Ch02-DataVariablesAndOperations

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1 Data, Variables and Operations

1.1 Topics

- data and values
- C++ fundamental data types
- digital units and number systems
- variables and data assignment
- keywords and operators
- order of operations
- operators for numbers and strings
- constants
- type casting

1.2 Data and values

- data and values are the fundamentals to any computer language and program
- a value is one of the fundamental things – like a letter or a number – that a program manipulates
- almost all computer programs use and manipulate some data values

1.3 Literal values and representations

- at a high level, we deal with two types of data values: Numbers and Texts
- numbers can be further divided into two types:
  - Whole number literal values: 109, -234, etc.
  - Floating point literal values: 123.456, -0.3555, etc.
- text is a collection of 1 or more characters (symbols, digits or alpahabets)
  - single character is represent using single quote (')
    - char literal values: 'A', 'a', '%', '1', etc.
  - 2 or more characters are called string
    - represented using double quotes (")
    - string literal values: "CO", "John Doe", "1100", etc.
- programming languages need to represent and use these data correctly

1.4 C++ Fundamental types

- there are many fundamental types based on the size of the data program needs to store
  - most fundamental types are numeric types

- see here for all the supported types: https://en.cppreference.com/w/cpp/language/types
- the most common types we use are:

Type	Description	Storage size	Value range
void	an empty set of values; no type	system dependent: 4 or 8 bytes	NA
bool	true or false values	1 byte or 8 bits	true or false or 1 or 0
char	represents one ASCII character; inside single quote	1 byte or 8 bits	-2^7 to 2^7-1 or -128 to 127
unsigned char	represents one ASCII character inside a single quote	1 byte or 8 bits	0 to 2^8-1 or 0 to 255
int	+/-ve integers or whole numbers	4 bytes	-2^{31} to $2^{31}-1$ or -2,147,483,648 to 2,147,483,647
signed int	same as int; signed (+ve and -ve) integers	4 bytes or 32 bits	-2^{31} to $2^{31}-1$ or -2,147,483,648 to 2,147,483,647
unsigned int	unsigned (only positive) representation	4 bytes or 32 bits	0 to $2^{32}-1$ or 0 to 4,294,967,295
long	+ve and -ve big integers	8 bytes or 64 bits	-2^{63} to $2^{63}-1$ or -9,223,372,036,854,775,808 to 9,223,372,036,854,775,807
unsigned long	positive big integers	8 bytes or 64 bits	0 to $2^{64}-1$ or 0 to 0 to 18,446,744,073,709,551,615
float	single precision floating points	32 bits	7 decimal digits precision
double	double precision floating points	64 bits	15 decimal digits precision

- in C++, there's no fundadamental type available to work with string data
- use basic_string defined in **<string>** library
  - more on basic_string: https://en.cppreference.com/w/cpp/string/basic_string
  - must include <string> library and **std** namespace
  - we'll dive into string more in depth in string chapter
- **sizeof(type)** operator gives size of fundamental types in bytes

[5]:
```
sizeof(bool)
```

[5]: 1

[15]:
```
sizeof(char)
```

[15]: 1

[2]:
```
sizeof(int)
```

[2]: 4

[17]:
```
sizeof(long)
```

[17]: 8

[18]:
```
sizeof(float)
```

[18]: 4

[19]:
```
sizeof(double)
```

[19]: 8

1.5 Units of digital data

- digital computers use binary number system consisting of two digits (0 and 1)
- every data and code is represented using binary values
  - hence the name binary or byte code for executable programs
  - letter A is encoded as 1000001 (7 binary digits)
- humans use decimal number system with 10 digits (0 to 9)
  - we have ways to represent texts using alphabets for Englisgh language e.g.
  - letter A can be encoded with decimal value 65, if we lived in the world that only understood numbers

Unit	Equivalent
1 bit (b)	0 or 1
1 byte (B)	8 bits (b)
1 kilobyte (KB)	1,024 B
1 megabyte (MB)	1,024 KB
1 gigabtye (GB)	1,024 MB
1 terabyte (TB)	1,024 GB
1 petabyte (PB)	1,024 TB
…	…

1.6 Number systems

- there are several number systems based on the base
  - base is number of unique digits number system uses to represent numbers
- binary (base 2), octal (base 8), decimal (base 10), hexadecimal (base 16), etc.

1.6.1 Decimal number system

- also called Hindu-Arabic number system
- most commonly used number system that uses base 10
  - has 10 digits or numerals to represent numbers: 0..9
  - e.g. 1, 79, 1024, 12345, etc.
- numerals representing numbers have different place values depending on position:
  - ones (10^0), tens(10^1), hundreds(10^2), thousands(10^3), ten thousands(10^4), etc.
  - e.g. $543.21 = (5 \times 10^2) + (4 \times 10^1) + (3 \times 10^0) + (2 \times 10^{-1}) + (1 \times 10^{-2})$

1.7 Number system conversion

- since computers understand only binary, everything (data, code) must be converted into binary
- all characaters (alphabets and symbols) are given decimal codes for electronic communication
  - these codes are called ASCII (American Standard Code for Information Interchange)
  - A -> 65; Z -> 90; a -> 97; z -> 122, * -> 42, etc.
  - see ASCII chart: https://en.cppreference.com/w/c/language/ascii

1.7.1 Converting decmial to binary number

- algorithm steps:
  1. repeteadly divide the decimal number by base 2 until the quotient becomes 0
     - note remainder for each division
  2. collect all the remainders
     - the first remainder is the last (least significant) digit in binary
- example 1: convert $(10)_{10}$ to $(?)_2$
  - step 1:
    ```
    10 / 2 : quotient: 5, remainder: 0
    5 / 2  : quotient 2, remainder: 1
    2 / 2  : quotient: 1, remainder: 0
    1 / 2  : quotient: 0, remainder: 1
    ```
  - step 2:
    * collect remainders from bottom up: 1010
  - so, $(10)_{10} = (1010)_2$
- example 2: convert $(13)_{10}$ to $(?)_2$
  - step 1:
    ```
    13 / 2 : quotient: 6, remainder: 1
    6 / 2  : quotient 3, remainder: 0
    3 / 2  : quotient: 1, remainder: 1
    1 / 2  : quotient: 0, remainder: 1
    ```
  - step 2:
    * collect remainders from bottom up: 1101
  - so, $(13)_{10} = (1101)_2$

1.7.2 Converting binary to decimal number

- once the computer does the computation in binary, it needs to convert the results back to decimal number system for humans to understand

- algorithm steps:
    1. multiply each binary digit by its place value in binary
    2. sum all the products
- example 1: convert $(1010)_2$ to $(?)_{10}$
    - step 1:
        * $0 \times 2^0 = 0$
        * $1 \times 2^1 = 2$
        * $0 \times 2^2 = 0$
        * $1 \times 2^3 = 8$
    - step 2:
        * $0 + 2 + 0 + 8 = 10$
    - so, $(1010)_2 = (10)_{10}$
- example 2: convert $(1101)_2$ to $(?)_{10}$
    - step 1:
        * $1 \times 2^0 = 1$
        * $0 \times 2^1 = 0$
        * $1 \times 2^2 = 4$
        * $1 \times 2^3 = 8$
    - step 2:
        * $1 + 0 + 4 + 8 = 13$
    - so, $(1101)_2 = (13)_{10}$
- we got the same decimal vales we started from in previous examples
- food for thought: think how you'd go about writing a program to convert any positive decimal number into binary and vice versa!

1.8 Negative (signed) integers - Two's complement

- most common method of storing negative numbers on computers is a mathematical operation called Two's complement
- Two's complement of an N-bit number is defined as its complement with respect to 2^N
    - the sum of a number and its two's complement is 2^N
- e.g.: for the 3-bit binary number 010_2, the two's complement is 110_2, because $010_2 + 110_2 = 1000_2 = 2^3_{10} = 8_{10}$
- Two's complement of N-bit number can be found by flipping each bit and adding one to it
- e.g. find two's complement of 010
- Algorithm steps:
    - flipped each bit; 0 is flipped to 1 and vice-versa
    - add 1 to the flipped binary

```
010 -> 101

101
 +1
-----
110
```

1.9 Variables

- programs must load data values into memory to manipulate them

- data may be large and used many times during the program
  - typing the data values literally all the time is not efficient and fun
  - most importantly error prone due to typos
- variables are named memory location where data can be stashed for easy access and manipulation
- one can declared and use as many variables as necessary
- C++ is statically and strongly typed programming language
  - variables are tied to their specific data types that must be explictly declared when declaring variables

1.9.1 variable declaration

- statements that create variables/identifiers to store some data values
- as the name says, value of variables can vary/change over time
- syntax:

```
type varName;
type varNam1, varName2, ...; //declare several variables all of the same type
```

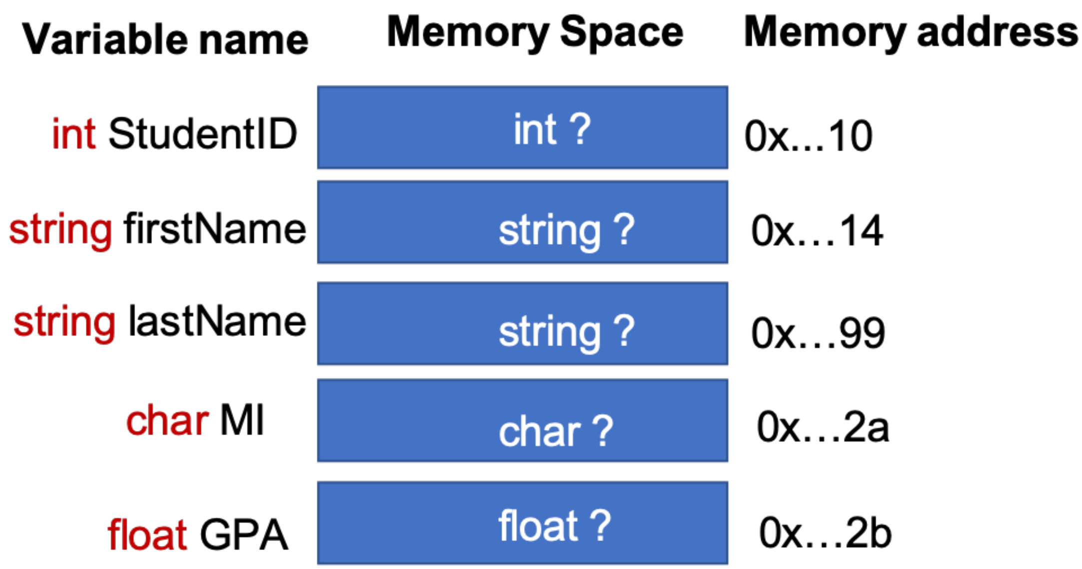

Fig. C++ Variables and Memory

1.9.2 rules for creating variables

- variable names are case sensitive
- must declare variables before they can be used
- can't define variable with the same name more than once
- can't use keywords as variable names
- data stored must match the type of variable
- variable names can't contain symbols (white spaces, #, &, etc.) except for (_ underscore)

- variable names can contain digits but can't start with a digit
- variable names can start with only alphabets (lower or upper) and _ symbol

1.9.3 best practices

- use descriptive and meaningful but concise name
  - one should know quickly what data you're storing
- use lowercase; camelCase or (_ underscore) to combine multiple words

1.9.4 keywords

- keywords are reserved names and words that have specific purpose in C++
  - they can only be used what they're intended for
- e.g., char, int, unsigned, signed, float, double, bool, if, for, while, return, struct, class, operator, try, etc.
- all the keywords are listed here: https://en.cppreference.com/w/cpp/keyword

[1]:
```
// examples of variable declaration
bool done;
char middleInitial;
char middleinitial;
int temperature;
unsigned int age;
long richest_persons_networth;
float interestRate;
float length;
float width;
double space_shuttle_velocity;
```

[2]:
```
// TODO:
// Declare 10 variables of atleast 5 different types
```

1.9.5 string variables

- declare variables that store string data
  - 1 or more string of characters
- in C++ string is an advanced type
- must include <string> header file or library to use string type
- must use **std** namespace
- strings are represented using a pair of double quotes ("string")
- more on string is covered in later chapter

[3]:
```
// string variables
#include <string>

using namespace std;

string fullName;
```

```
string firstName;
string address1;
string country;
string state_name;
std::string state_code; // :: name resolution operator
```

[5]:
```
// TODO:
// Declare 5 string variables
```

1.10 Assignment

- once variables are declared, data can be stored using assignment operator (=)
- **assignment statements** have the following syntax

```
varName = value;
```

[6]:
```
// assignment examples
done = false;
middleInitial = 'J'; // character is represent using single quote
middleinitial = 'Q';
temperature = 73;
age = 45;
richest_persons_networth = 120000000000; // 120 billion
interestRate = 4.5;
length = 10.5;
width = 99.99f; // can end with f for representing floating point number
space_shuttle_velocity = 950.1234567891234567 // 16 decimal points
```

[6]: 950.12346

[7]:
```
// string assignment examples
fullName = "John Doe";
firstName = "John";
address1 = "1100 North Avenue"; // number as string
country = "USA";
state_name = "Colorado";
state_code = "CO";
```

[8]:
```
// TODO: assign some values to variables defined above
```

1.10.1 variable declartion and initialization

- variables can be declared with initial value at the time of construction
- if you know what value a variable should start with; this saves you typing
- often times its the best practice to initialize variable with default value
- several ways to initialize variables: https://en.cppreference.com/w/cpp/language/initialization
- two common ways:
    1. Copy initialization (using = operator)

2. Value initialization (using {} curley braces)
   - also called uniform initialization
   - useful in initializing advanced types such as arrays, objects, etc.

[9]:
```
// Copy initialization
float price = 2.99f;
char MI = 'B'; //middle initial
string school_name = "Grand Junction High";
```

[10]:
```
// Value/uniform initialization
char some_letter{'U'};
int some_length{100};
float some_float{200.99};
string some_string{"Hello World!"};
```

1.10.2 variables' values can be changed

- however, type of the values must be same as the type of the variables
- C++ is strongly and statically typed programming language!

[11]:
```
price = 3.99;
price = 1.99;
MI = 'Q';
school_name = "Fruita Monument High";
some_string = "Goodbye, World!";
```

1.10.3 auto type

- if variable is declared and initialize, you can use **auto** keyword to let compiler determine type of variable based on the value it's initialized with

[5]:
```
auto var1 = 10; // integer
auto var2 = 19.99f; // float
auto var3 = 99.245; // double
auto var4 = '@'; // char
```

[3]:
```
// char * (pointer) type and not string type
auto full_name = "John Doe";
```

[8]:
```
// can automatically declare string type
#include <string>
using namespace std;

auto full_name1 = string("Jake Smith"); // string type!
```

1.10.4 Visualize variables and memory with pythontutor.com

1.11 Operators

- special symbols used to represent simple computations
  - like addition, multiplication, modulo, etc.
- C++ has operators for numbers, characters, and strings
- operators and precedence rule: https://en.cppreference.com/w/cpp/language/operator_precedence
- arithmetic operators: https://en.cppreference.com/w/cpp/language/operator_arithmetic

1.11.1 unary operators

- takes one operand (value)

Operator	Symbol	Syntax	Operation
positive	+	+100	positive 100 (default)
negative	-	-23.45	negative 23.45

1.11.2 binary operators

- binary operators take two operands (left operator right)
- operands are values that operators work on

Operator	Symbol	Syntax	Operation
add	+	x + y	add the value of y with the value of x
subtract	-	x - y	subtract y from x
multiply	*	x * y	multiply x by y
divide	/	x / y	divide x by y (int division if x and y are both ints)
modulo	%	x % y	remainder when

1.11.3 adding numbers

- + can be used to add literal values or variables

[2]:
```
// adding literal integer values
+1 + (-1)
```

[2]: 0

[2]:
```
// adding literal floating points
99.9 + 0.1
```

[2]: 100.00000

[3]:
```
// adding int variables
int num1, num2, sum;
```

[4]:
```
num1 = 10;
num2 = 5;
sum = num1 + num2;
```

[5]:
```
// let's see the value of sum
sum
```

[5]: 15

[6]:
```
// adding float variables
float n1 = 3.5;
float n2 = 2.5;
float total = n1+n2;
```

[7]:
```
// see total values
total
```

[7]: 6.00000f

1.11.4 subtracting numbers

[9]:
```
// subtracting literal integers
10-1
```

[9]: 9

[10]:
```
// subtracting literal floating points
99.99 - 10.99
```

[10]: 89.000000

[11]:
```
// subtracting variables
num1-num2
```

[11]: 5

1.11.5 multiplying numbers

[12]:
```
// multiplying literal integers
2*3
```

[12]: 6

[13]:
```
// multiplying literatl floats
2.5 * 2.0
```

[13]: 5.0000000

[14]:
```
// multiplying numeric variables
n1*n2
```

[14]: 8.75000f

1.11.6 dividing numbers

[15]:
```
// dividing literal integers
10/2
```

[15]: 5

[16]:
```
9/2 // integer division; remainder is discarded
```

[16]: 4

[17]:
```
// dividing literal floats
// if one of the operands is floating point number, C++ performs float division
9.0/2
```

[17]: 4.5000000

[18]:
```
// dividing numeric variables
n1/n2
```

[18]: 1.40000f

1.11.7 capturing remainder from a division

- use modulo or remainder (%) operator
- only works on integers

[19]:
```
// modulo or remainder operator
5%2 // testing for odd number
```

[19]: 1

[20]:
```
4%2 // testing for even number
```

[20]: 0

[21]:
```
// can't divide 10 by 11
10%11
```

[21]: 10

[23]:
```
// expressions with variables and literals
// declare some variables
int hour, minute;
```

[24]:
```
// assign some values
hour = 11;
minute = 59;
```

[27]:
```
// Number of minutes since midnight
hour * 60 + minute
```

[27]: 719

[28]:
```
// Fraction of the hour that has passed
minute/60
```

[28]: 0

1.11.8 bitwise operators

- https://www.learncpp.com/cpp-tutorial/38-bitwise-operators/
- bitwise operators work on binary numbers (bits)
- bitwise operations are used in lower-level programming such as device drivers, low-level graphics, communications protocol packet assembly, encoding and decoding data, encryption technologies, etc.
- a lot of integer arithmetic computations can be carried our much more efficiently using bitwise operations

Operator	Symbol	Symbol Name	Syntax	Operation
bitwise left shift	<<	left angular bracket	x << y	all bits in x shifted left y bits; multiplication by 2
bitwise right shift	>>	right angular bracket	x >> y	all bits in x shifted right y bits; division by 2
bitwise NOT	~	tilde	~x	all bits in x flipped
bitwise AND	&	ampersand	x & y	each bit in x AND each bit in y

Operator	Symbol	Symbol Name	Syntax	Operation
bitwise OR	|	pipe	x | y	each bit in x OR each bit in y
bitwise XOR	^	caret	x ^ y	each bit in x XOR each bit in y

[19]:
```
1 << 4 // same as 1*2*2*2*2
```

[19]: 16

Explanation

- $1_{10} = 00000000000000000000000000000001_2$
- $1 << 4 = 00000000000000000000000000010000 = 2^4 = 16_{10}$

[13]:
```
3 << 4 // same as 3*2*2*2*2
```

[13]: 48

Explanation

- $3_{10} = 00000000000000000000000000000011_2$
- $3 << 4 = 00000000000000000000000000110000_2 = 2^5 + 2^4 = 32 + 16 = 48_{10}$

[20]:
```
1024 >> 10 // same as 1024/2/2/2/2/2/2/2/2/2/2
```

[20]: 1

Explanation

- $1024_{10} = 00000000000000000000010000000000_2$
- $1024 >> 10 = 00000000000000000000000000000001 = 2^0 = 1_{10}$

[17]:
```
~1 // Note: 1 in binary in 32-bit system is (thirtyone 0s and  one 1) 00000....1
```

[17]: -2

Explanation

- $1_{10} = 00000000000000000000000000000001_2$
- $0_{10} = 00000000000000000000000000000000_2$
- $-1_{10} = 11111111111111111111111111111111_2$
- $-2_{10} = 11111111111111111111111111111110_2$
- -ve numbers are stored in 2's complement

– 2’s complement is calculated by flipping each bit and adding 1

[18]:
```
~0
```

[18]: -1

[4]:
```
1 & 1
```

[4]: 1

[5]:
```
1 & 0
```

[5]: 0

[21]:
```
0 & 1
```

[21]: 0

[22]:
```
0 & 0
```

[22]: 0

[23]:
```
1 | 1
```

[23]: 1

[24]:
```
1 | 0
```

[24]: 1

[25]:
```
0 | 1
```

[25]: 1

[26]:
```
0 | 0
```

[26]: 0

[27]:
```
1 ^ 1
```

[27]: 0

[28]:
```
1 ^ 0
```

[28]: 1

[29]:
```
0 ^ 1
```

[29]: 1

[30]:
```
0 ^ 0
```

[30]: 0

1.12 Order of operations

- expressions may have more than one operators
  - the order of evaluation depends on the rules of precedence

1.12.1 PEMDAS

- acronym for order of operations from highest to lowest
  1. **P** : Parenthesis
  - **E** : Exponentiation
  - **M** : Multiplication
  - **D** : Division
  - **A** : Addition
  - **S** : Subtraction
- when in doubt, use parenthesis!

[18]:
```
// computation is similar to what we know from Elementary Math
2+3*4/2-2
```

[18]: 6

[29]:
```
(2+3)*4/(2-1)
```

[29]: 20

1.13 Operators for characters

- mathematical operators also work on characters
- characters' ASCII values are used in computations
- C++, when safe, converts from one type to another; called type **coercion**
  - characters are converted into their corresponding integer ASCII values
  - **coercion** is safe when data is not lost, e.g. converting int to float

[30]:
```
'a'+1 // a -> 97
```

[30]: 98

[31]:
```
'A'-1 // A -> 65
```

[31]: 64

[24]:
```
'A'*10
```

[24]: 650

[33]:
```
'A'/10
```

[33]: 6

[34]:
```
'A'+'A'
```

[34]: 130

1.14 Operators for strings

- certain operators are defined or overloaded for string types
  - more on user defined advanced types and operator overloading later
- + : concatenates or joins two strings giving a new longer string

[36]:
```
// variables can be declared and intitialized at the same time
#include <iostream>
#include <string>
using namespace std;

string fName = "John";
string lName = "Smith";
string space = " ";
string fullName = fName + space + lName;
```

[38]:
```
fullName
```

[38]: "John Smith"

1.15 Constants

- constants are named values that remain unchanged through out the program
- useful for declaring values that are fixed
  - e.g. value of π, earth's gravity, unit conversions, etc.
- two ways to define constants in C++
  1. use **const** keyword infront of an identifier
     - syntax:

     `const type identifier = value;`
  2. use **#define** preprocessor directive
     - syntax:

     `#define identifier value`
     - after an identifier has been defined with a value, preprocessor replaces each occurances of PI with value

[40]:
```
const double pi = 22/7.0; // evaluate 22/7.0 and use it as the const value for␣
↪pi
const float earth_gravity = 9.8; // m/s^2 unit
```

[41]:
```
// let's see the value of constant pi
pi
```

[41]: 3.1428571

[42]:
```
// try to assign different value to constant pi
pi = 3.141592653589793238;
```

```
input_line_83:3:4: error: cannot assign to variable

'pi' with const-qualified type 'const double'
pi = 3.141592653589793238;
~~ ^

input_line_80:2:15: note: variable 'pi' declared const
here
 const double pi = 22/7.0; // evaluate 22/7.0 and use it as the const value for
pi
 ~~~~~~~~~~~~~^~~~~~~~~~



        Interpreter Error:
```

[43]:
```
// let's use constants
double radius = 10.5;
double area_of_circle = pi*radius*radius;
```

[44]:
```
// value of area of circle
area_of_circle
```

[44]: 346.50000

[45]:
```
// preprocessor directive to declare named constant
#define PI 3.141592653589793238
```

[46]:
```
PI*radius*radius
```

[46]: 346.36059

1.15.1 floating point operation accuracy

- floating point calculations may not be always 100% accurate
- you have to choose the accuracy upto certain decimal points to accept the results as correct
- google area of circle
  - use same radius 10.5 and compare the results

1.16 Type casting

- data values need to be converted from one type to another to get correct results
- explictly converting one type into another is called **type casting**
- implict conversion is called **coercion**
- not all values can be converted from one type to another!

1.16.1 converting numeric values to string type

- use to_string(value) to convert value to string
- must include **<string>** library and **std** namespace

[1]:
```
#include <string>
using namespace std;

string str_val = to_string(99); // 99 is casted "99" and the value is assigned␣
 ↪to str_val
```

[2]:
```
str_val
```

[2]: "99"

[3]:
```
// typeinfo library can be used to know the name of data types
#include <typeinfo>
```

[5]:
```
// typeid operator is defined in typeinfo library
typeid(str_val).name()
```

[5]: "NSt3__112basic_stringIcNS_11char_traitsIcEENS_9allocatorIcEEEE"

[7]:
```
int whole_num = 1234;
string str_val1 = to_string(whole_num);
```

[8]:
```
str_val1
```

[8]: "1234"

[9]:
```
float float_num = 129.99;
string str_num1 = to_string(float_num);
```

[10]:
```
str_num1
```

[10]: "129.990005"

[12]:
```
string str_val2 = to_string('A'); // uses ASCII value
```

[13]:
```
str_val2
```

[13]: "65"

1.16.2 converting string values to numeric types

- certain values can be converted into numeric types such as int, float, double, etc.
- **<cstdlib>** provides some functions for us to convert string to numeric data
- more on **<cstdlib>**: http://www.cplusplus.com/reference/cstdlib
- **atoi("value")** converts string value to integer
  - converts all leading consecutive digits as integer
- **atof("value")** converts string value to double
- must include **<cstdlib>** library to use its functions
  - * converts all leading consecutive digits and period as floating point number

[28]:
```
#include <cstdlib> //stoi and stof
```

[22]:
```
// converting string to integers
atoi("120")
```

[22]: 120

[23]:
```
atoi("43543 alphabets")
```

[23]: 43543

[16]:
```
atoi("")
```

[16]: 0x7fff6778073c <invalid memory address>

[24]:
```
atof("23.55")
```

[24]: 23.550000

[25]:
```
atof("132.68 text")
```

[25]: 132.68000

[27]:
```
atof("text 4546.454")
```

[27]: 0.0000000

1.16.3 typcasting among numeric types

- at times, you may need to convert integers to floating points and vice versa
- use **int(value)** to convert float to int
- use **float(value)** to convert int or double to float
- use **double(value)** to convert int or float to double
- don't need to include any library to use these built-in functions

[2]:
```
int(10.99) // convert double to int; discard decimal points or round down
```

[2]: 10

[6]:
```
int(345.567f) // discard decimal points or round down
```

[6]: 345

[3]:
```
float(19)
```

[3]: 19.0000f

[7]:
```
double(3.33f) // convert float to double
```

[7]: 3.3299999

[5]:
```
double(3)
```

[5]: 3.0000000

1.16.4 typecasting between char and int

- use **char(intValue)** to convert to char
- use **int(charValue)** to conver to int

[8]:
```
char(65) // ASCII code to char
```

[8]: 'A'

[9]:
```
int('A') // char to ASCII code
```

[9]: 65

1.17 Exercises

1. Declare some variables required to store information about a student at a university for an a banner system. Assign some values to those variables.

[39]:
```
// solution to Exercise 1
#include <string>
using namespace std;

int main() {
    long st_id; // student id
    string st_first_name; // first name
    string st_last_name;
    string st_address; // complete address
    string emg_contact_name; // emergency contact's full name
```

```
    float GPA;
    // courses enrollment info?

    st_id = 700123456;
    st_first_name = "Jane";
    st_last_name = "Smith";
    st_address = "123 Awesome Street";
    emg_contact_name = "Joe Smith";
    GPA = 4.0;

    return 0;
}
```

2. Declare some variables required to store information about an employee at a university. Assign some values to those variables.
3. Declare some variables required to store information about a mechandise in a store for inventory management system. Assign some values to those variables.
4. Declare some variables required to store infomration about a rectangular shape. Calculate area and perimeter of a rectangle. Assign some values to those variables.
5. Declare variables required to store information about a circle to calculate its area and perimeter. Assign some values to those variables. Calculate area and perimeter.
6. Declare some variables required to store information about a hotel room for booking management system.
7. Declare some variables required to store length of sides of a triangle. Calculate area using Herons' formula.
    - Search for Heron's formula, if you're not sure what it is.
8. Using pencil and paper, write your full name in binary.

- E.g. Ram Basnet in Binary is:
- 01010010 01100001 01101101 00100000 01000010 01100001 01110011 01101110 01100101 01110100

1.18 Summary

- this notebook discussed data and C++ standard data types
- variables are named memory location that store data values
- C++ variables are static and strongly typed
- looked into C++ operators for various data types
- learned about order of operations, PEMDAS
- learned that constants are used to store values that should not be changed in program
- exercises and sample solutions

[ ]:

```

```