

#csspree



things to check.



github
<https://github.com>



slack
<https://slack.com/>

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data structure

purpose?

efficiently

store data
organize data

the definition of 'efficient' changes based on
user (or boss!) needs

example

array

linked list

stack

queue

graph

hash table

example

array

stack

graph

linked list

queue

hash table

and many more..

basic data types

int

can store a single
integer value.
i.e. 17

double

can store a single
floating point value
i.e. 3.14159

char

can store a single
ascii character
i.e. 'x'

string

can store a single
ascii word/sentence
i.e. "John Wick"

struct

struct



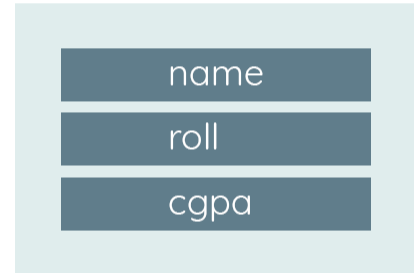
rubber plant (Force of Empire)

by using **struct**
we can create an item/variable
with multiple properties

struct

```
struct Student {  
    string name;  
    int roll;  
    double cgpa;  
};
```

Student

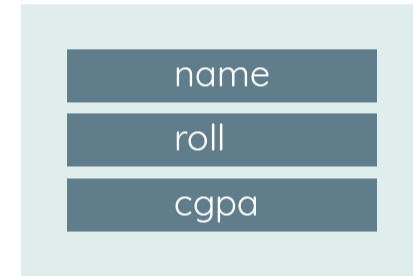


A template with 3
placeholders is
created

```
student A;
```

A =

Student



A variable called 'A' is created
which has 3 members (properties) now.
With a single built in variable
it was not possible.

```
A.name = "Angel Priya";
```

```
A.roll = 462;
```

```
A.cgpa = 2.79;
```

A =

Student

"Angel Priya"
462
2.79

Value of every member is assigned now.

class

is it classier? hmm.. I wonder

class

A clas is just like an struct if all the members are public!

```
struct Point_in_3D {  
    int x, y, z;  
}
```

```
class Point_in_3D {  
    public:  
        int x, y, z;  
}
```


class

class can have the following:

1. **Variables**
2. Functions (**Methods**)
3. **Constructor** (A special kind of initializer function)
4. Encapsulation or **Access Modification** (Security)
5. **Inheritance** Modification (I'm your father, Luke!)

and more...

thank you!



get the tasks done :)

#csspree