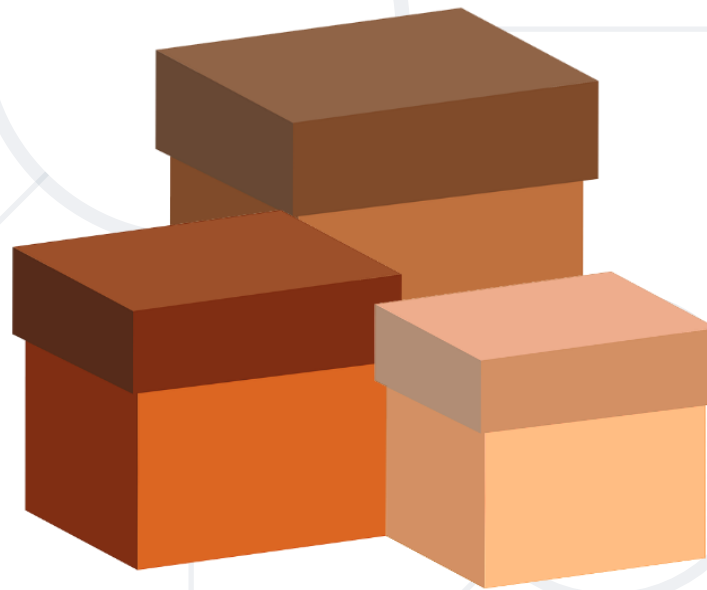


Data Types and Variables

Numerical Types, Text Types and Type Conversion



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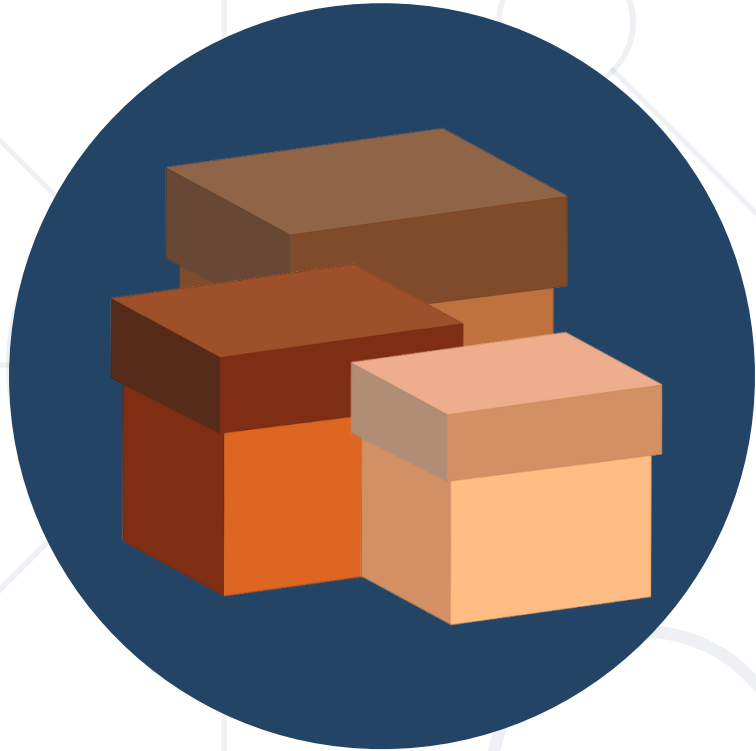
sli.do

#fund-csharp

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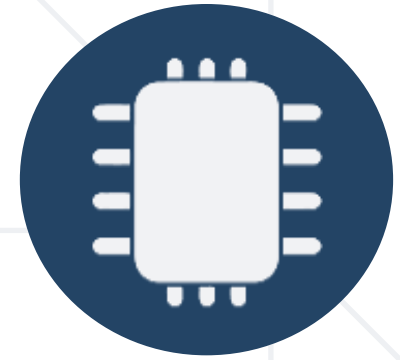
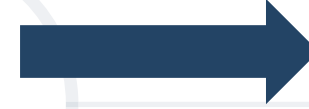




Data Types and Variables

How Computing Works?

- Computers are machines that process data
 - Instructions and data are stored in the computer memory



Variables

- Variables have **name**, **data type** and **value**
 - **Assignment** is done by the operator "="
 - Example of variable definition and assignment in C#



- When processed, **data** is **stored** back **into variables**

What is a Data Type?

- A data type
 - Is a **domain of values** of similar characteristics
 - Defines the type of information stored in the computer memory (in a **variable**)
- Examples
 - Positive integers: **1, 2, 3, ...**
 - Alphabetical characters: **a, b, c, ...**
 - Days of week: **Monday, Tuesday, ...**


- A data type has
 - Name (C# keyword or .NET type)
 - Size (how much memory is used)
 - Default value
- Example
 - Integer numbers in C#
 - Name: **int**
 - Size: **32 bits** (4 bytes)
 - Default value: **0**



int: sequence of 32 bits in the memory

int: 4 sequential bytes in the memory

Naming Variables

- 
- Always refer to the naming **conventions** of a programming language – for C# use **camelCase**
 - Preferred form: **[Noun]** or **[Adjective] + [Noun]**
 - Should explain the purpose of the variable (Always ask yourself "**What does this variable contain?**")



```
firstName, report, config, fontSize, maxSpeed
```



```
foo, bar, p, p1, LastName, last_name, LAST_NAME
```

- **Scope** == where you can access a variable (global, local)
- **Lifetime** == for how long a variable stays in memory

Accessible in the **Main()**

```
string outer = "I'm inside the Main()";  
for (int i = 0; i < 10; i++)  
{  
    string inner = "I'm inside the loop";  
}  
Console.WriteLine(outer);  
// Console.WriteLine(inner); Error
```

Accessible only in the loop

- Variable span is how long before a variable is called
- Always declare a variable as late as possible (e.g., shorter span)

```
static void Main()
{
    string outer = "I'm inside the Main()";
    for (int i = 0; i < 10; i++)
        string inner = "I'm inside the loop";
    Console.WriteLine(outer);
    // Console.WriteLine(inner); Error
}
```

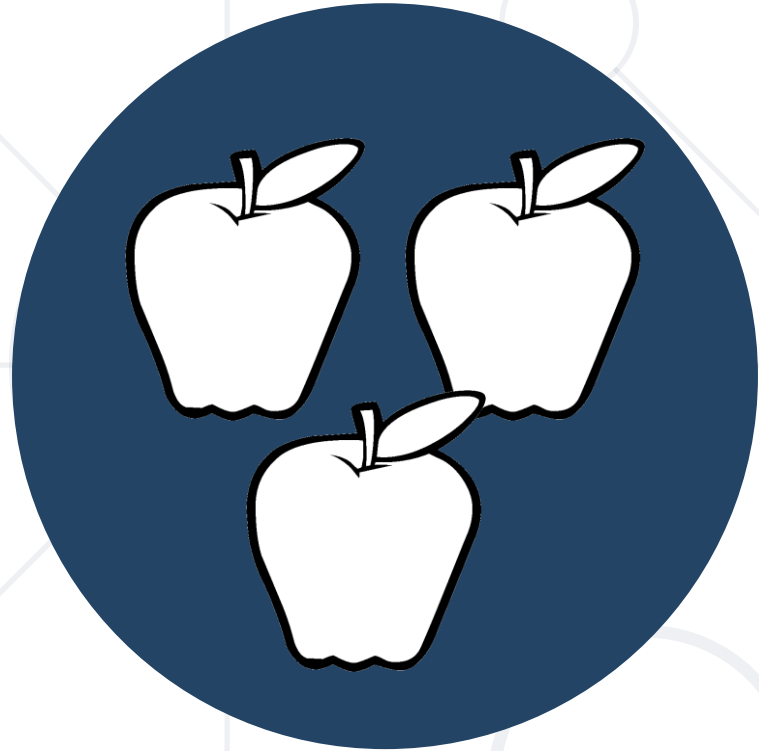
"outer"
variable span

Keep Variable Span Short

- Shorter span simplifies the code
 - Improves its readability and maintainability

```
for (int i = 0; i < 10; i++)  
{  
    string inner = "I'm inside the loop";  
}  
string outer = "I'm inside the Main()";  
Console.WriteLine(outer);  
// Console.WriteLine(inner); Error
```

"**outer**" variable
span – reduced



Integer Types

Integer Types

Type	Default Value	Min Value	Max Value	Size
sbyte	0	-128 (-2^7)	127 (2^7-1)	8 bit
byte	0	0	255 (2^8-1)	8 bit
short	0	-32768 (-2^{15})	32767 ($2^{15} - 1$)	16 bit
ushort	0	0	65535 ($2^{16}-1$)	16 bit
int	0	-2147483648 (-2^{31})	2147483647 ($2^{31} - 1$)	32 bit
uint	0	0	4294967295 ($2^{32}-1$)	32 bit
long	0	-9223372036854775808 (-2^{63})	9223372036854775807 ($2^{63}-1$)	64 bit
ulong	0	0	18446744073709551615 ($2^{64}-1$)	64 bit



- Depending on the unit of measure we can use different data types

```
byte centuries = 20;  
ushort years = 2000;  
uint days = 730484;  
ulong hours = 17531616;  
Console.WriteLine(  
    "{0} centuries = {1} years = {2} days = {3} hours.",  
    centuries, years, days, hours);  
    // 20 centuries = 2000 years = 730484 days =  
    17531616 hours.
```

Beware of Integer Overflow!

- Integers have **range** (minimal and maximal value)
- Integers could overflow – this leads to incorrect values

```
byte counter = 0;  
for (int i = 0; i < 260; i++)  
{  
    counter++;  
    Console.WriteLine(counter);  
}
```



1
2
...
255
0
1

- Examples of integer literals
 - The '**0x**' and '**0X**' prefixes indicate a hexadecimal value
 - e.g., **0xFE**, **0xA8F1**, **0xFFFFFFFF**
 - The '**u**' and '**U**' suffixes indicate a **ulong** or **uint** type
 - e.g., **12345678U**, **0U**
 - The '**l**' and '**L**' suffixes indicate **long** type
 - e.g., **9876543L**, **0L**



Real Number Types



- 19

Floating-Point Numbers

- Floating-point types are
 - **float** ($\pm 1.5 \times 10^{-45}$ to $\pm 3.4 \times 10^{38}$)
 - 32-bits, precision of 7 digits
 - **double** ($\pm 5.0 \times 10^{-324}$ to $\pm 1.7 \times 10^{308}$)
 - 64-bits, precision of 15-16 digits
 - The default value for floating-point types
 - **0.0F** for the **float** type
 - **0.0D** for the **double** type



- Difference in precision when using **float** and **double**:

```
float floatPI = 3.141592653589793238f;  
double doublePI = 3.141592653589793238;  
Console.WriteLine("Float PI is: {0}", floatPI);  
Console.WriteLine("Double PI is: {0}", doublePI);
```

3.141593

3.14159265358979

- NOTE: The "**f**" suffix in the first statement
 - Real numbers are by default interpreted as **double**
 - One should explicitly convert them to **float**

Problem: Convert Meters to Kilometres

- Write a program that converts meters to kilometers formatted to the second decimal point
- Examples:

1852



1.85

798



0.80

```
int meters = int.Parse(Console.ReadLine());  
float kilometers = meters / 1000.0f;  
Console.WriteLine($"{kilometers:f2}");
```

Problem: Pounds to Dollars

- Write a program that converts British pounds to US dollars formatted to 3th decimal point
 - 1 British Pound = 1.31 Dollars

80



104.800

39



51.090

```
double num = double.Parse(Console.ReadLine());  
double result = num * 1.31;  
Console.WriteLine($"{result:f3}");
```

- Floating-point numbers can use scientific notation
 - **1e+34, 1E34, 20e-3, 1e-12, -6.02e28**

```
double d = 1000000000000000000000000000000000000000000000000.0;  
Console.WriteLine(d); // 1E+34  
  
double d2 = 20e-3;  
Console.WriteLine(d2); // 0.02  
  
double d3 = double.MaxValue;  
Console.WriteLine(d3); // 1.79769313486232E+308
```


- Integral division and floating-point division are different

```
Console.WriteLine(10 / 4);           // 2 (integral division)
Console.WriteLine(10 / 4.0);         // 2.5 (real division)

Console.WriteLine(10 / 0.0);          // Infinity
Console.WriteLine(-10 / 0.0);         // -Infinity

Console.WriteLine(0 / 0.0);           // NaN (not a number)
Console.WriteLine(8 % 2.5);           // 0.5 (3 * 2.5 + 0.5 = 8)
```

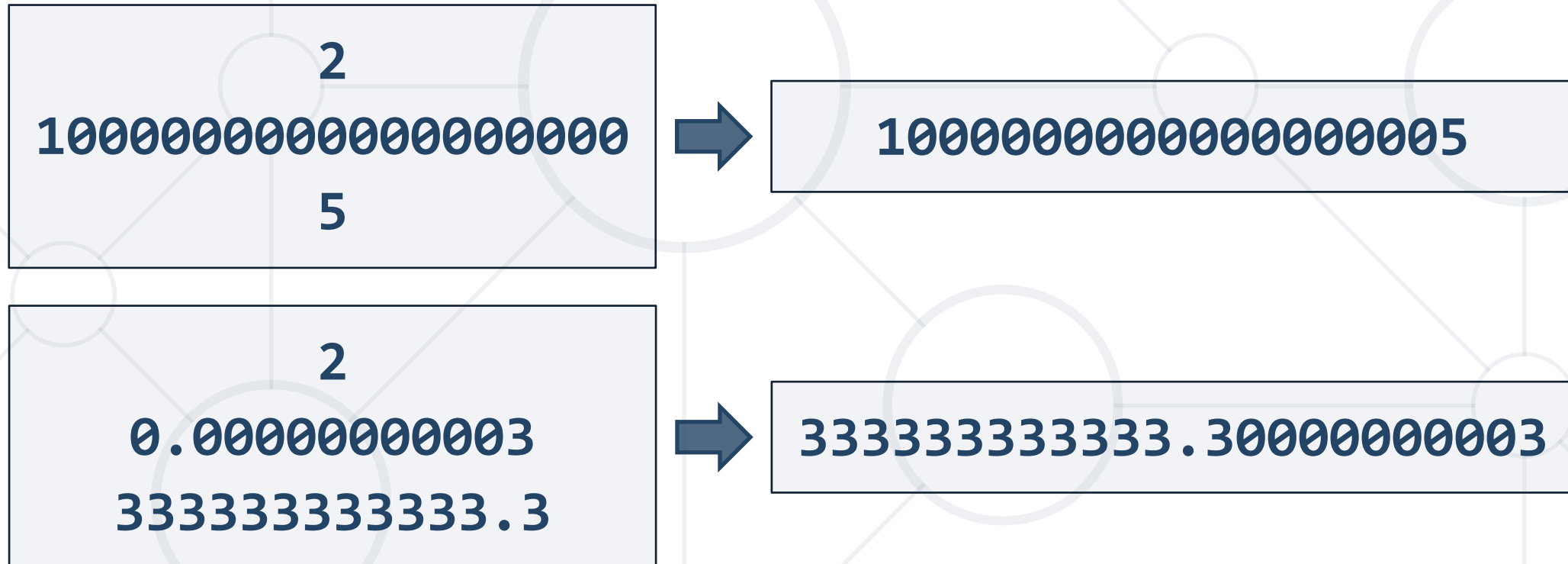
- Sometimes floating-point numbers work incorrectly!

```
Console.WriteLine(10000000000000000.0 + 0.3);  
// 10000000000000000 (Loss of precision)  
double a = 1.0f, b = 0.33f, sum = 1.33;  
Console.WriteLine("a+b={0} sum={1} equal={2}",  
    a+b, sum, (a+b == sum));  
// a+b = 1.33000001311302 sum=1.33 equal = False  
double one = 0;  
for (int i = 0; i < 10000; i++) one += 0.0001;  
Console.WriteLine(one); // 0.99999999999999906
```

- There is a special decimal floating-point real number type in C#
 - **decimal** ($\pm 1,0 \times 10^{-28}$ to $\pm 7,9 \times 10^{28}$)
 - 128-bits, precision of 28-29 digits
 - Used for financial calculations
 - Almost no round-off errors
 - Almost no loss of precision
 - The default value of decimal type is
 - **0.0M** (**M** is the suffix for decimal numbers)

Problem: Exact Sum of Real Numbers

- Write program to enter **n** numbers and print their exact sum:



Solution: Exact Sum of Real Numbers

- This code works, but makes rounding mistakes sometimes:

```
int n = int.Parse(Console.ReadLine());  
double sum = 0;  
for (int i = 0; i < n; i++)  
    sum += double.Parse(Console.ReadLine());  
Console.WriteLine(sum);
```

- Change **double** with **decimal** and check the differences



Integer and Real Numbers

Live Exercises



Type Conversion

- Variables hold values of certain type
- Type can be **changed (converted)** to another type
 - **Implicit** type conversion (**lossless**): variable of bigger type (e.g., **double**) takes smaller value (e.g., **float**)

```
float heightInMeters = 1.74f;  
double maxHeight = heightInMeters;
```

Implicit
conversion

- **Explicit** type conversion (lossy) – when precision can be lost

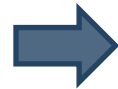
```
double size = 3.14;  
int intSize = (int) size;
```

Explicit
conversion

Problem: Centuries to Minutes

- Write program to enter an integer number of centuries and convert it to years, days, hours and minutes

Centuries = 1



1 centuries = 100 years = 36524 days
= 876576 hours = 52594560 minutes

Centuries = 5



5 centuries = 500 years = 182621 days
= 4382904 hours = 262974240 minutes

The output is
on one row

Solution: Centuries to Minutes

```
int centuries = int.Parse(Console.ReadLine());
int years = centuries * 100;
int days = (int) (years * 365.2422);
int hours = 24 * days;
int minutes = 60 * hours;
Console.WriteLine(
    "{0} centuries = {1} years = {2} days = {3} hours = {4} minutes",
    centuries, years, days, hours, minutes);
```

Tropical year has
365.2422 days

(int) converts
double to int



Boolean Type

- Boolean variables (**bool**) hold **true** or **false**

```
int a = 1;  
int b = 2;  
bool greaterAB = (a > b);  
Console.WriteLine(greaterAB); // False  
bool equalA1 = (a == 1);  
Console.WriteLine(equalA1); // True
```

Problem: Special Numbers

- A number is special when its sum of digits is 5, 7 or 11
 - For all numbers **1...n** print the number and whether it is special or not

20



1 -> False

2 -> False

3 -> False

4 -> False

5 -> True

6 -> False

7 -> True

8 -> False

9 -> False

10 -> False

11 -> False

12 -> False

13 -> False

14 -> True

15 -> False

16 -> True

17 -> False

18 -> False

19 -> False

20 -> False

Solution: Special Numbers

```
int n = int.Parse(Console.ReadLine());
for (int num = 1; num <= n; num++)
{
    int sumOfDigits = 0;
    int digits = num;
    while (digits > 0)
    {
        sumOfDigits += digits % 10;
        digits = digits / 10;
    }
    // TODO: check whether the sum is special
}
```



Character Type

- The character data type in C#
 - Represents symbolic information
 - Is declared by the **char** keyword
 - Gives each symbol a corresponding integer code
 - Has a '**\0**' default value
 - Takes 16 bits of memory (from **U+0000** to **U+FFFF**)
 - Holds a single Unicode character (or part of character)

- Each **character** has a unique **Unicode** value (**int**):

```
char ch = 'a';  
Console.WriteLine("The code of '{0}' is: {1}", ch, (int) ch);  
ch = 'b';  
Console.WriteLine("The code of '{0}' is: {1}", ch, (int) ch);  
ch = 'A';  
Console.WriteLine("The code of '{0}' is: {1}", ch, (int) ch);  
ch = 'Ш'; // Cyrillic letter 'sht'  
Console.WriteLine("The code of '{0}' is: {1}", ch, (int) ch);
```

Problem: Reversed Chars

- Write a program that takes 3 lines of characters and prints them in reversed order with a space between them
- Examples

A
B
C



C B A

1
L
&



& L 1

Solution: Reversed Chars

```
char firstChar = char.Parse(Console.ReadLine());  
char secondChar = char.Parse(Console.ReadLine());  
char thirdChar = char.Parse(Console.ReadLine());  
  
Console.WriteLine($"{thirdChar} {secondChar}  
{firstChar}");
```

- Escaping sequences
 - Represent a special character like ' , " or \n (new line)
 - Represent system characters (like the [TAB] character \t)
- Commonly used escaping sequences are
 - \' → for single quote \" → for double quote
 - \\ → for backslash \n → for new line
 - \uXXXX → for denoting any other Unicode symbol

Character Literals – Example

```
char symbol = 'a'; // An ordinary character
symbol = '\u006F'; // Unicode character code in a
                    // hexadecimal format (letter 'o')
symbol = '\u8449'; // 葉 (Leaf in Traditional Chinese)
symbol = '\''; // Assigning the single quote character
symbol = '\\'; // Assigning the backslash character
symbol = '\n'; // Assigning new line character
symbol = '\t'; // Assigning TAB character
symbol = "a"; // Incorrect: use single quotes!
```



"ABC"

Sequence of Characters

String

The String Data Type

- The string data type in C#
 - Represents a sequence of characters
 - Is declared by the **string** keyword
 - Has a default value **null** (no value)
- Strings are enclosed in quotes

```
string text = "Hello, C#";
```
- Strings can be concatenated
 - Using the **+** operator



Verbatim and Interpolated Strings

- Strings are enclosed in quotes ""

```
string file = "C:\\Windows\\win.ini";
```

The backslash \
is **escaped by **

- Strings can be **verbatim** (no escaping)

```
string file = @"C:\Windows\win.ini";
```

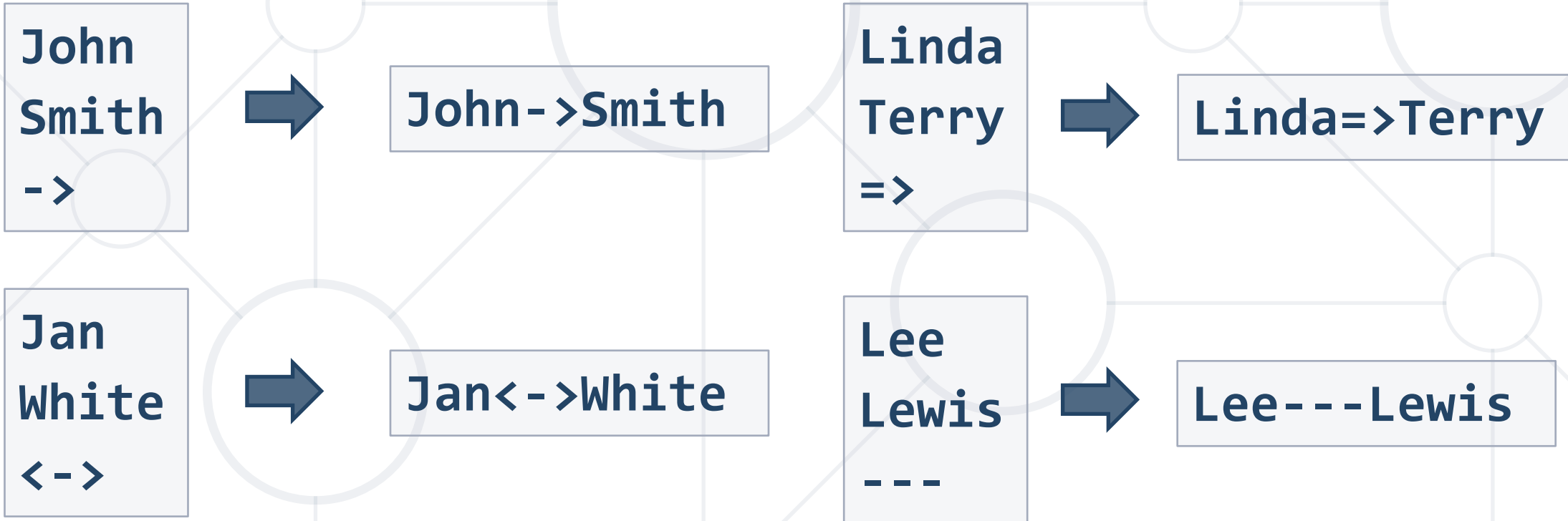
The backslash \
is **not escaped**

- You can use verbatim strings with interpolation

```
string os = "Windows";  
string file = "win.ini";  
string path = $"{os}\\{file}";
```

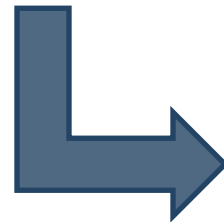

Problem: Concat Names

- Read first and last name and delimiter
- Print the first and last name joined by the delimiter



Solution: Concat Names

```
string firstName = Console.ReadLine();  
string lastName = Console.ReadLine();  
string delimiter = Console.ReadLine();  
  
string result = firstName + delimiter + lastName;  
Console.WriteLine(result);
```



Jan<->White



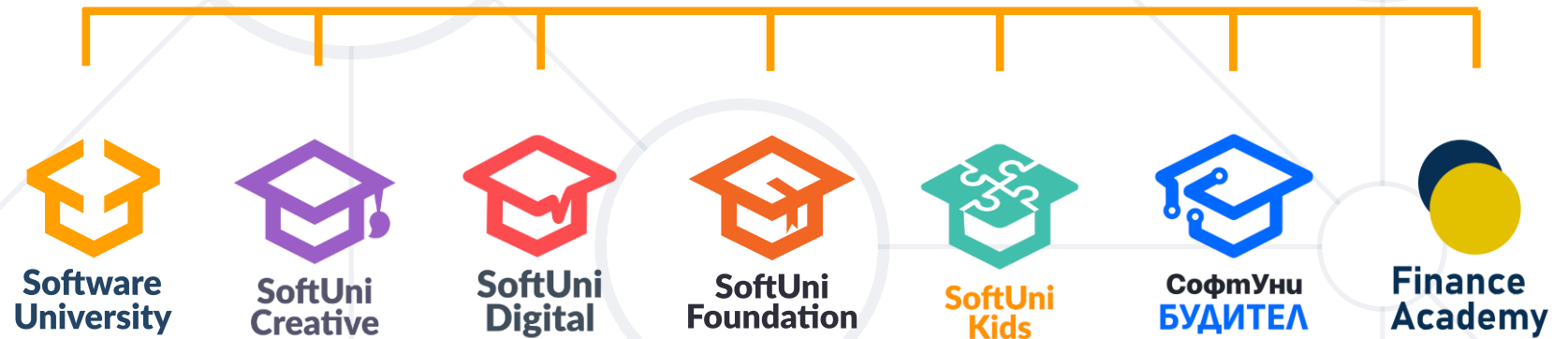
Live Exercises

Data Types

- **Variables** – store data
- Numeral types
 - Represent **numbers**
 - Have **specific ranges** for every type
- String and text types
 - Represent **text**
 - **Sequences of Unicode characters**
- Type conversion: **implicit** and **explicit**



Questions?



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