Notes

* Int and Int   🡺 Int
* Int and Float   🡺 Float
* Float and Float   🡺 Float
* Decimal in Float:

1. %f = 000000
2. %.0f = No zero
3. %.1f = 0
4. %.2f = 00
5. %.3f = 000

* Priority Operators:

1. 1st \* / %
2. 2nd + -
3. 3rd =

* && (AND) is true when both the conditions are true:

1. “1 and 0” is evaluated as false
2. “0 and 0” is evaluated as false
3. “1 and 1” is evaluated as true

* || (OR) is true when at least one of the conditions is true: (1 or 0 = 1)(1 or 1 = 1)
* ! Returns true if given false and false if given true:

1. !(3==3) evaluates to false
2. !(3>30) evaluates to true

* Priority Operator of if else:

1. 1st !
2. 2nd \* / %
3. 3rd + -
4. 4th <> <= >=
5. 5th == !=
6. 6th &&
7. 7th ||
8. 8th =

* While 🡺 checks the condition & then executes the code
* Do-while 🡺 executes the code & then checks the condition. Do-while loop is a while loop which executes at least once
* Compiler taking argument from right to left a, ++a, a++ 🡺 a < ++a < a++
* (Different behaviour of different compilers. Need to know the orders of compiler) ask to interviewer
* Pointers:

1. int i =50;
2. int \*j =&i;
3. \*j store value of i and j store address of i
4. &i 🡺 address of i

* Call by value 🡺 sending the values of arguments.

1. If sum is defined as sum(int a, int b), the values 3 and 4 are copied to a and b. Now even if we change a and b, nothing happens to the variables x and y.

* Call by reference -> sending the address of arguments

1. Now since the addresses are passed to the function, the function can now modify the value of a variable in calling function using \* and & operators.
2. This function is capable of swapping the values passed to it. If a=3 and b=4 before a call to swap(a,b), a=4 and b=3 after calling swap.

* Arrays in memory
* Consider this array:
* Int arr[3]={1,2,3} => 1 integer = 4 bytes
* This will reserve 4x3=12 bytes in memory. 4 bytes for each integer.
* In Int arr [3] how many bites are deserved 🡺 if I assume integer is 4 byte then 4\*3 =12 bytes are reserve in arr[3]. But in your architecture how many bytes integer take. If I assume integer takes n bytes in ur architecture then 3n bytes of memory is reserve. Its all depends on ur architecture.