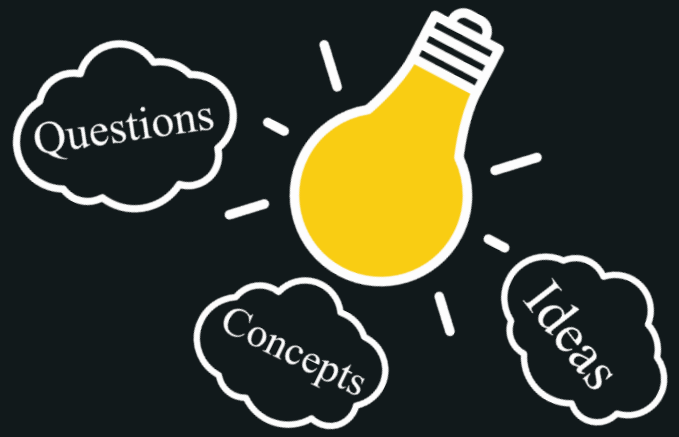

Some Imp. Terms

C++ Programming

VEDINESH

Identifiers

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Chef

Doctor

Identifier is a name used to identify a variable, function, class, module, or any other user-defined item.

Identifier starts with a letter A to Z or a to z or an underscore (_) followed by more letters or digits (0 to 9)

NOTE :- C++ does not allow punctuation characters such as @, $, and % within identifiers

vedinesh	ve123	_vedinesh

ved@inesh	$academy	123Ve

Keywords

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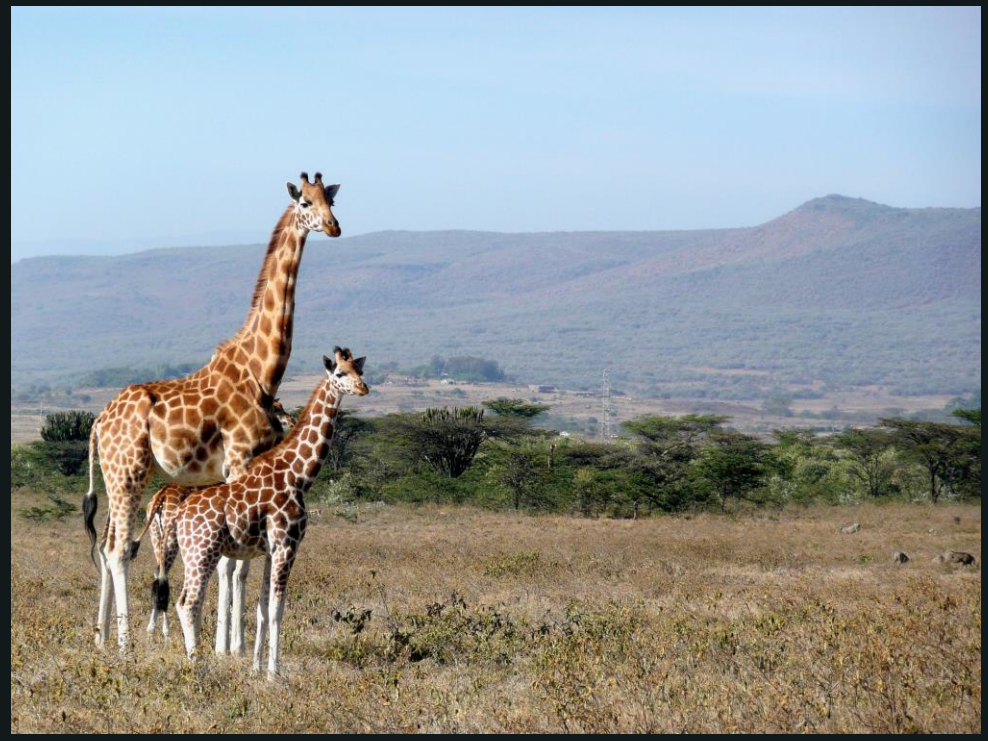
The reserved words in C++

asm	else	new	this	
auto	enum	operator	throw	
bool	explicit	private	true	
break	export	protected		try
case	extern	public	typedef	
catch	false	register	typeid	
char	float	typename		
class	for	return	union	
const	friend	short	unsigned	
const_cast		goto	signed	using
continue	if	sizeof	virtual	
default	inline	static	void	
delete	int	static_cast		volatile
do	long	struct	wchar_t	
double	mutable	switch	while	
dynamic_cast		namespace		template



NOTE :-
Reserved words can't be used as identifier names.

Data Type

Data Type Size

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Built-in Types

Type		Keyword
Boolean	-->	bool
Character	-->	char
Integer	-->	int
Floating point	-->	float
Double floating point	-->	double
Valueless	-->	void

True / False
1 byte

'c' , 'd' , 'D'
1 byte

9.1111119
8 byte

10.6f, 0.01f
4 byte

1000, 56, 1
2 byte

Data Types

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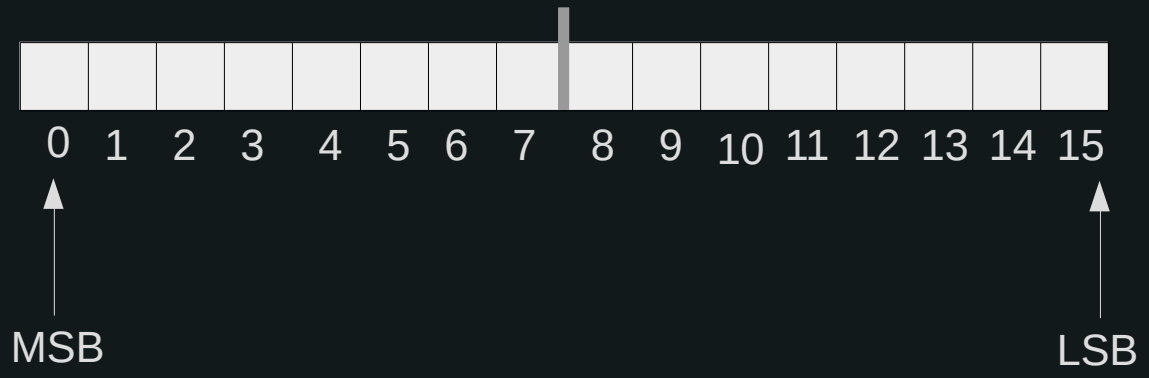

1 means -ve

0 means +ve

$2^{15} = 32768$

Built-in Types

Type		Keyword
Boolean	-->	bool
Character	-->	char
Integer	-->	int
Floating point	-->	float
Double floating point	-->	double
Valueless	-->	void

Type	Size	Range
bool	1 byte	
char	1 byte	-128 to 127
int	2 byte	-32768 to 32767
float	4 byte	$-3.4 * 10^{-38}$ to $3.4 * 10^{38}$
double	8 byte	$-1.7 * 10^{-308}$ to $1.7 * 10^{308}$

Variable

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Variable is a container that are used for storing data values.

A variable is a name which is associated with a value that can be changed.

```
bool fan = true;
```

```
char gender = 'M';
```

```
int age = 45;
```

```
float height = 5.10f;
```

```
double salary = 51000.99191;
```

Variable

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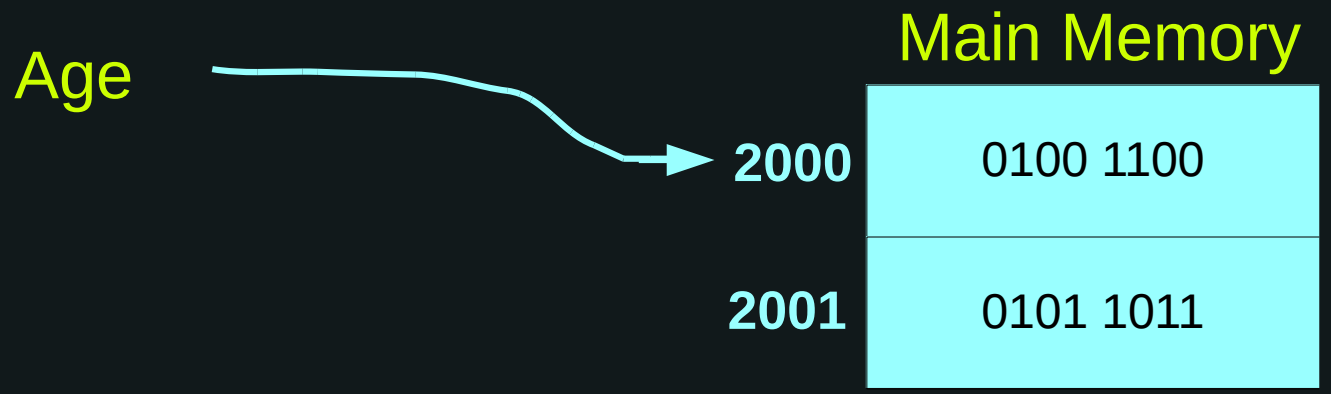
```
int  Age = 45;
```



Variable Scope

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Local

```
{


    int age;


}
```

Inside Block

Global

```
int age = 25

int main( )
{



}
```

Not inside any Block

Operators

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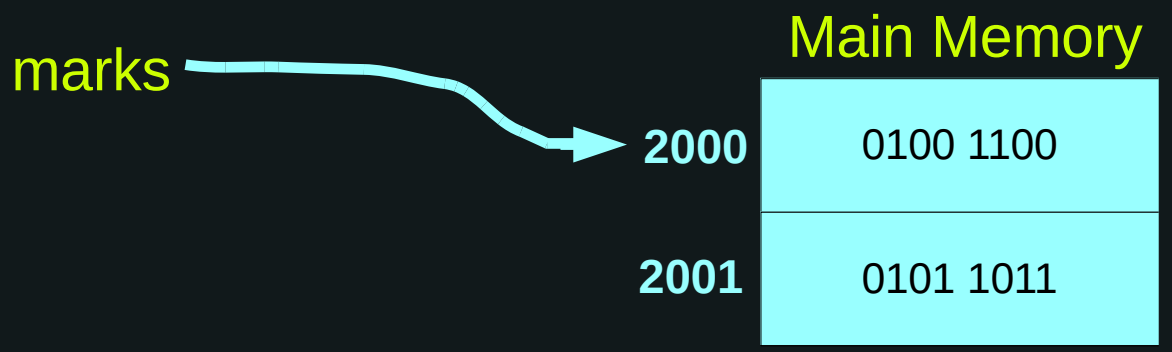
```
int marks1 =  95;
```

```
int marks2 =  89;
```




```
float percentage;
percentage =  ((marks1 + marks2) / 200 )  * 100;
```

Operators are used to perform operations on values referred by variables.

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Operators

Arithmetic

Operator	Example
+	x + y
-	x - y
*	x * y
/	x / y
%	x % y
++	++x x++
--	--x x--

Assignment

Ope.	Example	Same As
=	x = 5	x = 5
+=	x+=5	x = x + 5
-=	x-=5	x = x - 5
*=	x*=5	x = x * 5
/=	x/=5	x = x /5
%=	x %= 5	x = x %5

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Operators

Logical

Operator	Example	Description
&&	x < 5 && x < 10	Returns true if both statements are true
||	x < 5 || x < 4	Returns true if, one of the statements is true
!	Reverse the result	(!True) = False

Comparison

Operator	Example
==	x == y
!=	x!=y
>	x > y
<	x < y
>=	x>=y
<=	x<=y