



IIT Madras
ONLINE DEGREE

Introduction to Datatypes

Sanity of data: what we observed

- We organised our data set into cards, each storing one data item
- Each card had a number of elements, e.g.:
 - numbers (e.g. marks)
 - sequence of characters (e.g. name, bill item, word etc)
- We observed that there were restrictions on the values each element can take:
 - for example marks has to lie between 0 and 100
 - name cannot have funny characters
- Constraints on the kinds of operations that can be performed:
 - addition of marks is possible
 - but multiplication of marks does not make sense !
 - compare one name with another to generate a **boolean type** (True or False)
 - but cannot add a name with another !

This leads us to the concept of a **Data Type** ...

- By associating a **Data Type** (or simply **Type**) with a data element, we can tell the computer (or another person) how we intend to use a data element:
 - What are the values (or range of values) that the element can take ?
 - What are the operations that can be performed on the data element ?
- When we specify that a variable is of a specific type, we are describing the constraints placed on that variable in terms of the values it can store, and the operations that are permitted on it

Basic Data Types

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Boolean

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Has only two values:
True, False

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Operation

AND, OR

Result type

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Range of values is:

... , -3, -2, -1, 0, 1, 2, 3, ...

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There are constraints on division (÷)

For result to be integer, first number has to be divisible by second (e.g. $21 \div 7 = 3$)

Or we change the definition to take only the quotient and drop the remainder (e.g. $22 \div 7 = 3$)

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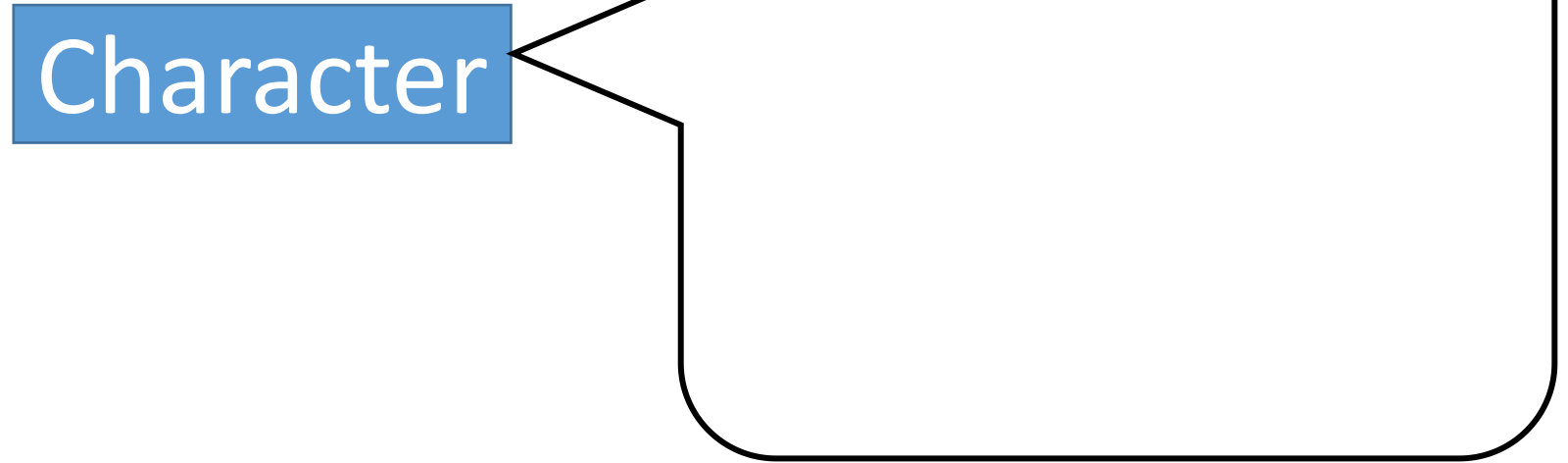
Integer

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... , -3, -2, -1, 0, 1, 2, 3, ...

<u>Operation</u>	<u>Result type</u>
+, -, ×, ÷	Integer
<, >, =	Boolean

Character Data Type



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Character

Values - alphanumeric:

A B ... Z a b ... z 0 1 ... 9

Special characters:

. , ; : * / & % \$ # @ ! ...

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?

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Boolean