

1 Session 1

1.1 Data Types in C++

Type	Size (bytes)	Range (Approx)
<code>bool</code>	1	<code>true</code> / <code>false</code>
<code>char</code>	1	-128 to 127
<code>unsigned char</code>	1	0 to 255
<code>short</code>	2	-32,768 to 32,767
<code>unsigned short</code>	2	0 to 65,535
<code>int</code>	4	-2,147,483,648 to 2,147,483,647
<code>unsigned int</code>	4	0 to 4,294,967,295
<code>long</code>	8	-9.22e18 to 9.22e18
<code>unsigned long</code>	8	0 to 1.84e19
<code>long long</code>	8	-9.22e18 to 9.22e18
<code>unsigned long long</code>	8	0 to 1.84e19
<code>float</code>	4	~±3.4e38 (7 digits precision)
<code>double</code>	8	~±1.7e308 (15 digits precision)
<code>long double</code>	16	~±1.2e4932 (18–19 digits precision)

1.2 Other notes

- Review the first 20 minutes of the session again
- `^` is used for bitwise XOR, not exponentiation.
- Use `std::pow(base, exponent)` for exponentiation, but you need to include the `<cmath>` library.
- single quotes (`' '`) are used for `char` literals, while double quotes (`" "`) are used for `string` literals.
- What is namespace `std`?
 - The `std` namespace is a collection of classes and functions in the C++ Standard Library. It includes features like input/output streams, string manipulation, and mathematical functions. Using `std::` before these features indicates that they belong to this namespace.
- review 3 or 4 slides before slide number 115
- `#include <bits/stdc++.h>` is a non-standard header file that includes most of the standard C++ libraries. It's commonly used in competitive programming for convenience, but it's not recommended for production code due to portability and compilation time issues.
- Error types:
 - Syntax Errors: Typing Errors
 - Semantic Errors: Logic or Meaning Errors
 - Run-time Errors: Exceptions
- [Bricks Problem](#)
- Review how to use vjudge part of the session or watch a video on youtube on how to use vjudge