

Lecture 7: C++ Reference Variable and Typocasting

3:30
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::: → This is scope resolution operator
it is used to get global
variable value inside a function
which have same name of
local variable as global variable

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8:11

By default C++ consider every dec-
mal number as double to
make a decimal number float
we write it as
e.g. 34.4 [F] or 34.4 [F]
→ ★

for writing a long double we
write it as

e.g. 34.4 [L] or 34.4 [L]
→ ★

- Importance of this are in function
overloading.

11:01
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sizeof () → This is used in determining
Size of given number

★ Reference Variable :

This is used when we use to call same variable with different name

So, let var $x = 5$, and we also want that when we write y it should also point to x and give value $y = 5$

So, to refer original variable we use b
eg

```
int a = 5;
int b = a; } → [b] → say b = a
cout << b
it will give 5
```

6:48
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Typecasting :

Type casting basically means converting one data type to another

eg converting float to int
int to double