What is your name?
Alan Zheng
What is your quest?
To seek the Holy Grail
What is your favorite color?
Blue

Size of C++ data types

C++ Type	Size in bytes?	Max value? (base 10)	Zero is stored as (in hex)?	One (or 1.0) is stored as (in hex)?
int	4	2147483647	0x00000000	0x00000001
unsigned int	4	4294967295	0x00000000	0x00000001
float	4	3.40282e+38	0x00000000	0x3f800000
double	8	1.79769e+308	0x0000000000000000	0x3ff0000000000000
char	1	127	Char ‘0’= 0x30	Char ‘1’= 0x31
bool	1	1	false = 0x00	true = 0x01
C++ Type	Size in bytes?	Max value? (base 16 (hexadecimal))	NULL is stored as?	
int*	8	0xffffffffffffffff	0x0000000000000000	
char*	8	0xffffffffffffffff	0x0000000000000000	
double*	8	0xffffffffffffffff	0x0000000000000000	

Primitive Arrays in C++

How does the compiler determine the address of **`&(IntArray2D[i][j])`**? Assume the array is defined as: **`int IntArray2D[6][5];`**

The address is determined by the formula: (base address) + 4*(i*rowsize+j)
= (base address) + 4*(i*5+j)

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