

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▶ **Pre-increment:**

- ▶ Incremented value of variable is used in expression
- ▶ `int a=5;`
- ▶ `cout<<++a;`

▶ **Post-increment:**

- ▶ Current value of variable is used in expression, and after that value is incremented.
- ▶ `int a=5;`
- ▶ `int b=a++;`
- ▶ `cout<<b;`
- ▶ Let's try to access a.

Pre-Decrement vs Post-Decrement

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▶ **Pre-Decrement:**

- ▶ Decremented value of variable is used in expression
- ▶ `int a=5;`
- ▶ `cout<<--a;`

▶ **Post-Decrement:**

- ▶ Current value of variable is used in expression, and after that value is Decrementated.
- ▶ `int a=5;`
- ▶ `int b=a--;`
- ▶ `cout<<b;`
- ▶ Let's try to access a.

Short hand Assignment

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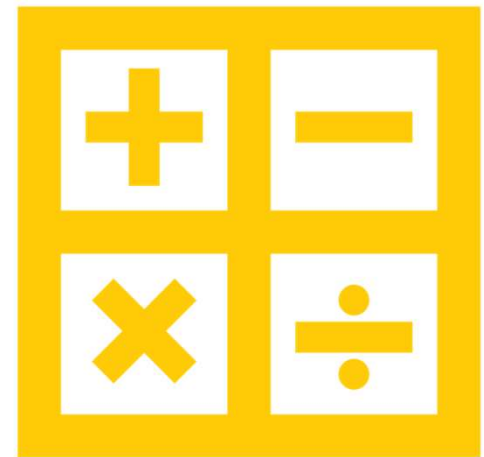
- ▶ `int count=2;`
- ▶ `count+=2;` //Equivalent to writing `count=count+2;`
- ▶ `count*=2;` //Equivalent to writing `count=count*2;`
- ▶ `count-=2;` //Equivalent to writing `count=count-2;`
- ▶ `count/=2` //Equivalent to writing `count=count/2;`
- ▶ `count%=2` ////Equivalent to writing `count=count%2;`

Type Conversion(Casting)

- ▶ The process of converting one data type to another
- ▶ Two Types:
 - ▶ Implicit (Done by Compiler/Automatic)
 - ▶ Explicit (Done by Programmer/Manual)

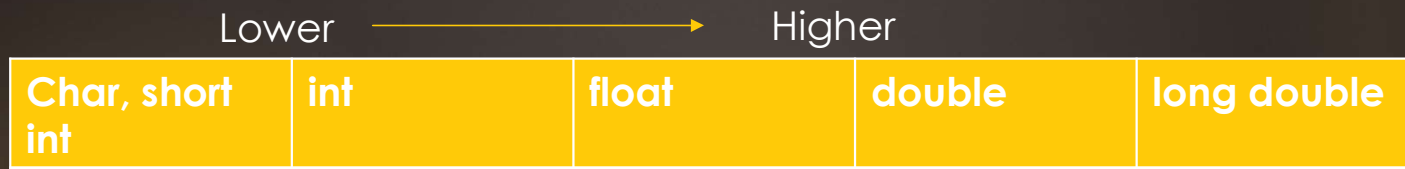
When is the casting actually performed?

- ▶ Arithmetic operations are normally performed over the same types of operands
- ▶ But when we have operands of different data, like one operand is character and other one is integer
 - ▶ C++ will convert the one operand to be the type of other and then evaluate the expression



IMPLICIT TYPE CONVERSION

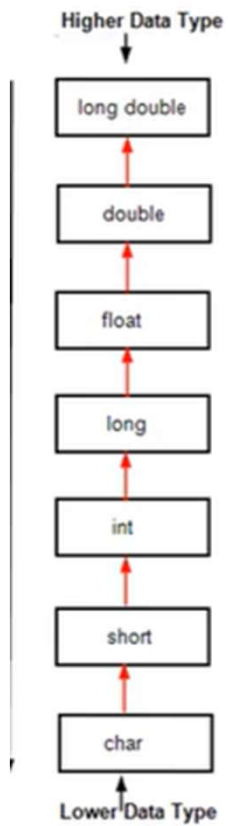
- ▶ The Data Type conversion that is done by compiler automatically
 - ▶ 1. Automatic (Lower to Higher)



- ▶ 2. By Assignment (Right to Left)

IMPLICIT TYPE CONVERSION(LOWER TO HIGHER)

- ▶ $2+5.6+9$ so what should be the resultant data type?
- ▶ $2.0+5.6+9.6=$ DOUBLE TYPE
- ▶ 'a'+1, What should be the result?
- ▶ Result will be 98



Lower to Higher

Check data type of a variable or value

- ▶ `#include<typeinfo>`
- ▶ `typeid(variable/expression).name()`
- ▶ Example:
- ▶ `cout<<typeid(5.9+6).name();`

IMPLICIT CONVERSION RIGHT TO LEFT

- ▶ `float a=12.5;`
- ▶ `int b=13;`
- ▶ `int sum=a+b;`
- ▶ What will be the result of `sum`?
- ▶ First Lower to Higher, then Left to Right
- ▶ `a+b=12.5+13.0=25.5` (which is a float value)
- ▶ `sum=25` (Hence we loose information)

IMPLICIT CONVERSION LEFT TO RIGHT

- ▶ `char c1='a'+1;`
- ▶ `char c1=97+1;`
- ▶ `char c1=98;`
- ▶ `c1` will have value of `b` because of left to right conversion
- ▶ What if we write `int c1='a';?`
- ▶ Obviously we will get 97