**DAILY ASSESSMENT FORMAT**

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| **Date:** | **22-06-2020** | **Name:** | **Poojary Sushmita** |
| **Course:** | **C++ programming** | **USN:** | **4AL16EC046** |
| **Topic:** | **Basic concepts of c++**  **Conditional loops** | **Semester & Section:** | **6th SEM**  **B SEC** |
| **Github Repository:** | **sushmitas** |  |  |

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| **FORENOON SESSION DETAILS** |
| **Image of session**  **Screenshot (122).png**  **Screenshot (120).png** |
| **Report – Report can be typed or hand written for up to two pages.**  **C++ OOPs Concepts:**  The major purpose of C++ programming is to introduce the concept of object orientation to the C programming language.Object Oriented Programming is a paradigm that provides many concepts such as inheritance, data binding, polymorphism etc.The programming paradigm where everything is represented as an object is known as truly object-oriented programming language. Smalltalk is considered as the first truly object-oriented programming language.  **C++ Basic Input/Output:**  C++ I/O operation is using the stream concept. Stream is the sequence of bytes or flow of data. It makes the performance fast.If bytes flow from main memory to device like printer, display screen, or a network connection, etc, this is called as output operation.If bytes flow from device like printer, display screen, or a network connection, etc to main memory, this is called as input operation.  **I/O Library Header Files:**  Let us see the common header files used in C++ programming are:  <iostream>It is used to define the cout, cin and cerr objects, which correspond to standard output stream, standard input stream and standard error stream, respectively.  <fstream>It is used to declare services for user-controlled file processing.  **Standard output stream (cout):**  The cout is a predefined object of ostream class. It is connected with the standard output device, which is usually a display screen. The cout is used in conjunction with stream insertion operator (<<) to display the output on a console  Let's see the simple example of standard output stream (cout):   * #include <iostream> * using namespace std; * int main( ) { * char ary[] = "Welcome to C++ tutorial"; * cout << "Value of ary is: " << ary << endl; * }   **C++ Variable:**  A variable is a name of memory location. It is used to store data. Its value can be changed and it can be reused many times.It is a way to represent memory location through symbol so that it can be easily identified.  Let's see the syntax to declare a variable:  type variable\_list;  example:  int x=5,b=10;  //declaring 2 variable of integer type   * float f=30.8; * char c='A';   **C++ Identifiers:**  C++ identifiers in a program are used to refer to the name of the variables, functions, arrays, or other user-defined data types created by the programmer. They are the basic requirement of any language. Every language has its own rules for naming the identifiers.  Example:  #include <iostream>  using namespace std;  int main()  {      int a;      int A;      cout<<"Enter the values of 'a' and 'A'";      cin>>a;      cin>>A;      cout<<"\nThe values that you have entered are : "<<a<<" , "<<A;      return 0;  } |