

Daily Assessment format

Date: 29/06/2020

Course: C++ (Solo learn)

Topic: Module 1: Basic concepts
Module 1

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Forenoon session details

Report

C++:

C++ is a general purpose programming language and which is used to create computer programs. Anything from art applications, music players & even video games. A C++ program is a collection of commands or statements below is a simple code that has "Hello World!" as its output

```
#include <iostream>
using namespace std;
int main()
{
    cout << "Hello World!";
    return 0;
}
```

main

Program execution begins with the main function. `int main`

```
#include <iostream>
using namespace std;
int main()
{
    cout << "Hello World!";
    return 0;
}
```

Getting the tools

1. Integrated development environment: provides tools for writing source code. Any text editor can be used as an IDE.

2 Compiler: compile source code into the final executable program. there are a no of c++ compilers available. the most frequently used & free available compiler is the GNU C/C++ compiler.

New line

→ The `cout` operator doesn't insert a line break at the end of the output. one way to print two lines is to use the `endl` manipulator, which will put in a line break.

```
#include <iostream>
using namespace std;
int main()
{
    cout << "Hello World!" << endl;
    cout << "I love programming!";
    return 0;
}
```

Comments

→ Comments are explanatory statements that you can include in the c++ code to explain what the code is doing. the compiler ignores everything that appears in the comment, so none of that information shows in the result.

for ex:

```
#include <iostream>
using namespace std;
int main()
{
    // prints "Hello World"
    cout << "Hello World!";
    return 0;
}
```

Variables

→ Creating a variable reserves a memory location, or space in memory for storing values. the compiler requires that you provide a data type for each variable you declare.

→ C++ offer a rich assortment of built-in as well as user defined data types. integer, a built in type, represents a whole no value define integer using the keyword `int`.

Arithmetic operators

| operator | symbol |
|----------------|--------|
| addition | + |
| subtraction | - |
| multiplication | * |
| division | / |
| modulus | % |

Assignment operators

→ The simple assignment operator(=) assigns the right side to the left side. C++ provides shorthand operators that have the capability of performing an operation & an assignment at the same time

ex: `int x = 10;`

`x += 4;` // equivalent to `x = x + 4`

`x -= 5;` // equivalent to `x = x - 5`.

Date: 24/06/2020

Platform: eee (sololearn)

Topic: Module 2: Conditionals & Loop

Platform

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Afternoon session details

Report

Conditionals & loops

Decision making

The if statement is used to execute some code if a condition is true

Syntax:

```
if (condition) {  
    statements  
}
```

→ The condition specifies which expression is to be evaluated. If the condition is true, the statements in the curly brackets are executed.

The if statement

Use relational operators to evaluate conditions

ex:

```
if (7 > 4) {  
    cout << "yes";  
}
```

// outputs "yes"

The else statements

→ An if statement can be followed by an optional else statement, which executes when the condition is false

Syntax:

```
if (condition) {  
    // statements  
}  
else {  
    // statements  
}
```


The while loop

→ The loop's body is the block of statements within curly braces.

ex:

```
int num=1;
while (num<6) {
    cout<<"number: "<<num<<endl;
    num=num+1;
}
```

/x outputs

number: 1

number: 2

number: 3

number: 4

number: 5*

for loop

A for loop is a repetition control structure that allows you to efficiently write a loop that executes a specific no. of times.

syntax:

```
for (init; condition; increment) {
    statement(s);
}
```

dowhile loop

Unlike for & while loops, which test the loop condition at the top of the loop, the dowhile loop checks its condition at the bottom of the loop.

syntax:

```
do {
    statement(s);
} while (condition);
```

switch statement

→ tests a variable against a list of values, which are called cases, to determine whether it is equal to any of them.


```
switch(expression) {  
  case value1:  
    statement(s);  
    break;  
  case value2:  
    statement(s);  
    break;  
  ....  
  case valueN:  
    statement(s);  
    break;  
}
```

Logical operators

| operator | name of operator. |
|----------|-------------------|
| && | AND operator |
| | OR operator |
| ! | NOT operator |