

DAILY ASSESSMENT FORMAT

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Course:	C++ programming	USN:	AL17EC071
Topic:	Datatypes,arrays,pointers functions		n b
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FORENOON SESSION DETAILS

The screenshot shows a Udacity course interface. At the top, the 'SOLO LEARN' logo is on the left, and the course title 'Functions' and 'Default Arguments' are in the center. On the right, there's a user profile for 'Brahmali' with the email 'brahmali@udacity.com' and a 'View' button. Below the header is a navigation bar with icons for 'Home', 'Progress', and 'Help', along with a '22' indicator. The main content area is a code editor with a dark background. It contains the following Java code:

```

What is the output of the following code?

void printSum(int a, int b = 4)
{
    cout << a + b << endl;
}

int main()
{
    printSum(3);
}

```

A green pop-up message with a checkmark and the text 'Correct!' is displayed over the code. Below the message, it says '2 COMMENTS'. At the bottom of the code editor, there are icons for 'Add Comment', 'Like', and 'Dislike'. The bottom of the screen shows a 'Udacity' logo and the text '© 2015 Udacity, Inc.'.

Arrays, Pointers

the operating system allocates memory and selects what will be stored in the reserved memory based on the variable's data-type.

Numeric Data types includes:

Integers (whole number),
Such as -7, 42.

floating point 3.14, -42.07

String & characters: composed of numbers, char or symbols. String literals are placed in double quotation marks.

ex: "Hello", "My name is David" and similar

Characters are single letters or symbols & must be enclosed by single quotes like 'a', etc.

Boolean data type returns just two possible values true or false.

int, float, double

Integer type holds non-fractional number, which can be +ve or -ve.

int a = 42;

∴ can hold negative value
→ one of the features of the default size of the default size

Array
#include <string>
using namespace std;
int main() {
 string str = "I am learning C++";
 return 0;
}

variable naming Rule

Array

Array is used to store a collection of data, but it may be useful to think of an array as a collection of variables that are all of the same type.

int a[5];

int b[5] = {11, 45, 67, 79, 88};

using Arrays in loops

int myArr[5];

for (int x = 0; x < 5; x++) {

myArr[x] = 42;

}

Arrays in calculation

int arr[] = {11, 35, 62, 55, 98, 99};

int sum = 0;

for (int x = 0; x < 5; x++) {

sum += arr[x];

}

cout << sum << endl;

o/p 1652

Multi-Dimensional Array

A multi-dimensional array holds one or more arrays.

Like name [age] [age2] ... [ageN]

Introduction to pointers

Every variable has memory location, which has its address defined.

int score = 5;

cout << score << endl;

Dynamic - memory location cannot be performed without pointer.

int *ip;

double *dp;

float *fp;

char *ch;

Pointer operations:

Address of operator (&) returns address of its operand.

contents of (or dereference) operator (*)

Static & Dynamic Memory

Memory is divided into 2 types

Stack: All local var. take up memory from stack.

heap: unused program can be used where program needs dynamically allocate memory

delete memory → deallocate
new int → allocate

Functions

A function is a group of statements that perform a particular task

return type of function name (return type)

{ body of the function }

}

#include <iostream>
using namespace std;

void printSomething() {

cout << "Hello!";

}

int main() {

printSomething();

return 0;

}

also

#include <iostream>
using namespace std;

void printSomething() {

int value;

printSomething();

return 0;

}

void printSomething() {

cout << "Hi there!";

}

Random Numbers

Pseudo random number generator function that calls rand()

when used we are required to include `<stdlib.h>`

```
#include <iostream>
#include <cstdlib>
using namespace std;
int main() {
```

```
    cout << rand();
```

```
}
```

srand() function is used to generate truly random numbers.

this allows to specify a seed value as its parameter which is used for rand()

```
int main() {
    srand(98);
    for (int x=1; x<=10; x++) {
        cout << 1+(rand() % 6) <<
        endl;
```

```
    }
}
```

this makes use of time() function to get the number of seconds on your system then randomly seed the random function.

Default values

function over loading

Function

A recursive function in C++ is a function that calls itself.

$$4! = 4 \times 3 \times 2 \times 1 = \underline{\underline{24}}$$

Pass by Reference with Pointers

Function arguments:-

there are two ways to pass arguments to a function as the function being called

By value:

By references

X → X → X

