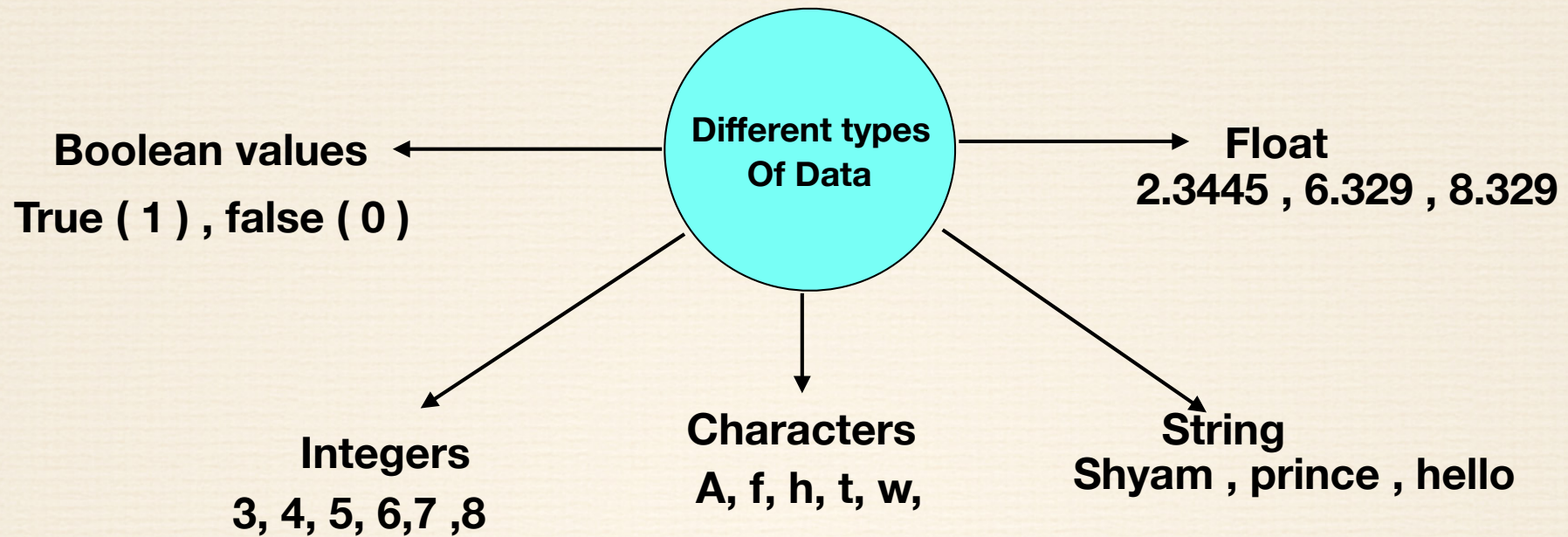


C++

A complete Documentary



By Prince Agarwal
[“Hello World”]

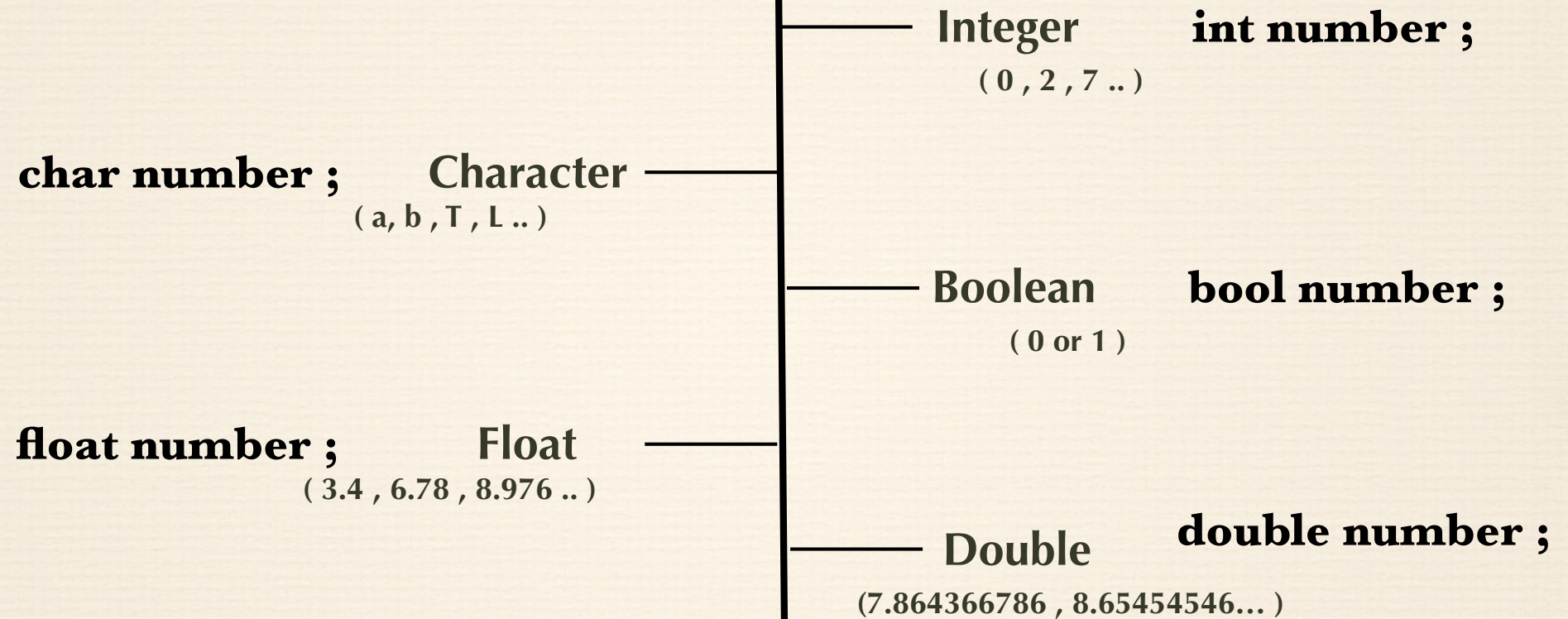


Syntax of all the data types ;

To store these data we need a variable

Say ' number '

Syntax of variables :-



Another categories of data

**887162181292,
789991.8829191,
-8787291.7391133**

long

+234 , +4451, +8.908 , +7292

unsigned

-233 , -801 , +891, -7.9291

signed

234 , 9.86 , -72 , 91

short

Type	Typical Bit Width	Typical Range
char	1byte	-127 to 127 or 0 to 255
unsigned char	1byte	0 to 255
signed char	1byte	-127 to 127
int	4bytes	-2147483648 to 2147483647
unsigned int	4bytes	0 to 4294967295
signed int	4bytes	-2147483648 to 2147483647
short int	2bytes	-32768 to 32767
unsigned short int	Range	0 to 65,535
signed short int	Range	-32768 to 32767
long int	4bytes	-2,147,483,648 to 2,147,483,647
signed long int	4bytes	same as long int
unsigned long int	4bytes	0 to 4,294,967,295
float	4bytes	+/- 3.4e +/- 38 (~7 digits)
double	8bytes	+/- 1.7e +/- 308 (~15 digits)
long double	8bytes	+/- 1.7e +/- 308 (~15 digits)

1 byte = 8 bits

$$256 = 2^8$$

Total number of elements

4 byte = 32 bits

$$2^{32}$$

Total number of elements

In case of int variable



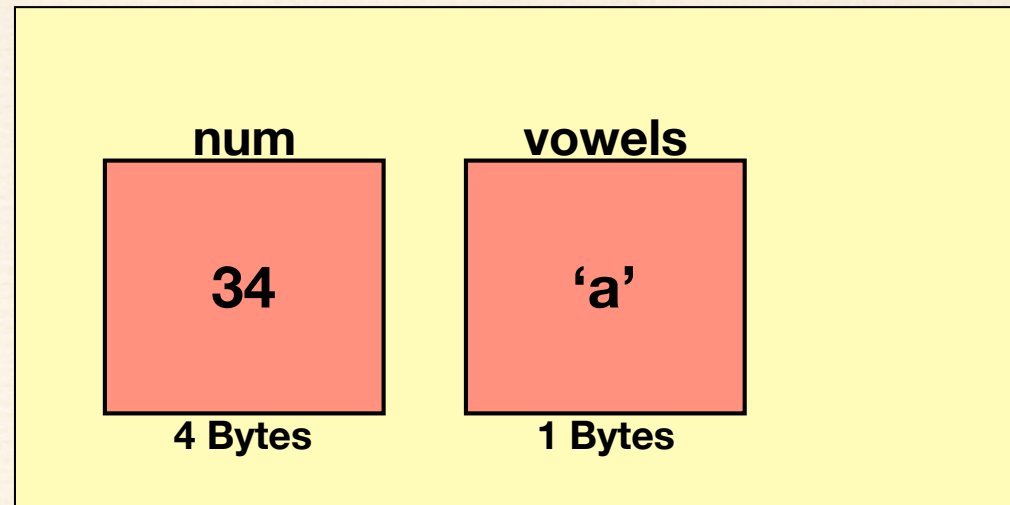
$$2^{32} - 1$$

Conclusions

RAM (4 GB = 4096 bytes)

```
int num ;  
num = 34 ;
```

```
char vowels ;  
vowels = 'a' ;
```



***Character value is written under single quotes**

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Hello World

“ If you feel any problem then comments in my video
I will reply as soon as possible “

- Prince Agarwal