

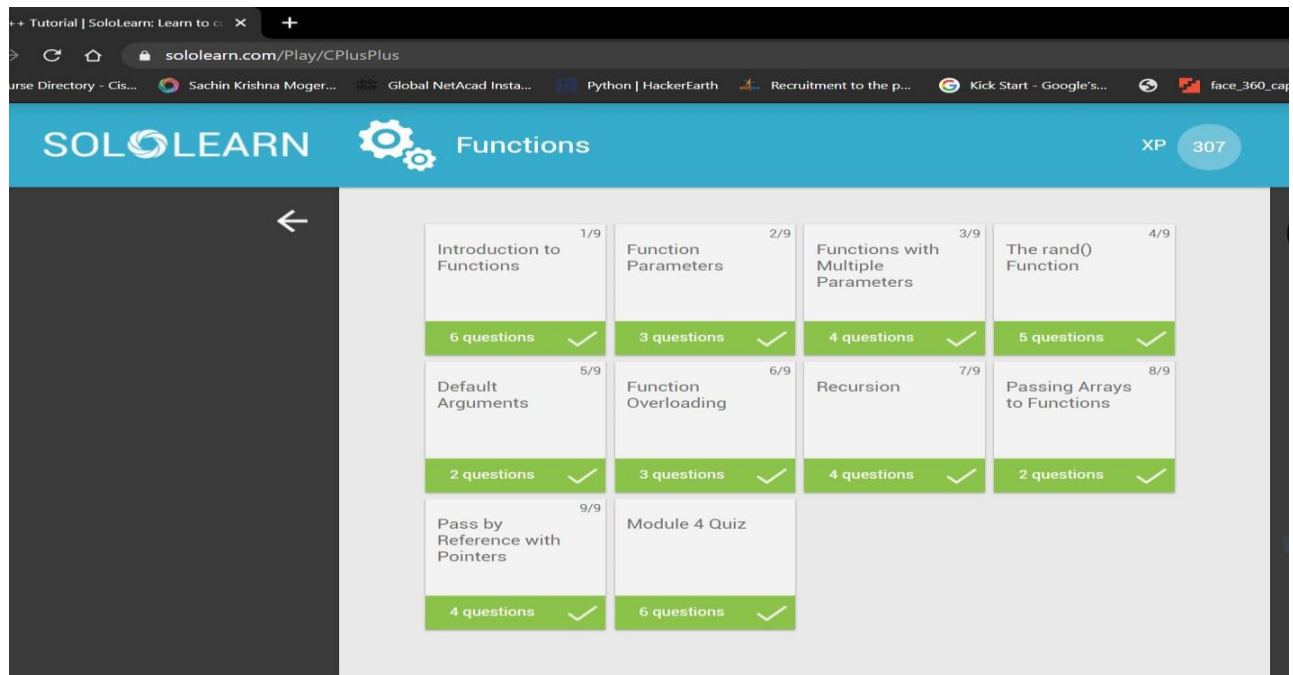
# DAILY ASSESSMENT FORMAT

<b>Course:</b>	<b>C++</b>	<b>Name:</b>	<b>Bindu.N.R</b>
<b>Link :</b>	<b><a href="https://www.sololearn.com/">https://www.sololearn.com/</a></b>	<b>USN:</b>	<b>4AL17EC101</b>
<b>Org By:</b>	<b>SOLOLEARN</b>	<b>Semester &amp; Section:</b>	<b>6-B</b>
<b>Github Repository:</b>	<b>bindunr-python</b>	<b>Date:</b>	<b>25/06/2020</b>

**Topic Completed Today**

The screenshot shows the Sololearn interface for the C++ course. The header includes the Sololearn logo, the course title "Data Types, Arrays, Pointers", and the user's XP (245). The main content area displays a grid of topics and quizzes, each with a progress indicator (1/12, 2/12, etc.) and a green checkmark indicating completion. The topics and quizzes are as follows:

Topic/Quiz	Progress	Status
Introduction to Data Types	1/12	Completed
int, float, double	2/12	Completed
string, char, bool	3/12	Completed
Variable Naming Rules	4/12	Completed
Arrays	5/12	Completed
Using Arrays in Loops	6/12	Completed
Arrays in Calculations	7/12	Completed
Multi-Dimensional Arrays	8/12	Completed
Introduction to Pointers	9/12	Completed
More on Pointers	10/12	Completed
Dynamic Memory	11/12	Completed
The sizeof() Operator	12/12	Completed
Module 3 Quiz	8 questions	Completed



# Basic Data Types

The data type specifies the size and type of information the variable will store:

Data Type	Size	Description
int	4 bytes	Stores whole numbers, without decimals
float	4 bytes	Stores fractional numbers, containing one or more decimals. Sufficient for storing 7 decimal digits
double	8 bytes	Stores fractional numbers, containing one or more decimals. Sufficient for storing 15 decimal digits
boolean	1 byte	Stores true or false values

char

1 byte

Stores a single character/letter/number, or ASCII values

## ***C++ Arrays***

Arrays are used to store multiple values in a single variable, instead of declaring separate variables for each value.

To declare an array, define the variable type, specify the name of the array followed by square brackets and specify the number of elements it should store:

```
string cars[4];
```

We have now declared a variable that holds an array of four strings. To insert values to it, we can use an array literal - place the values in a comma-separated list, inside curly braces:

```
string cars[4] = {"Volvo", "BMW", "Ford", "Mazda"};
```

To create an array of three integers, you could write:

```
int myNum[3] = {10, 20, 30}
```

A pointer however, is a variable that stores the memory address as its value.

A pointer variable points to a data type (like `int` or `string`) of the same type, and is created with the `*` operator. The address of the variable you're working with is assigned to the pointer:

## ***C++ Functions***

A function is a block of code which only runs when it is called.

You can pass data, known as parameters, into a function.

Functions are used to perform certain actions, and they are important for reusing code: Define the code once, and use it many times.

## Create a Function

C++ provides some pre-defined functions, such as `main()`, which is used to execute code. But you can also create your own functions to perform certain actions.

To create (often referred to as *declare*) a function, specify the name of the function, followed by parentheses `()`:

```
void myFunction() {  
    // code to be executed  
}
```

### *Example Explained*

- `myFunction` is the name of the function
- `void` means that the function does not have a return value. You will learn more about return values later in the next chapter
- inside the function (the body), add code that defines what the function should do

## Call a Function

Declared functions are not executed immediately. They are "saved for later use", and will be executed later, when they are called.

To call a function, write the function's name followed by two parentheses `()` and a semicolon `;`