



# Data Types & Expressions:

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Programming Fundamentals



# Basic Data Types:

The data type specifies the size and type of information the variable will store:

Data Type	Size	Description
<code>boolean</code>	1 byte	Stores true or false values
<code>char</code>	1 byte	Stores a single character/letter/number, or ASCII values
<code>int</code>	2 or 4 bytes	Stores whole numbers, without decimals
<code>float</code>	4 bytes	Stores fractional numbers, containing one or more decimals. Sufficient for storing 6-7 decimal digits
<code>double</code>	8 bytes	Stores fractional numbers, containing one or more decimals. Sufficient for storing 15 decimal digits

# C++ Numeric Data Types

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- **Numeric Types:**

- Use `int` when you need to store a whole number without decimals, like 35 or 1000, and `float` or `double` when you need a floating point number (with decimals), like 9.99 or 3.14515.

- **Int:**

```
int myNum = 1000;  
cout << myNum;
```

- **Float:**

```
float myNum = 5.75;  
cout << myNum;
```

- **Double:**

```
double myNum = 19.99;  
cout << myNum;
```

# C++ Boolean Data Types

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- **Boolean Types:**

- A boolean data type is declared with the `bool` keyword and can only take the values `true` or `false`.
- When the value is returned, `true` = 1 and `false` = 0.

- **Example:**

```
bool isCodingFun = true;
bool isFishTasty = false;
cout << isCodingFun; // Outputs 1 (true)
cout << isFishTasty; // Outputs 0 (false)
```

# C++ Character Data Types

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- **Character Types:**

- The char data type is used to store a single character. The character must be surrounded by single quotes, like 'A' or 'c':
- Alternatively, if you are familiar with ASCII, you can use ASCII values to display certain characters:

- **Example:**

```
char myGrade = 'B';  
cout << myGrade;
```

- **Example:**

- char a = 65, b = 66, c = 67;
- cout << a;
- cout << b;
- cout << c;

# C++ String Data Types

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- **String Types:**

- The string type is used to store a sequence of characters (text). This is not a built-in type, but it behaves like one in its most basic usage.
- String values must be surrounded by double quotes:
- To use strings, you must include an additional header file in the source code, the `<string>` library:

- **Example:**

```
string greeting = "Hello";  
cout << greeting;
```

- **Example:**

- `// Include the string library`
- `#include <string>`
- `// Create a string variable`
- `string greeting = "Hello";`
- `// Output string value`
- `cout << greeting;`

# Real life Example:

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```
// Create variables of different data types
```

```
int items = 50;
```

```
double cost_per_item = 9.99;
```

```
double total_cost = items * cost_per_item;
```

```
char currency = '$';
```

```
// Print variables
```

```
cout << "Number of items: " << items << "\n";
```

```
cout << "Cost per item: " << cost_per_item << currency << "\n";
```

```
cout << "Total cost = " << total_cost << currency << "\n";
```

# C++ Operators

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- **C++ Operators:**

- Operators are used to perform operations on variables and values.
- In the example below, we use the + operator to add together two values:

```
int x = 100 + 50;
```

- Although the + operator is often used to add together two values, like in the example above, it can also be used to add together a variable and a value, or a variable and another variable:

- **Example:**

```
int sum1 = 100 + 50;    // 150 (100 + 50)  
int sum2 = sum1 + 250;  // 400 (150 + 250)  
int sum3 = sum2 + sum2; // 800 (400 + 400)
```



# Arithmetic Operators

- Arithmetic operators are used to perform common mathematical operations.

Operator	Name	Description	Example
+	Addition	Adds together two values	$x + y$
-	Subtraction	Subtracts one value from another	$x - y$
*	Multiplication	Multiplies two values	$x * y$
/	Division	Divides one value by another	$x / y$
%	Modulus	Returns the division remainder	$x \% y$
++	Increment	Increases the value of a variable by 1	<code>++x</code>
--	Decrement	Decreases the value of a variable by 1	<code>--x</code>

# C++ Comparison Operators

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- A list of all comparison operators:

Operator	Name	Example
<code>==</code>	Equal to	<code>x == y</code>
<code>!=</code>	Not equal	<code>x != y</code>
<code>&gt;</code>	Greater than	<code>x &gt; y</code>
<code>&lt;</code>	Less than	<code>x &lt; y</code>
<code>&gt;=</code>	Greater than or equal to	<code>x &gt;= y</code>
<code>&lt;=</code>	Less than or equal to	<code>x &lt;= y</code>

# C++ Logical Operators

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- As with [comparison operators](#), you can also test for true (1) or false (0) values with logical operators.
- Logical operators are used to determine the logic between variables or values:

Operator	Name	Description	Example
&&	Logical and	Returns true if both statements are true	<code>x &lt; 5 &amp;&amp; x &lt; 10</code>
	Logical or	Returns true if one of the statements is true	<code>x &lt; 5    x &lt; 4</code>
!	Logical not	Reverse the result, returns false if the result is true	<code>!(x &lt; 5 &amp;&amp; x &lt; 10)</code>



# End Of Class

