

# Main Function

int main()

cout << "Hello World";  
endl



2)

a

int

Variablen ~ Speicher / Größe

a = 10;  
b = 15;  
c = a + b;  
15

a

10

b

15

30

10

20

c

25

Integer Typen

123

1. int  
2. float

123.3

0 -> False

True

3. char  
4. Real

'a', 'b', 'c' ... 'z'  
'x', 'y', 'z' ... 'a'

1. int  
2. float

3. char

4. bool

15/10 = 1.5

Cloning

15.0 / 10 = 1.5

int + int -> int

int - " -> int

int + int -> int

int / int -> int

double + int -> double

double -> int

(double int) -> double

Relational Operators -> True / False

<, <=, >, >=, !, ==

10 < 15 True

10 <= 15 True

10 > 15 False

10 >= 15 False

10 < 15 True

10 <= 15 True

10 > 15 False

10 >= 15 False

bool b = (10 < 15) True

cout << b << endl

# logical operators

2b, 11 (1)

c1 & c2      T      c1 and c2  
T      T

c1 || c2      F      c1 or c2  
F      F

!c1      F  
T

a      b  
10      10  
11      11

bool b1 = a++ < b++ ; ✓  
bool b2 = ++a < ++b ; ✗  
bool b3 = ++a < ++b ; ✓  
bool b4 = ++a < ++b ; ✓

## ASCII Values

char ch = 'a';

character      0' → 48      1' → 49      2' → 50  
                  1' → 49      2' → 50      3' → 51  
                  :      :      :  
                  :      :      :  
                  :      :      :  
                  :      :      :

ch  
98      99      100      101

cout << 'a' + 1 ;

cout << (char)('a' + 1)

cout << (char)('a' + 1);

98      99      100      101

int x = 'a';  
char y = 'a';

x      97  
y      97

cout << x; → 97

cout << y; → 97