#include<iostream>

Using namespace std;

Int c = 45;

Int main(){

// \*\*\*\*\*\*\*\*\*\*\*\*\*Build in Data types\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

// int a, b, c;

// cout<<”Enter the value of a:”<<endl;

// cin>>a;

// cout<<”Enter the value of b:”<<endl;

// cin>>b;

// c = a + b;

// cout<<”The sum is “<<c<<endl;

// cout<<”The global c is “<<::c;

// \*\*\*\*\*\*\*\*\*\*\*\*\* Float, double and long double Literals\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

// float d=34.4F;

// long double e = 34.4L;

// cout<<”The size of 34.4 is “<<sizeof(34.4)<<endl;

// cout<<”The size of 34.4f is “<<sizeof(34.4f)<<endl;

// cout<<”The size of 34.4F is “<<sizeof(34.4F)<<endl;

// cout<<”The size of 34.4l is “<<sizeof(34.4l)<<endl;

// cout<<”The size of 34.4L is “<<sizeof(34.4L)<<endl;

// cout<<”The value of d is “<<d<<endl<<”The value of e is “<<e;

// \*\*\*\*\*\*\*\*\*\*\*\*\*Reference Variables\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

// Rohan Das--🡪 Monty ---🡪 Rohu ----🡪 Dangerous Coder

// float x = 455;

// float & y = x;

// cout<<x<<endl;

// cout<<y<<endl;

// \*\*\*\*\*\*\*\*\*\*\*\*\*Typecasting\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

Int a = 45;

Float b = 45.46;

Cout<<”The value of a is “<<(float)a<<endl;

Cout<<”The value of a is “<<float(a)<<endl;

Cout<<”The value of b is “<<(int)b<<endl;

Cout<<”The value of b is “<<int(b)<<endl;

Int c = int(b);

Cout<<”The expression is “<<a + b<<endl;

Cout<<”The expression is “<<a + int(b)<<endl;

Cout<<”The expression is “<<a + (int)b<<endl;

Return 0;

}