User-defined data types :→

Entity → Person
Assign & Display

Structure

V1 → M1
V2 → M2
V3 → M3

```
struct Person {
    char name[20];
    int age;
    int salary;
};
```

size = $\sum$ sizeof (all vars)

Union

V1, V2, V3 → M

```
union Person {
    char name[20];
    int age;
    int salary;
};
```

size = sizeof (largest (all values))

File Handling in C :→ [text files (.txt)]

Modes → read ('r'), write ('w'), append ('a')

jar ↶ poi → java
openpyxl

excel, pdf → binary files

↳ Absolute Path
↳ Path from the root directory
C://Users/Rahul/Desktop/Demo/file.txt
// = root

Introduction to C++

C + SIMULA = C++
Bjarne Stroustrup

:: Scope resolution operator

Key differences

C Language	C++ Language
* Procedure Oriented Language	* Object Oriented Language
* I/O printf / scanf	* I/O cin, cout
* We need format specifiers	* No format specifiers
* #include <stdio.h>	* #include <iostream>
* There are no namespaces.	* We have namespaces.
* No default boolean <stdbool.h>	* bool is a default type.
* Strings → <string.h>	* String is a data type.
* DMA → <stdlib.h>	* DMA → <cstdlib> (new & delete)