**DAILY ASSESSMENT FORMAT**

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| **Date:** | | **22-06-20** | | **Name:** | **Rachana C Hulikatti** |
| **Course:** | | **UDEMY C++ for beginners** | | **USN:** | **4al17EC108** |
| **Topic:** | | **BASICS** | | **Semester & Section:** | **6th B** |
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| FORENOON SESSION DETAILS |
| Image of session |
| **Report:**  C++ is a cross-platform language that can be used to create high-performance applications. C++ was developed by Bjarne Stroustrup, as an extension to the C language. C++ gives programmers a high level of control over system resources and memory.  Learn C++ Programming. C++ is a powerful general-purpose programming language. It can be used to develop operating systems, browsers, games, and so on. C++ supports different ways of programming like procedural, object-oriented, functional, and so on.  , [Bjarne Stroustrup](https://en.wikipedia.org/wiki/Bjarne_Stroustrup" \o "Bjarne Stroustrup), a Danish [computer scientist](https://en.wikipedia.org/wiki/Computer_scientist), began work on "C with [Classes](https://en.wikipedia.org/wiki/Class_(computer_programming))", the predecessor to C++. The motivation for creating a new language originated from Stroustrup's experience in programming for his PhD thesis. Stroustrup found that [Simula](https://en.wikipedia.org/wiki/Simula" \o "Simula) had features that were very helpful for large software development, but the language was too slow for practical use, while [BCPL](https://en.wikipedia.org/wiki/BCPL) was fast but too low-level to be suitable for large software development. When Stroustrup started working in [AT&T Bell Labs](https://en.wikipedia.org/wiki/AT%26T_Bell_Labs), he had the problem of analyzing the [UNIX](https://en.wikipedia.org/wiki/Unix) [kernel](https://en.wikipedia.org/wiki/Kernel_(computer_science)) with respect to [distributed computing](https://en.wikipedia.org/wiki/Distributed_computing). Remembering his Ph.D. experience, Stroustrup set out to enhance the [C](https://en.wikipedia.org/wiki/C_(programming_language)) language with [Simula](https://en.wikipedia.org/wiki/Simula" \o "Simula)-like features.[[16]](https://en.wikipedia.org/wiki/C%2B%2B#cite_note-evolving-16) C was chosen because it was general-purpose, fast, portable and widely used. As well as C and Simula's influences, other languages also influenced this new language, including [ALGOL 68](https://en.wikipedia.org/wiki/ALGOL_68), [Ada](https://en.wikipedia.org/wiki/Ada_(programming_language)), [CLU](https://en.wikipedia.org/wiki/CLU_(programming_language)) and [ML](https://en.wikipedia.org/wiki/ML_(programming_language)).  Initially, Stroustrup's "C with Classes" added features to the C compiler, Cpre, including [classes](https://en.wikipedia.org/wiki/Class_(computer_programming)), [derived classes](https://en.wikipedia.org/wiki/Derived_class), [strong typing](https://en.wikipedia.org/wiki/Strong_typing), [inlining](https://en.wikipedia.org/wiki/Inlining" \o "Inlining) and [default arguments](https://en.wikipedia.org/wiki/Default_argument)  In 1982, Stroustrup started to develop a successor to C with Classes, which he named "C++" (++ being the [increment operator](https://en.wikipedia.org/wiki/Increment_operator) in C) after going through several other names. New features were added, including [virtual functions](https://en.wikipedia.org/wiki/Virtual_function), function name and [operator overloading](https://en.wikipedia.org/wiki/Operator_overloading), [references](https://en.wikipedia.org/wiki/Reference_(C%2B%2B)), constants, type-safe free-store memory allocation (new/delete), improved type checking, and BCPL style single-line comments with two forward slashes (//). Furthermore, Stroustrup developed a new, standalone compiler for C++, [Cfront](https://en.wikipedia.org/wiki/Cfront" \o "Cfront).  In 1985, the first edition of [The C++ Programming Language](https://en.wikipedia.org/wiki/The_C%2B%2B_Programming_Language) was released, which became the definitive reference for the language, as there was not yet an official standard.[[18]](https://en.wikipedia.org/wiki/C%2B%2B#cite_note-1st-edition3-18) The first commercial implementation of C++ was released in October of the same year.[[15]](https://en.wikipedia.org/wiki/C%2B%2B#cite_note-invention3-15)  In 1989, C++ 2.0 was released, followed by the updated second edition of The C++ Programming Language in 1991. New features in 2.0 included multiple inheritance, abstract classes, static member functions, [const member functions](https://en.wikipedia.org/wiki/Const_correctness" \o "Const correctness), and protected members. In 1990, The Annotated C++ Reference Manual was published. This work became the basis for the future standard. Later feature additions included [templates](https://en.wikipedia.org/wiki/Template_(programming)), [exceptions](https://en.wikipedia.org/wiki/Exception_handling), [namespaces](https://en.wikipedia.org/wiki/Namespaces), new [casts](https://en.wikipedia.org/wiki/Cast_(computer_science)), and a [Boolean type](https://en.wikipedia.org/wiki/Boolean_datatype). |

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| **Date:** | **22-06-20** | **Name:** | **Rachana C Hulikatti** | |
| **Course:** | **Udemy c++** | **USN:** | **4al17ec010** | |
| **Topic:** | **C ++ basics** | **Semester & Section:** | **6th B** | |
| **AFTERNOON SESSION DETAILS** | | | |
| **Image of session** | | | |
| **Report :**    **Conditions are statements** that are created by the programmer which evaluates actions in the program and evaluates if it's true or false. If-then-else statement allows conditional execution based on the evaluation of an expression.  In a 'C++' program are executed sequentially. ... If you put some condition for a block of statements the flow of execution might change based on the result evaluated by the condition. This process is referred to as decision making in 'C++. ' The decision-making statements are also called as control statements.  Conditional statements help you to make a decision based on certain conditions. These conditions are specified by a set of conditional statements having boolean expressions which are evaluated to a boolean value true or false. There are following types of conditional statements in C++.   1. If statement 2. If-Else statement 3. Nested If-else statement 4. If-Else If ladder 5. Switch statement   **Loops:**  We have three types of loops in C++. The working of these loops are almost similar, however they are being used in different scenarios. You may need to choose the loop based on the requirement. Below are the tutorial links on each type of loop (for, while, do-while) & loop control statements(break, continue, goto). | | | |