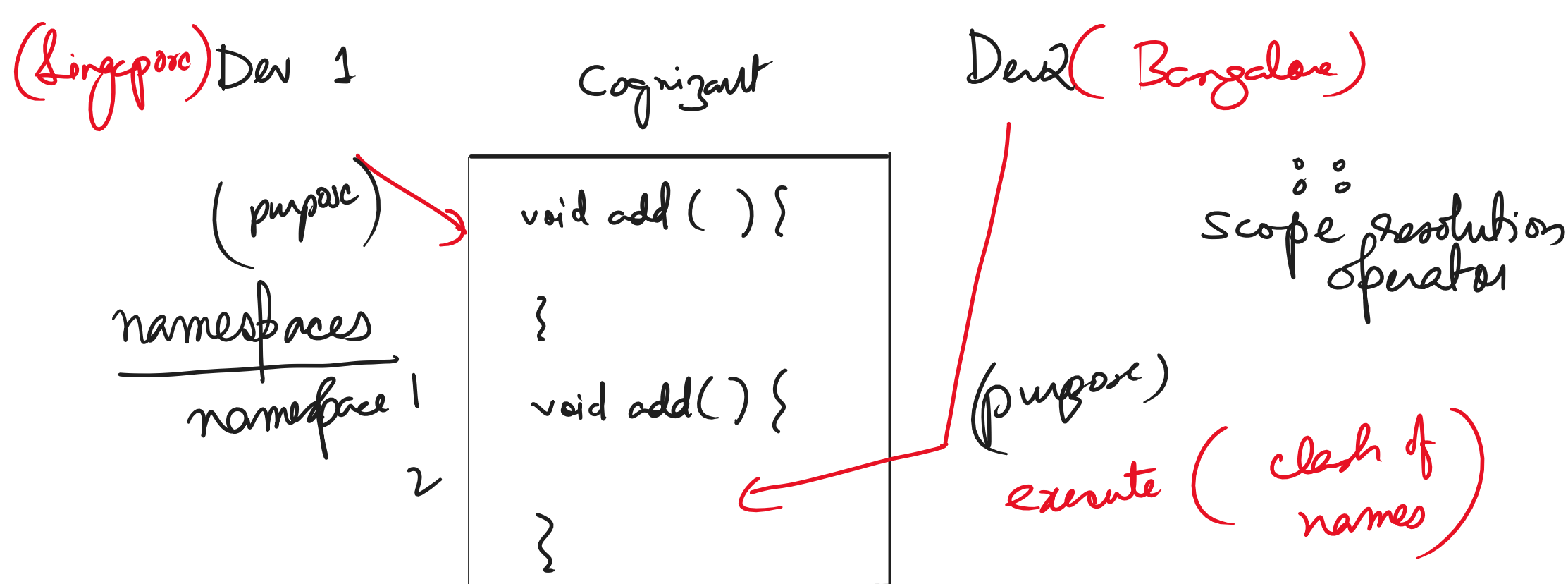


C Language

- * Procedure Oriented
- * Primitive Data Types (Simple values)
#include <stdio.h>
- * bool is not a built-in type. We use: <stdbool.h>
- * String is not a built-in type. We use character arrays
char arr[20];
- * namespaces absent

C++ Language

- * Object Oriented
- * Complex Data Types (generally streams)
#include <iostream> <sup>1's
C++
0's</sup>
- * bool is a built-in type
- * String is a built-in type
- * namespaces are present

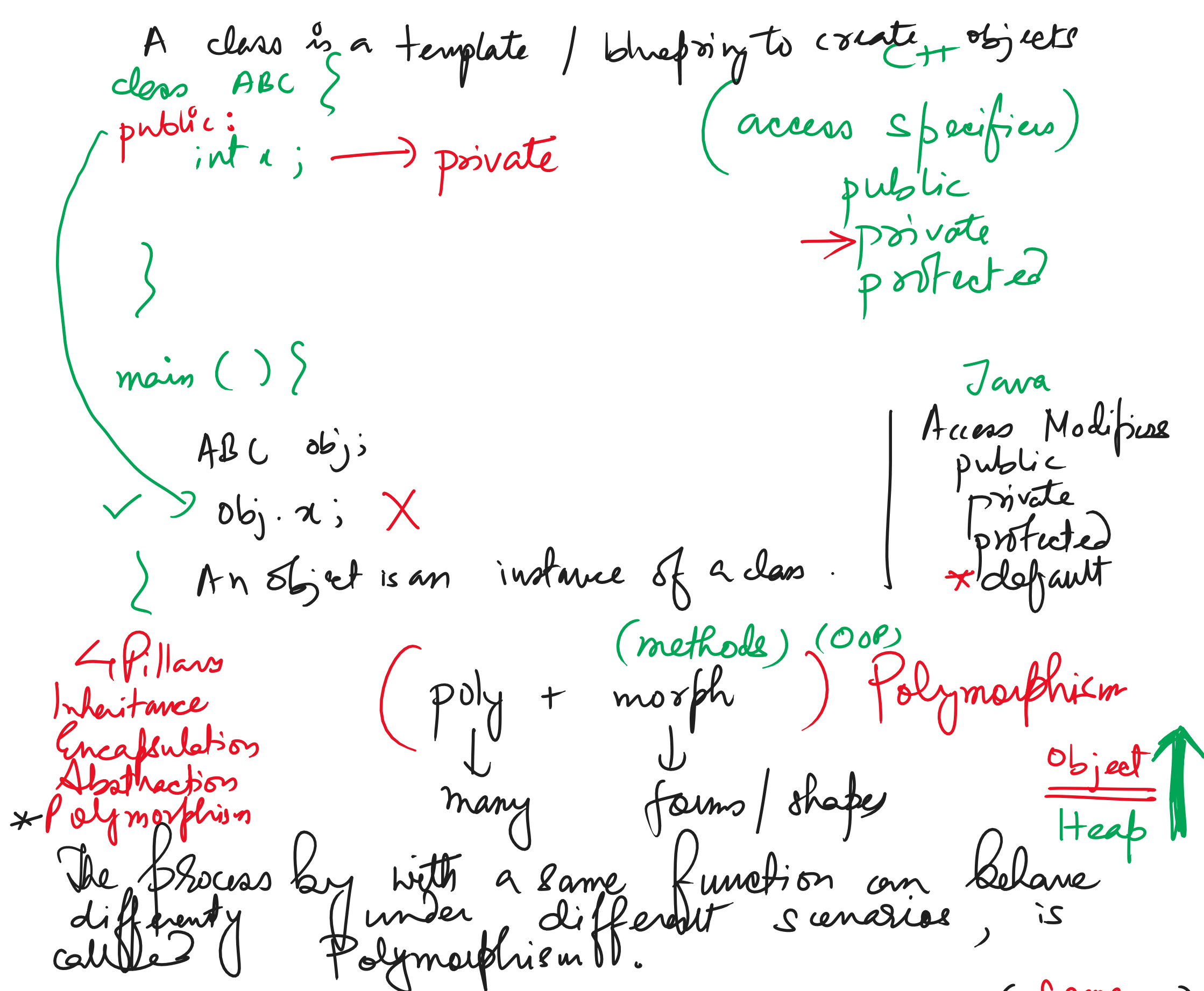


namespace - name :: var; file1.c

A namespace is a block of code where we can have variables, functions, etc which can work independently without clashing with any other parts of code in the same file, even if there are variables / functions of same name in the same file.

Syntax: namespace sample-name {
void add(int a, int b) {
cout << a+b << endl;
}
}

To call from the main, we use: sample-name::add(1,2);
There can be multiple namespaces inside a single file.



- ① Compile Time | Static | Overloading (Same Class)
① changing no of parameters / ① datatype
- ② Run time | Dynamic | Overriding (Multiple Classes)

