INTRODUCCIÓN A C++

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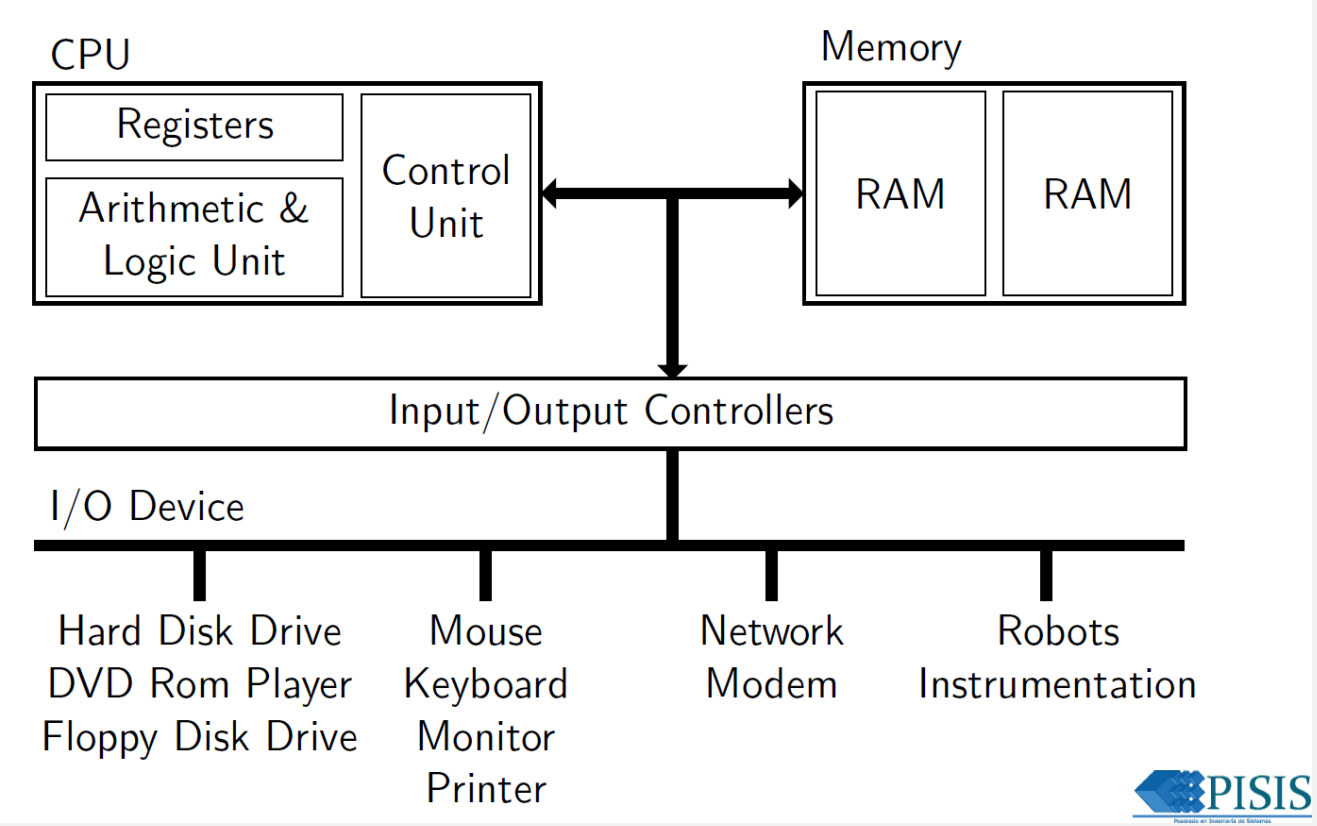
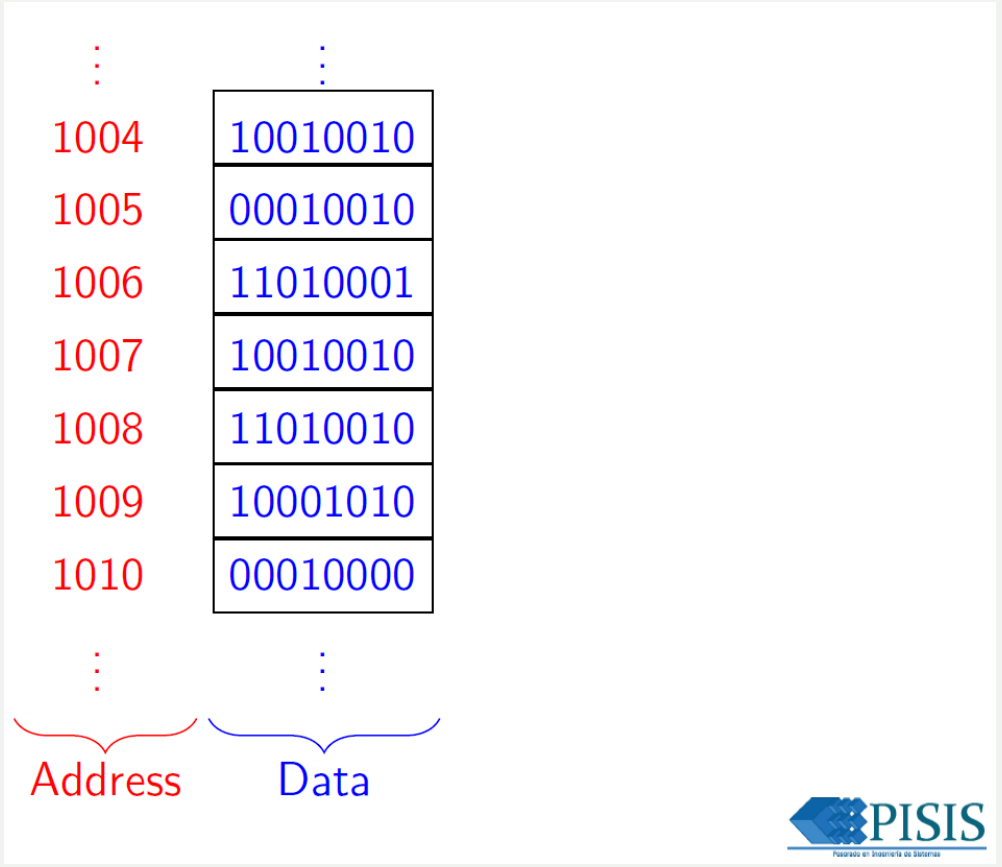
TEMARIO

- Arquitectura de computadoras
- Estructuras de datos
- Compiladores
- Visual Studio
- “Hello world”
- Operadores de asignación
- Cin y Cout

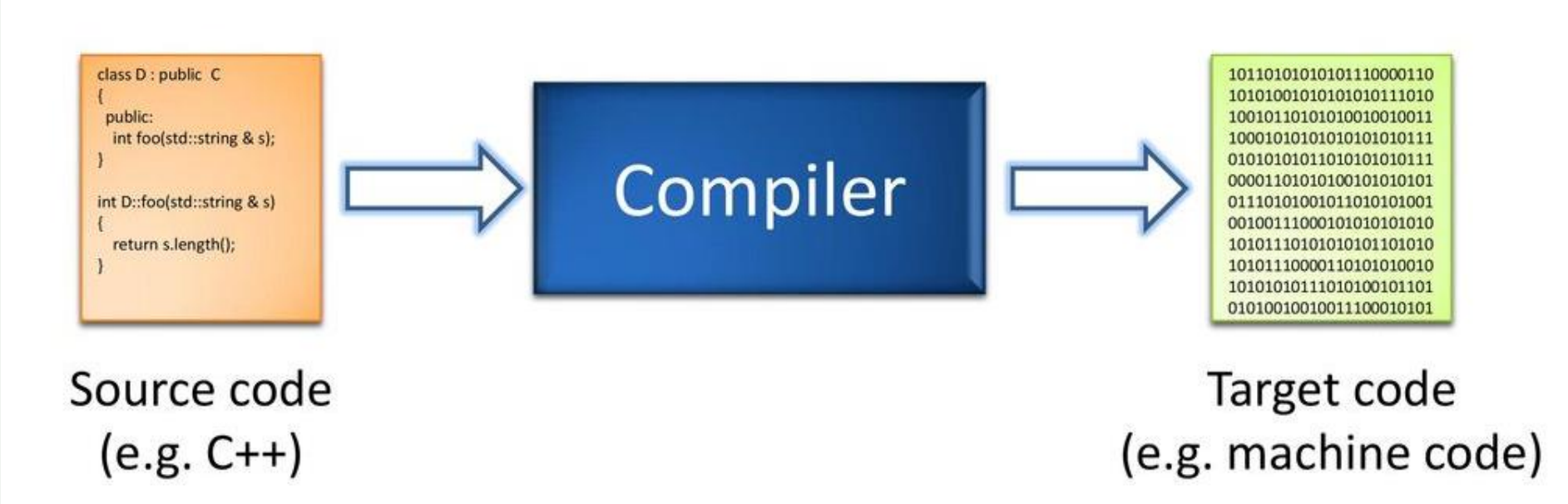
ARQUITECTURA DE COMPUTADORAS



MANEJO DE MEMORIA



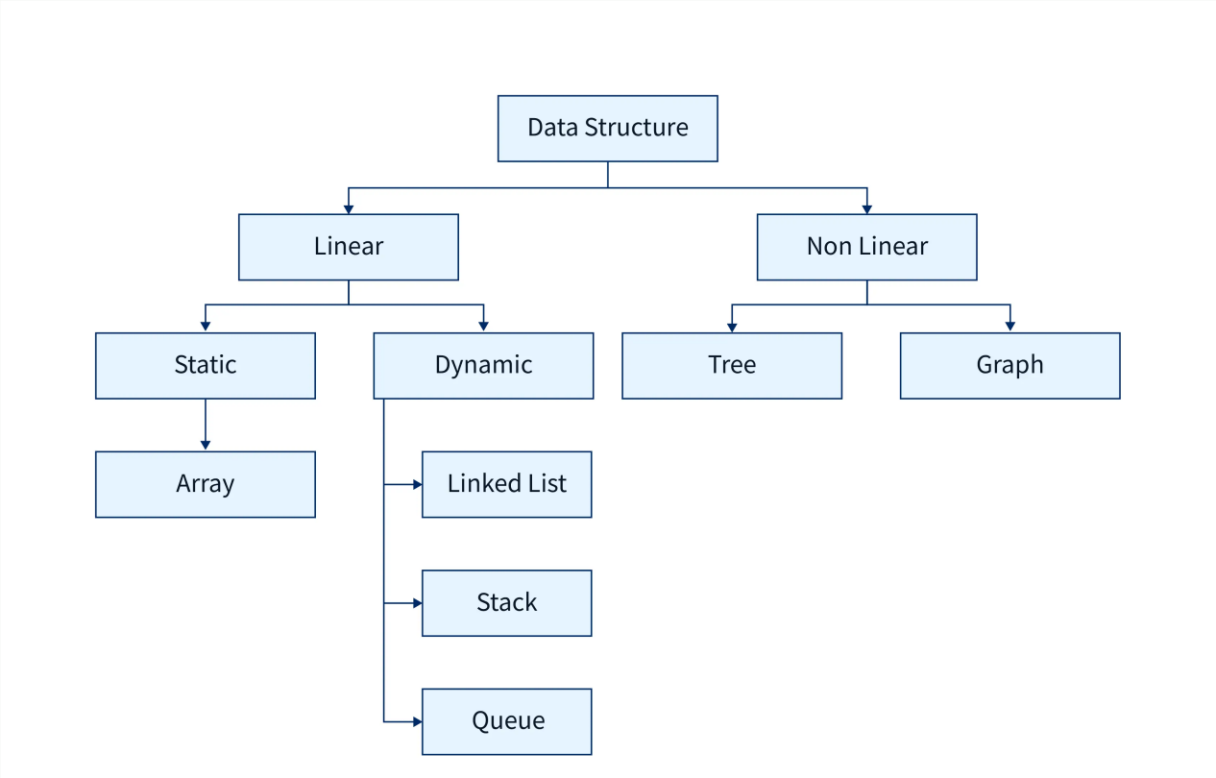
COMPILADORES



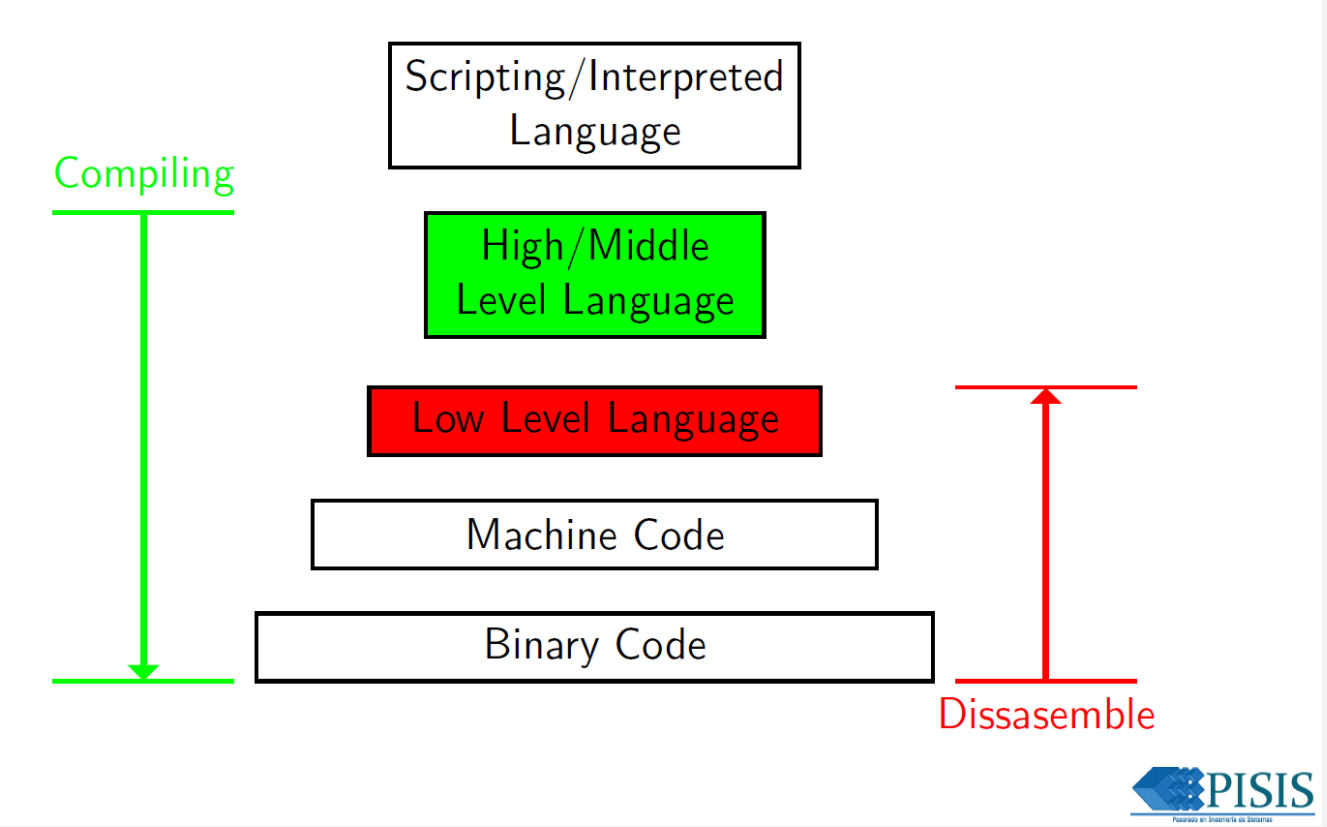
TIPOS DE DATOS

Keyword	Variable Type	Range
char	Character	-128 to 127
int	integer	-2,147,483,648 to 2,147,483,647
short int	Short integer	-32,768 to 32,767
long int	Long integer	-9,223,372,036,854,775,808 to 9,223,372,036,854,775,807
unsigned char	Unsigned character	0 to 255
unsigned int	Unsigned integer	0 to 4,294,967,295
unsigned short	Unsigned short integer	0 to 65,535
unsigned long	Unsigned long integer	0 to 18,446,744,073,709,551,615
float	Single-precision floating point	$\pm$3.4e $\pm$38 ($\sim$7 digits)
double	Double-precision floating point	$\pm$1.7e $\pm$308 ($\sim$15 digits)

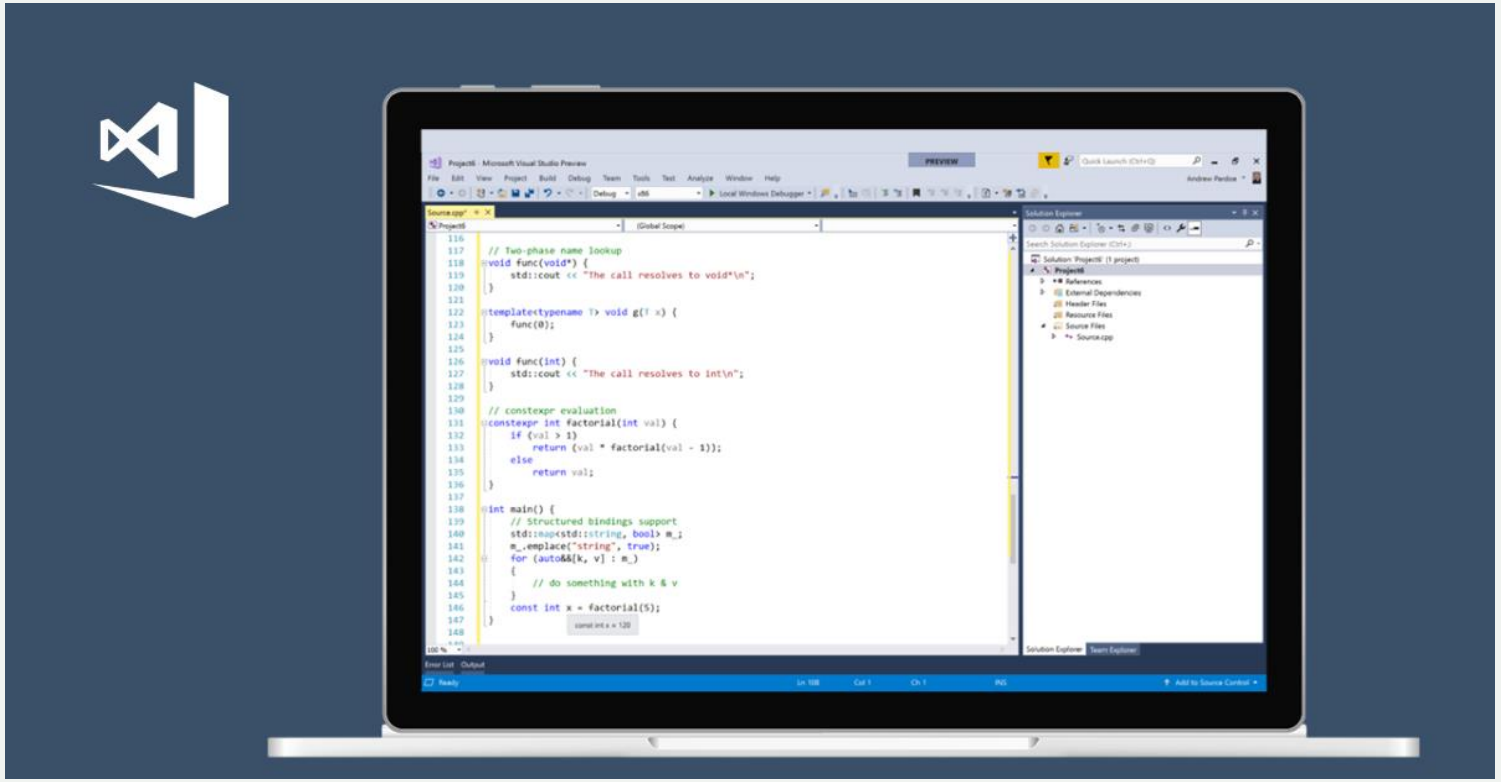
ESTRUCTURAS DE DATOS



FLUJO DE COMPILACIÓN



VISUAL STUDIO



“HELLO WORLD”

```
#include<iostream>
using namespace std;

int main(void){
// prints !!!Hello World!!!
    cout << "!!!Hello World!!!"<<endl;
    return 0;
}
```

➢OPERADORES DE ASIGNACIÓN

=	Asignación
+=	Suma y asignación
-=	Resta y asignación
*=	Multiplicación y asignación
/=	División y asignación
%=	Módulo y asignación

CIN Y COUT

```cpp
#include <iostream>
using namespace std;

int main()
{   //variable declaration
    int room_width = 0, room_length = 0, room_area = 0;

    //display a message to terminal using cout
    cout << "Enter the width of the room: " << endl;
    cin >> room_width; //get an input from keyboard using cin

    cout << "Enter the length of the room: " << endl;
    cin >> room_length;
    //calculate the area of a room
    room_area = room_width*room_length;
    //display the area to the terminal
    cout << "The area of the room is " << room_area << " square feet." << endl;
    return 0;
}
```

DUDAS Y COMENTARIOS