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For C++, while variables are named using camelCase there are cases where all upper case is used such as naming types. Most naming conventions tend to be enforced by the community, as there are cases for specific companies where there are exceptions, yet the code still compiles. C++ is also statically typed, and it is also strongly typed, meaning that it is incredibly challenging to be able to attempt to add strings to ints and so on. When I tested this out, no matter what data type I initialized variable “x” as, if I tried to declare it’s values as (x = "5" + 6), there would be an error every time. This happened as well when attempting to add ints and floats, an error would be detected and it would not run. In order to fix this problem, I had to convert the types. In this example I used an explicit type conversion, which looks something along the lines of [(type)variable]. Only after that was done was I able to add different data types to each other.