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 inlab4.doc
 What is your quest? (?)
 Red

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	0x00000000	0x00000000
char	1	127	Char '0' = 0x00000030	Char '1' = 0x00000031
bool	1	1	false = 0x00003000	true = 0x00003101
C++ Type	Size in bytes?	Max value? (base 16 (hexadecimal))	NULL is stored as?	
int*	8	0xffffffff	0x00000000	
char*	8	0xffffffff	0x00000000	
double*	8	0xffffffff	0x00000000	

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];`

(base address) + 4*[i]*(the number of column, in this case is 5) + [j]*4