



ALZEEKA Tutorial

Computer programming 1



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تعريف مهمة شايتر 2

- **Computer program** : Sequence of statements whose objective is to accomplish a task.
- **Programming** : is Process of planning and creating a program.
- **Syntax** : is rules that specify which statements (instructions) are legal.
- **Programming language** : is a set of rules, symbols, and special words.
- **Semantic rule** : is meaning of the instruction .
- **Comments** : are for the reader, not the compiler.
- **Whitespaces** : is Include blanks, tabs, and newline characters.
- **Data type** : is set of values together with a set of operations.
- **Simple Data Types** : are Integral and Floating-point and Enumeration type
- **Integral** : integers (numbers without a decimal).
- **Floating-point** : decimal numbers.
- **Enumeration type** : is user-defined data type.
- **Bool type** : has Two values: true and false.

- **char Data Type** : is The smallest integral data type and Used for characters.
- **Precision** : is maximum number of significant digits.
- **Cast operator** : is provides explicit type conversion.
- **Null** : a string with no characters.
- **Named constant** : is memory location whose content can't change during execution.
- **Variable** : is memory location whose content may change during execution.
- **Increment operator** : increment variable by 1.
- **Decrement operator** : decrement variable by 1.
- **Prompt lines** : executable statements that inform the user what to do.

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شروحات - خدمات - تصاميم



إنضم الآن

