

data → how do we store data in program.

data types ⇒

char → character

int → integers

float → real number

double →

bool → boolean ⇒ true / false

data type var. name;

char ch;

ch = 'a'; \approx ch = 97;

character
constant

var.name = value



store value in
var.name

92 \rightarrow integer constant
101 \rightarrow

assignment

2.973 \rightarrow real number
constant
1.0e+10 \rightarrow

Initialization

int i = 10;

New way to initialize

int i(10);

int i = {10};

Initialization \Rightarrow Happens only once per variable, at time of declaration.

Assignment \Rightarrow Can happen multiple times. After variable is declared.

Constant variables \Rightarrow Named constants.

`C = 92;`

`C = YEAR-OF-BIRTH;`

const int YEAR-OF-BIRTH = 92;
 \uparrow
Keyword declares a constant variable.

~~YEAR_OF_BIRTH = 100;~~ ← as
YEAR_OF_BIRTH
is constant

int x; ← uninitialized variable

const int A; ~~X~~ ← const must be initialized.
↑

const must be initialised if
their values can not be
changed later

operate on data \Rightarrow expression

\downarrow
data $\begin{matrix} \Rightarrow \text{variable} \\ \Rightarrow \text{constant} \end{matrix}$ } operands
operation \rightarrow operator

Arithmetic		Operators	
+	-	*	/

} binary operators
 \Downarrow
work on two operands

$2 + 5$ \rightarrow expression
 \Downarrow result
value & type of value

$2 + 1.5 \Rightarrow 3.5$

\uparrow \uparrow \downarrow

int ~~float~~ double

double

$1.5 \rightarrow$ double constant

$1.5f \rightarrow$ float constant

Implicit type conversion / up casting.

char \rightarrow int \rightarrow float \rightarrow double

$3 / 2 \rightarrow 1.5$

\uparrow \uparrow \uparrow

integer integer

quotient

$\% \leftarrow$ modulus

$5 \% 2 \rightarrow 1 \leftarrow$ Remainder of division

$5 \% 2.5$ ~~\rightarrow~~ Syntax error
as $\%$ can only work on
integer data.

$3 / 2.5 \rightarrow 1.5$

val = no1 / no2;

val = result;

/ has higher
precedence
than =

↓
value of
right operand
will be stored
in left operand

↓
value of this expression?

⇓
value that is stored
in left operand.


$i = 5$ → value of expression
5

$j = i = 5$ → = is right to left
associative

5
value assigned to j

5

value of expression = 5

$$x = 10 + (\cancel{2 = 3})$$


2 is constant & can not
be changed.

var = value



left operand must be
a variable

OR

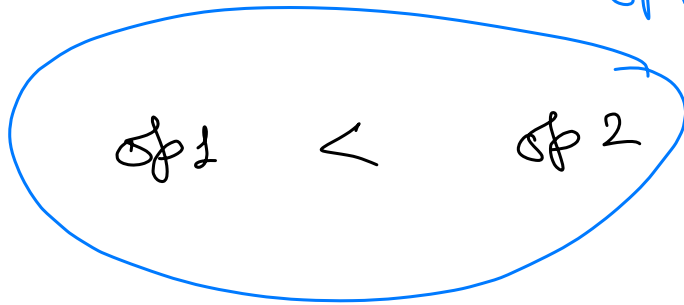
left operand must
have l-value.

Relational operators

< > <= >=

= = !=

binary
operators



result
↓
value
↓
true false

of type
bool

if marks less than
40 then

Fail

else

Pass

↑
Conditional
statement

Conditional Statement in C++

Keywords: if else

if

condition

→ something that gives true/false

statement / statement block

[else

statement / statement block]

```
if (marks < 40)
    std::cout << "Fail";
```

```
else
    std::cout << "Pass";
```

```
if (marks < 40) {  
    std::cout << " ...";  
    std::cout << " ...";  
}  
else  
    std::cout << " ...";
```

← statement block

if marks are greater than or equal to 70
then
Pass with Dist.

else if marks greater than or equal to 60

then

Pass with First Class

else if marks greater than or eq. to 60

then

Pass

else

fail



```
if ( marks >= 70 )  
    std::cout << " Pass with Dist";  
else if ( marks >= 60 )  
    std::cout << " Pass with FC";  
else if ( marks >= 40 )
```

```
[ std::cout << "Pass";  
  else  
    std::cout << "Fail";  
]
```

```
[ if (x < y)  
  if (a < b)  
    std::cout << "1";  
  else  
    std::cout << "2";  
]
```

```
if (x < y) {  
    if (a < b)  
        std::cout << "1";  
}  
else
```

```
std::cout << "2";  
/
```

Logical operators

&&		!
and	or	not
		
binary		unary

(Condition 1) & & (Condition 2)
left operand right operand

||
true if any one
operand is
true
else
false

true if both operands
are true
else false

! operand → true if operand is false
else false