

Type →  
`int a;`

sign      Bin → Dec  
int    001001 = 9  
float 001001 = 2.55  
         sign ↑    ↑  
              m    e

compiler

- ① memory need ✓
- ② how to read bits (int, float)
- ③ Operators used

int a=10  
int b=20  
a+b = 30

float a = 2.5  
float b = 1.5  
a+b = 4.0

int \* p1 = 0xff  
int \* p2 = 0x01

$p1 \times p2 = ?$   
X error

a →  
\*a  
↑

User defined Type → class

- ① memory need ✓
  - ② operators ✓
  - ③ How they work ✓
- } user

iostream.h  
iostream.cpp

.h

```
==  
namespace std {  
    class cin {  
        char get();  
    }  
}
```

compile

.obj

linker

.exe

.cpp

```
==  
using namespace std;  
char cin::get() {  
  
}  
char cin::~() {  
  
}
```

main

