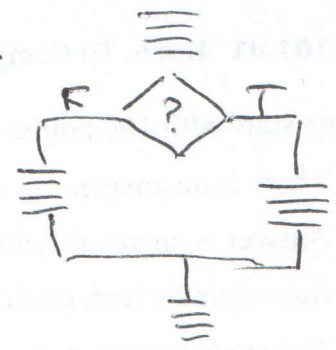


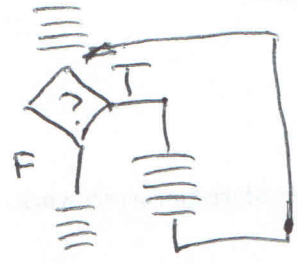
1) Sequence



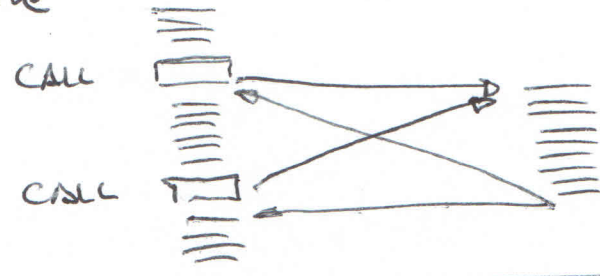
2) Selection



3) Repetition



4) Module



$$f(2) = 2 \cdot 2 + 3 = 7$$

$$f(x) = 2x + 3$$

y = exponent
 x = base

$\text{pow}(x, y)$

$\text{pow}(2., 3.)$
 8.

int num, base, exponent, x;

num = 1;

for (x = 0; x < exponent; x++)

num = num * base;

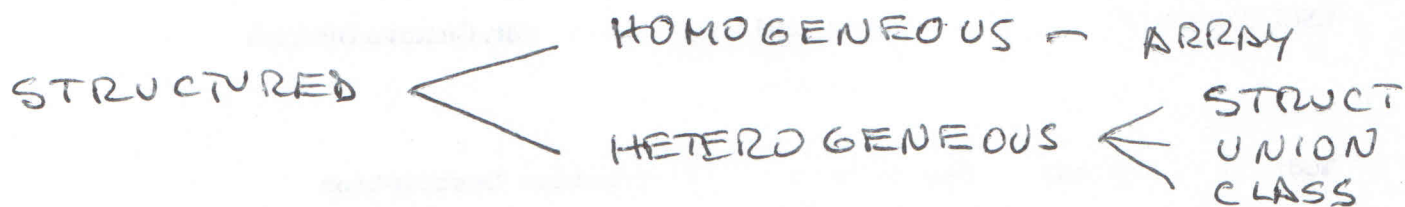
cout << num;

Functions { Value - returning (within expres.
Void (task)

SIMPLE

4 → 1 single value

will
02



```
int x1, x2, x3, x4, x5, x6;
```

X^① X^② X^③

```
const int SIZE = 100;
```

```
int grades[100]; ≡ int grades[SIZE];
```

size (constant)

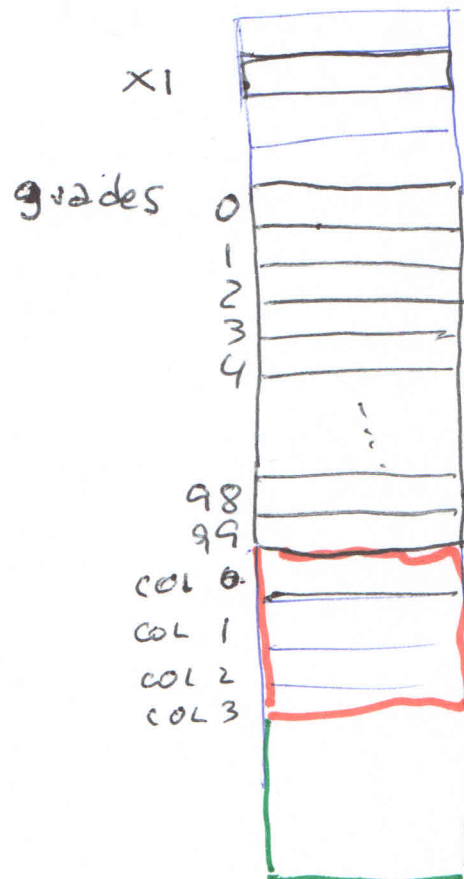
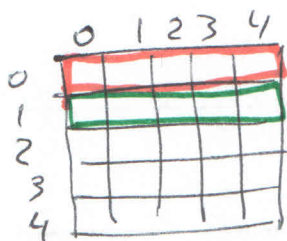
```
char letters[26];
```

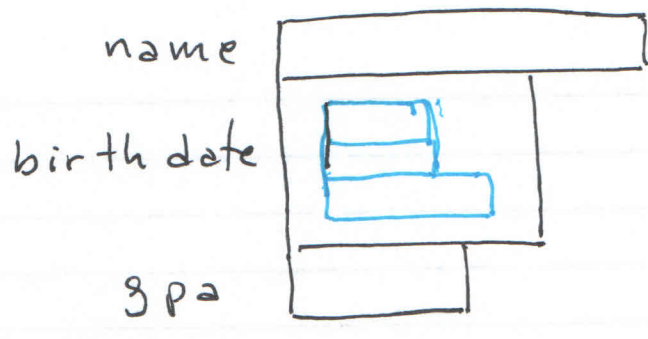
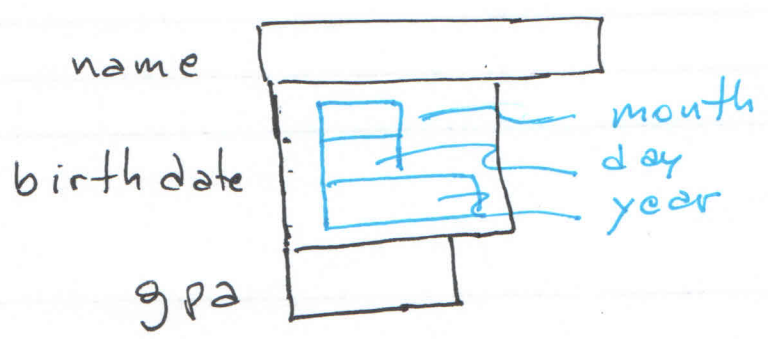
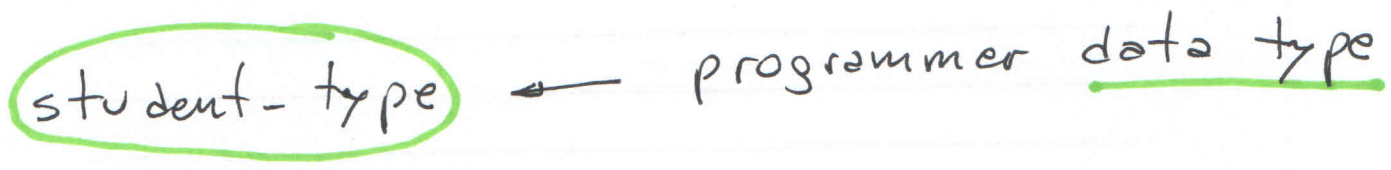
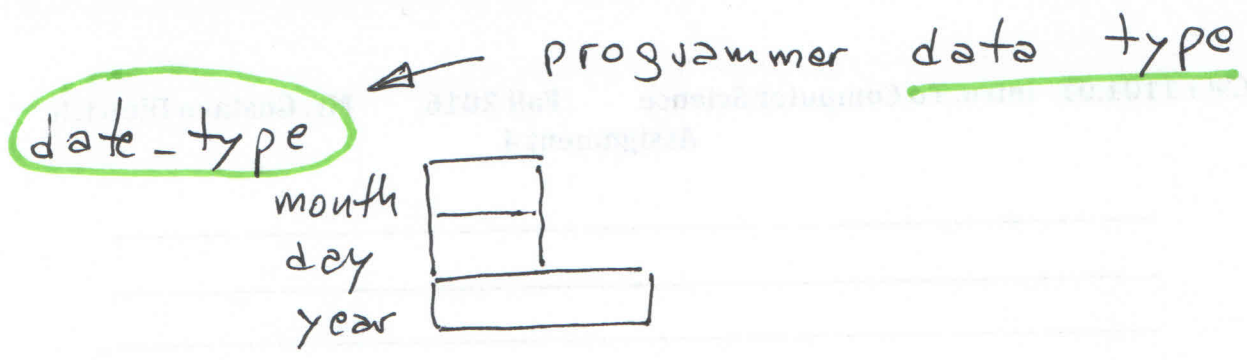
```
double temperatures[317];
```

```
cout << grades[2];
```

```
cout << temp[88];
```

```
int grid[5][5];
```

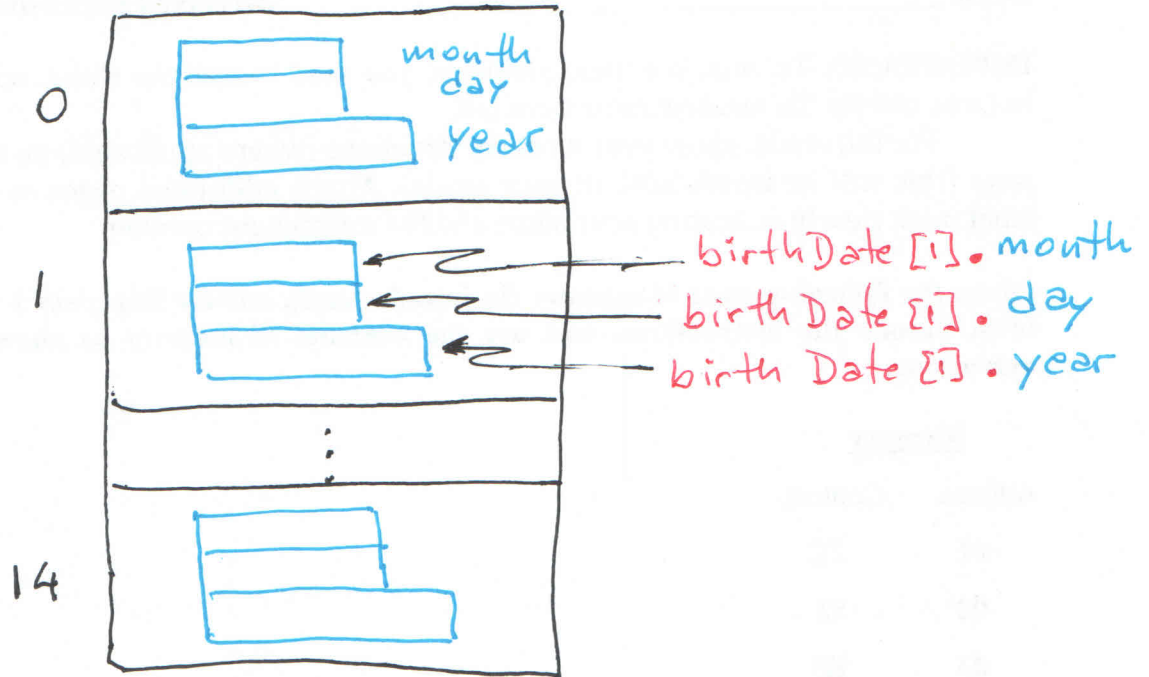




pupil.name
pupil.birthdate.month
pupil.birthdate.day
pupil.birthdate.year
pupil.gpa

date_type birthDate [15];

birth Date



DATA TYPE $\begin{cases} \text{DOMAIN (values)} \\ \text{OPERATIONS} \end{cases}$

In C++ \rightarrow class

class $\begin{cases} \text{declaration} \\ \text{implementation} \end{cases}$

$\begin{cases} \text{(data members)} \\ \text{member variables} \\ \text{member functions} \end{cases}$

Members $\begin{cases} \text{private (default)} \\ \text{public} \end{cases}$

A variable of a class type is an OBJECT

