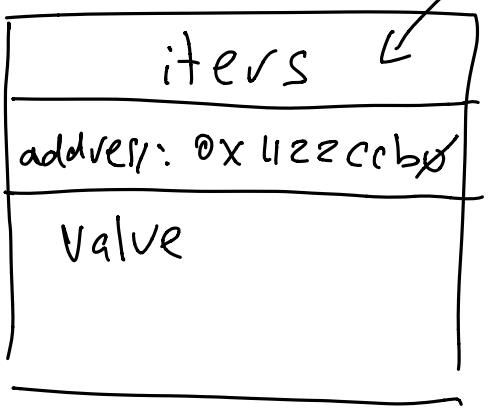
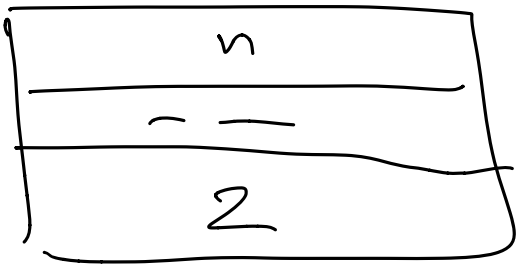
name

int iters;



declaration.

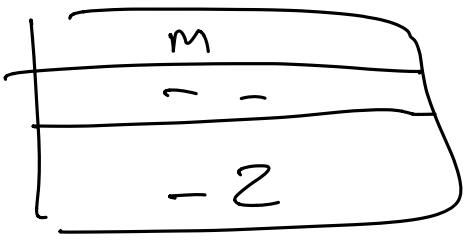
int n = 2;
declaration + assignment.



m = 3;

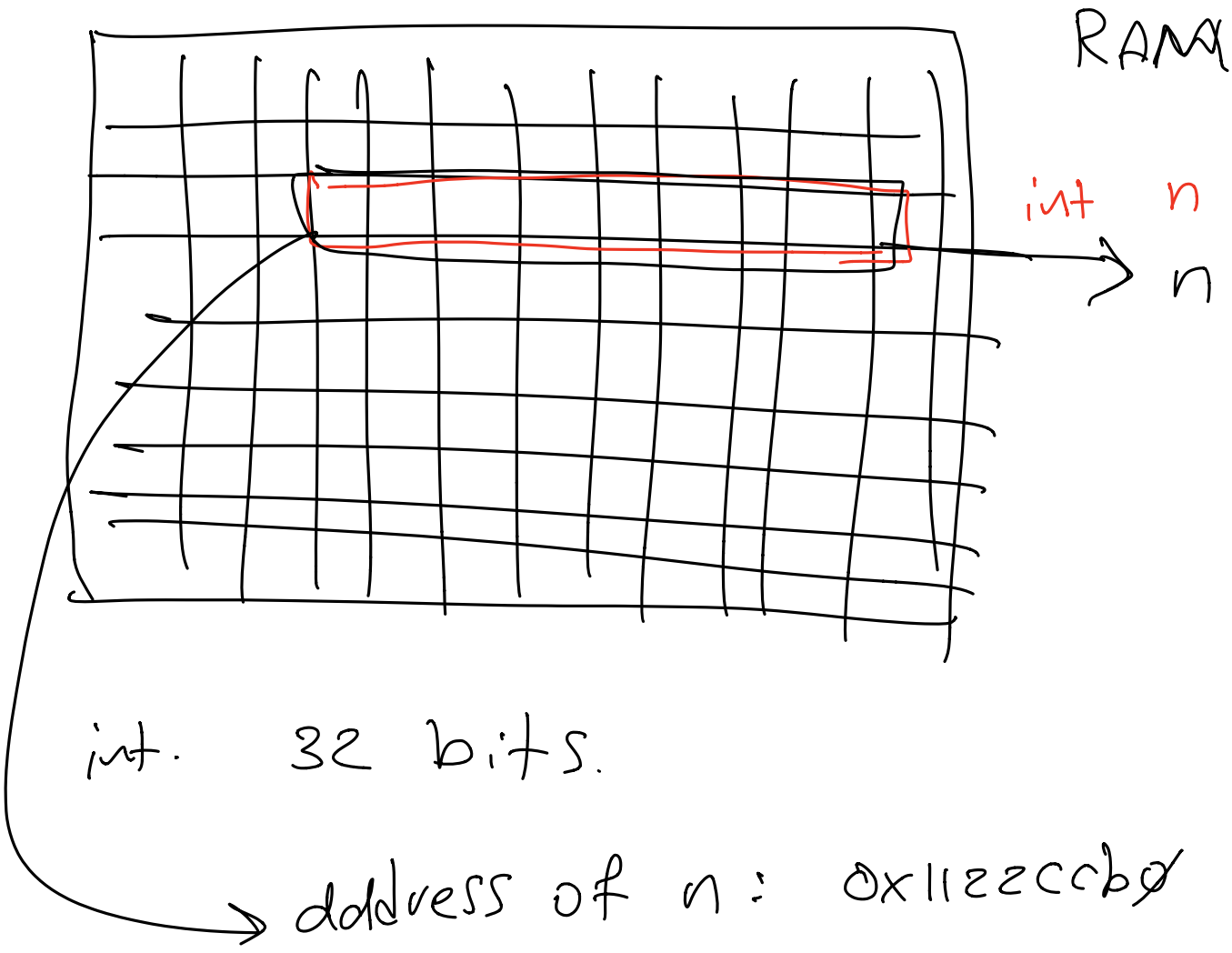
assignment only no declaration

int m;



m = -2;

- declaration
- assignment before output or use.



int. 32 bits.

→ address of n: 0x1122ccb0

int n

n = 3;

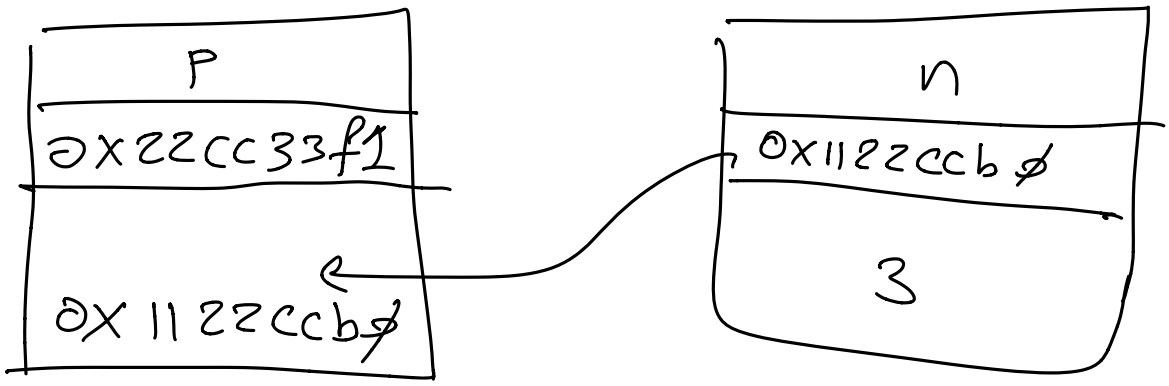
cout << n << endl;

3

&n address of n:

int * p = &n;

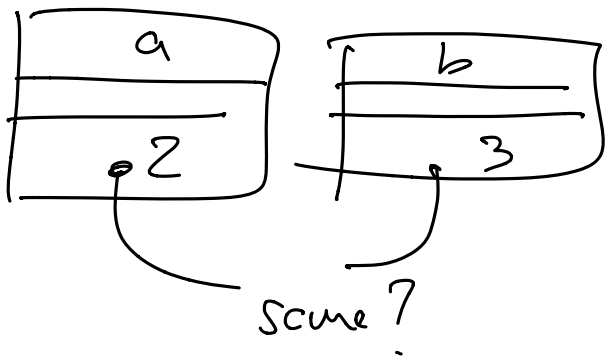
p: pointer



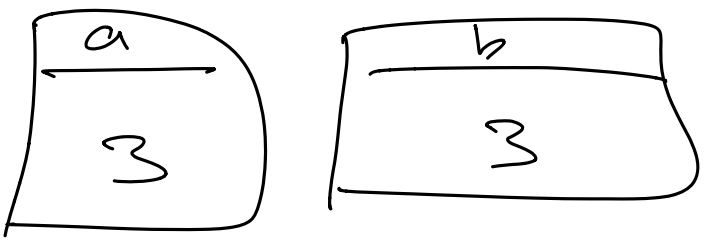
Control Statement

```
if (a == b)
```

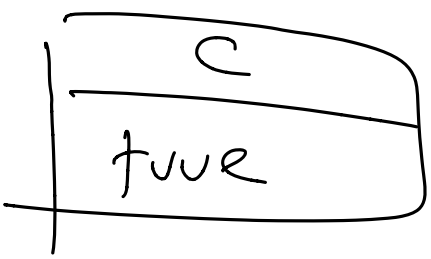
False.



$a = b$




```
bool c = a == b;
```




```
float w, z;
if (w == z) ?
```

w/ pressure:

w = 1.023 Atm

z = 1.022999...

$\Delta \sim 0.0001$

== every bit is the same.

w = X/Y;

if (w == 1.01)

1.0100000002

equality between float / double

BAD IDEA.

==: only for int.

bool

float w, X, Y;

w = X/Y;

if (w != 0)