Basics

1. True
2. False
3. True
4. True because for the numeric types there is also an unsigned type, such as unsigned int (range of values: 0 to 4,294,967,295) and unsigned short (range of values: 0 to 65,535)
5. The code outputs whatever is in the cout quotes (“”), and it outputs a new tab, new lines, quotes, and a destination as to where a particular file is. It determines that it is a single statement due to the double arrows (<<) which keeps the line of code going, and typically the C++ program almost always ignores spaces, the compiler ignores spaces and comments. Strings look like sentences, but without the spaces.
6. You have to declare what counter is first, before you assign it to something like 0.
7. You cannot put in a number as an identifier (0num), (speedOfLight) is good because it is all letters, and it does make the first letter of a word lowercase, and the other first letter of the words next to it capital, No space is allowed for an identifier (user response), “if “ is in a library so it cannot be an identifier, ‘E’ is a valid identifier however, it should be lowercase. (QUART) is a constant variable name, which is an identifier.
8. string

* bit size of char: 1-4 bytes
* bit size of short: 2 bytes
* bit size of float: 4 bytes
* bit size of double: 8 bytes
* bit size of long double: 16 bytes
* bit size of long float: 8 bytes
* bit size of string: varies