☆ lect - 2

Complier → Translation
→ find errors

→ IDE - Integrated development environment

→ print
   cout   → <<
                           ‾‾‾
                           to write

→ endl
   new line   → \n
                             enter

→ ; → to end line

☆ Data types & Variables

   (int) a = 5; | 5 |
        | | ‾‾a‾
        I   ↓
   type   Variable
                              → Type of data
                              ↳ Memory
   → 4 byte → 32 bit

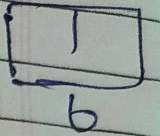   → char ch = 'a'; | 'a' |
                                ‾ch‾
        I byte → 8 bit

→ bool ⟶ True , 1
      ⟶ False , 0
  ↳ 1 bit   bool b = 1;

$$\boxed{\begin{array}{c} 1 \\ \hline b \end{array}}$$

→ float f = 1.2;
  ↳ 8 byte

→ double d = 1.23;
  ↳ 8 byte

☆ → <u>Variable name</u>   <u>1abc</u> X

      ↳ abc   abc1 ✓
        ABC   _c1 ✓
        A1
        A-

→ <u>sizeof(a)</u> show which variable takes
                          how much
                            space

→ <u>Type casting</u>

  int a = 'a';
  char ch = 98; ✓

→ Relational operator

$=, >, <, >=, <=, !=$

→ logical operator

$\&\&, ||, !$

→ Bitwise operator

└→ Next Future lecture.