

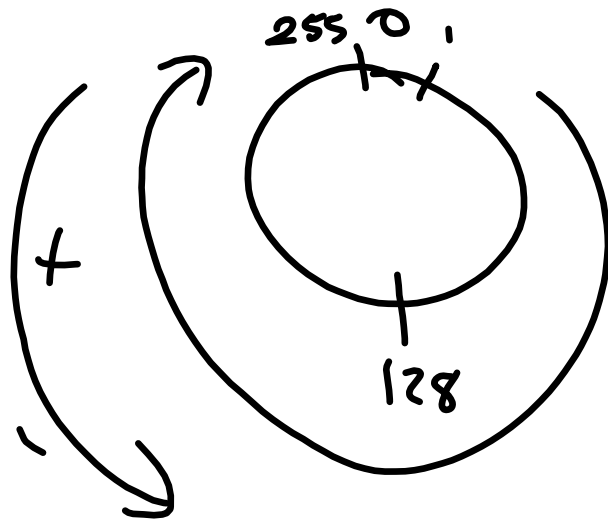
$0 - (2^{32} - 1)$  unsigned int  
 $-2^{31} \text{ to } 2^{31} - 1$  Signed int (int)

1. int — Whole #s  
 2. float —  
 3. double - — — — — —  
 4. char — — — — —  
 5. bool — —  
 6. void

float & double  
decimal point numbers

Char

any symbol you can make  
w/ the key board



0-255      Overflow  
 $256 = 0$

memorize  
these  
\*

'a'	=	97
'A'	=	65
'\0'	=	48
zero		
'*'	=	42

bool

Boolean Value

true

false

1  
—  
any #

0

void

void main()  
ξ

return; //optional

<sup>3</sup>  
int main()  
ξ

<sup>3</sup>  
return 0; //required

## Variable Naming

- \* 1. always start var Name w/ a letter or an underscore
- \* 2. it may contain any # of letters, numbers, and underscores but no other symbols.
- 3. must be semi descriptive
- \* 4. must be unique

4 ways of defining

①. dataType varName ; varName = 5;

constant  
int  
variables

↑  
assignment operator

Stores to the  
single variable  
on the left.

Right evaluates completely



2. data Type      VarName = 5;

DON'T use

\* 3. dataType      VarName(5);

\* 1. data Type      VarName{5};