

C++ and Data Structures Algorithms — Hybrid - Notes

1. Lecture2- Writing the first program - Hello World

I. Syntax :

A specific way to write the programming language or code is called syntax

II. Whole process :

first of all we write the whole code after that compiler read and compile the whole code and after that it'll give us output

III. Return :

it is because to let us know whether the code processing is done or not

IV. Terminal :

where we do all type of compilations

2. Lecture3- Variables, Constants and Data Types Part -1

I. Cin and cout :

Cin is for taking input from the user Cout is for printing or you can say output of the process or code

II. Variables and constants :

variables are those value we can change for giving constants like eg = `int x = 5` here x is a variable and 5 is constant value whereas int is a data type

III. Data types :

int(integer) - numerical values - 3,54,56,6. float (decimal values) - decimal values - 3.6,5456.56. char(character) - a,b,c. bool(boolean) - (0/1)

3. Lecture 13 - functions part 1

I. Functions :

Output of the function is of return type same as numeric value has integer data type and value is called return value

4. Lecture 14- functions pt 2

I. Functions :

every function can return only one value and have multiple return statements

II. Calling a functions :

Every function starts from the main function,so utilizing the other functions through the main function is the soul purpose of using the function

5. Lecture 18 - functions pt 6

I. Swap function :

swap function basically swap two functions if $(a,b) = (2,3)$ then after using swap function it will become $(3,2)$.

II. Note(passing reference) :

after adding & symbol before the variable name we can pass actual reference like it will not get copied and it is called as passing by reference