

PFI lecture other built-in type

- Similar to **int** (4 bytes)
 - **short int** or **short** (2 bytes)
 - **long int** or **long** (4 bytes)
 - **long long** (8 bytes)
 - **unsigned int** (no negative value)
- Similar to **double** (8 bytes)
 - **Float** (4 bytes)
 - **long double** (8 bytes)
- Similar to **char** (1 byte)
 - **wchar_t** (2 or 4 bytes)
 - **char16_t** (2 bytes)

PFI lecture other operators

- postfix ++, a unary operator
- postfix --
- prefix ++
- prefix --
- The operand must be a lvalue (anything we put on the left hand side of assignment) such as a variable.
- Example:
 - `int i = 2; cout << i++ << endl; cout << i << endl;`
 - `int i = 2; cout << ++i << endl; cout << i << endl;`

PFI lecture other operators

- Postfix ++,-- has higher precedence, left to right
- Prefix ++,-- right to left
- The expression with postfix++ or -- is a rvalue, value not location
- The expression with prefix ++ or -- is a lvalue, a location.
- Example (complex expressions)
 - `int i = 2; i++++;` // same as `(i++)++`, compiler error
 - `int i = 2; ++++i;` // same as `++(++i)`, ok
 - `int i = 2; ++i++;` // same as `++(i++)`, compiler error
 - `int i = 2; (++i)++;` // ok

PFI lecture other operators

- compound assignments, same precedence as assignment ($=$), the same association rules as assignment, and the same semantics
 - $+=$, $-=$, $*=$, $/=$, $\%=$,
- $x += y$; // the same as $x = x + y$;
- $x -= y$; // the same as $x = x - y$;
- $x += y -= x$; // what is this?

PFI lecture other statements

- **do while loop**, the body will be executed at least once.

```
char c;  
do {  
    cout << "please type y or n for yes or no\n";  
    cin >> c;  
} while (c != 'y' && c != 'n');  
cout << "you typed " << c << endl;
```

PFI lecture other statements

- **break**, used inside loop statements or switch statements

```
char c;  
while ( true ){  
    cout << "Type q to quit and others continue:";  
    cin >> c;  
    if (c == 'q')  
        break;  
    cout << "Hello!" << endl;  
}
```

PFI lecture other statements

- **continue**, used inside loop statements only. Stop the current iteration (skip all the statements until the end of the loop) and start the next iteration (loop beginning)

```
char c;
for ( ; ; ){ // infinite loop?
    cout << "Type q to quit and others to continue:";
    cin >> c;
    if (c == 'q')
        break;
    if ( ! (c >= '1' && c <= '9') )
        continue;
    for (int i = 0; i < c - '0'; i++)
        cout << "Hello!" << endl;
}
```

PFI lecture other statements

- **switch**, specialized if else if statement

```
char c;  
cin >> c;  
switch (c) { // expression in () must be integral  
    case 'a':  
    case 'A':  
        cout << "compute gpa\n";  
        break;  
    case 'b':  
        cout << "listing\n";  
        break;  
    default:  
        cout << "for the future\n";  
}
```