



# Data Types & IF Conditions

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# Agenda



**WHAT ARE DATA TYPES**

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**BASIC DATA TYPES**

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**TYPE CONVERSIONS**

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**INPUTS & OUTPUTS**

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**OPERATORS**

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**IF CONDITIONS**

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**PRACTICE**

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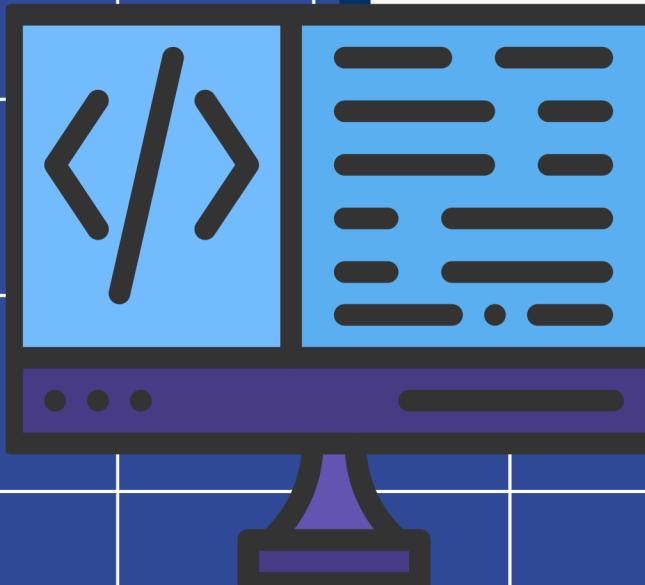


# DATA TYPES

# What is Data Types ?

A categories of data , that inform the computer:

- **what kind of value to store**
- **how much memory needed**
- **what operations we can do**



## DECLARATION

### Syntax:

1.

**DataType Variable\_Name = value;**

2.

**DataType Variable\_Name;  
varaibel\_Name = value**

### Example:

**int example =5;**

**or**

**int example;  
example =5;**



**short** : stores only integers (Size → 2 Bytes)

**int** : stores Integer values (Size→ 4Bytes)

**double** : stores both decimals & Integers (Size→ 8Bytes)

**float** : stores both decimals & Integers (Size→ 4Bytes)

**long long** : stores Integers values (Size→ 8Bytes)

**char** : store character (Size→ 1Byte)

**string** : store a word(group of characters) (Size->Depends)

**bool** : True or False (Size→ 1Byte)

**short** : stores only integers (Size → 2 Bytes)

**int** : stores Integer values (Size → 4Bytes)

**double** : stores both decimals & Integers (Size → 8Bytes)

**float** : stores both decimals & Integers (Size → 4Bytes)

**long long** : stores Integers values (Size → 8Bytes)

**char** : store character (Size → 1Byte)

**string** : store a word(group of characters) (Size->Depends)

**bool** : True or False (Size → 1Byte)

## Integer Types

- `int` → Range:  $-2.1 \times 10^9 \rightarrow +2.1 \times 10^9$
- `long long` → Range:  $-9.2 \times 10^{18} \rightarrow +9.2 \times 10^{18}$
- `char` → Range:  $-128 \rightarrow +127$  (small integer / character)

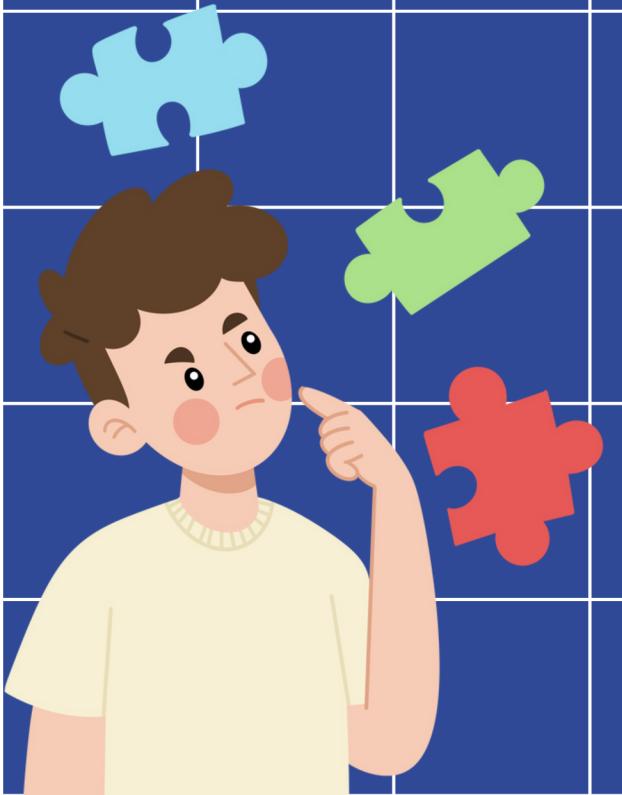
## Floating Point Types

- `float` → Range:  $\sim 1.2 \times 10^{-38} \rightarrow 3.4 \times 10^{38}$   
(~7 digits precision)
- `double` → Range:  $\sim 2.3 \times 10^{-308} \rightarrow 1.7 \times 10^{308}$   
(~15 digits precision)

## Other Types

- `string` → sequence of characters (no fixed range, depends on memory)
- `bool` → values: 0 (false) or 1 (true)

```
#include<bits/stdc++.h>
using namespace std;
int main (){
    int a =5;
    long long b = 10000000000;
    float c = 4.9;
    double d = 8.20;
    char character = '?';
    string name = "Welcome to ICPC MNU !!";
    bool stat = false;
}
```



## TYPE CONVERSION

A process that is used to convert from one Data Type to Another.

**Syntax:**

Data\_Type(Variable);

Note : Doesn't work with conversions to strings !

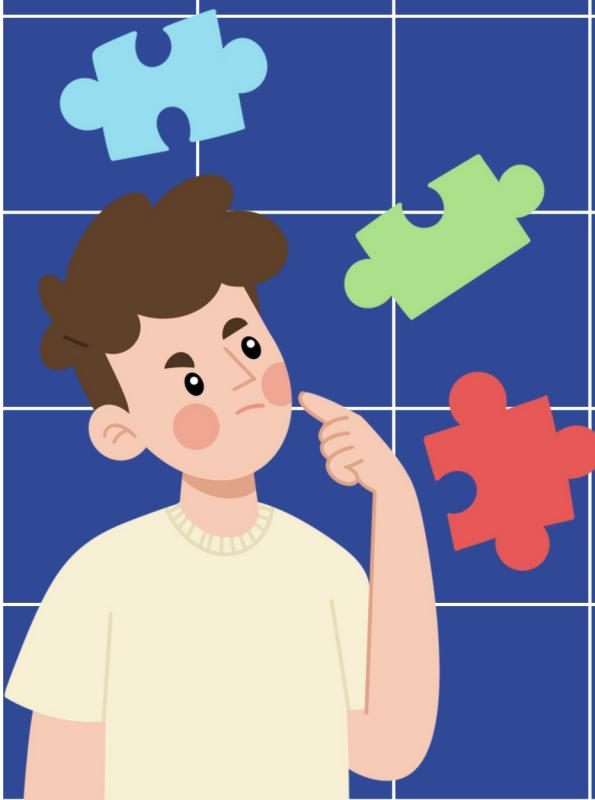
**Example:**

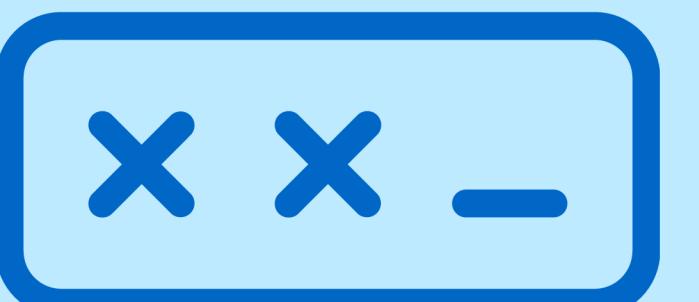
```
float a = 3.7;  
int b = int(a);  
-----
```

```
float a = 3.7;  
cout<<int(a)<<endl;
```

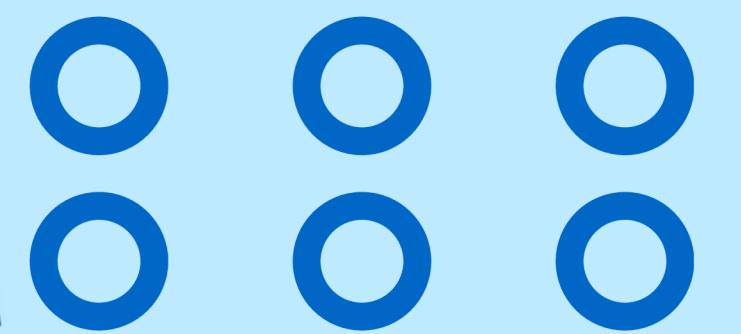
```
#include<string>
using namespace std;
int main (){
    double value = 3.20;
    //convert a decimal value to integer
    cout <<int(value)<<endl;

    int value_2 = 550;
    //Convert A numeric integer value to string
    cout <<to_string(value_2)<<endl;
    //Note : Should use #include<string>
}
```





**X X -**



# INPUTS/OUTPUTS:

### Input

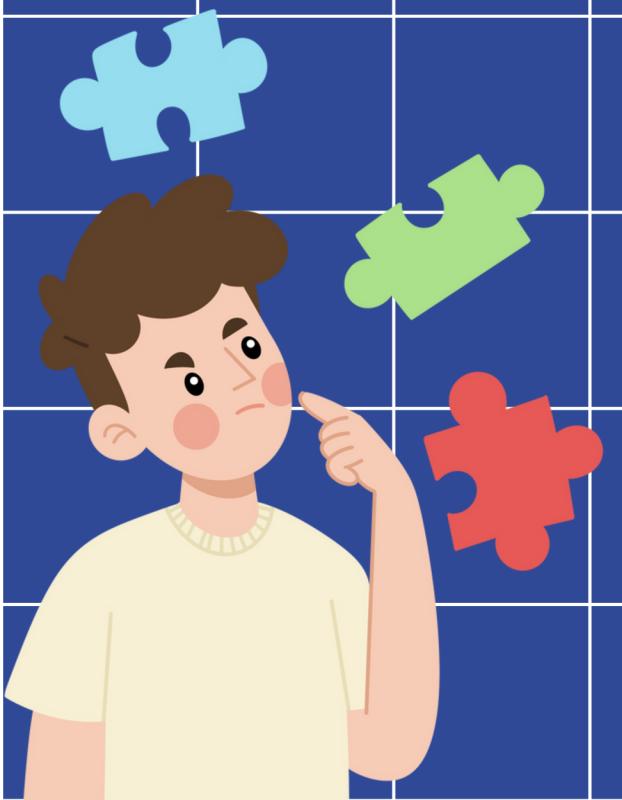
```
cin>>a;  
cin>>a>>b
```

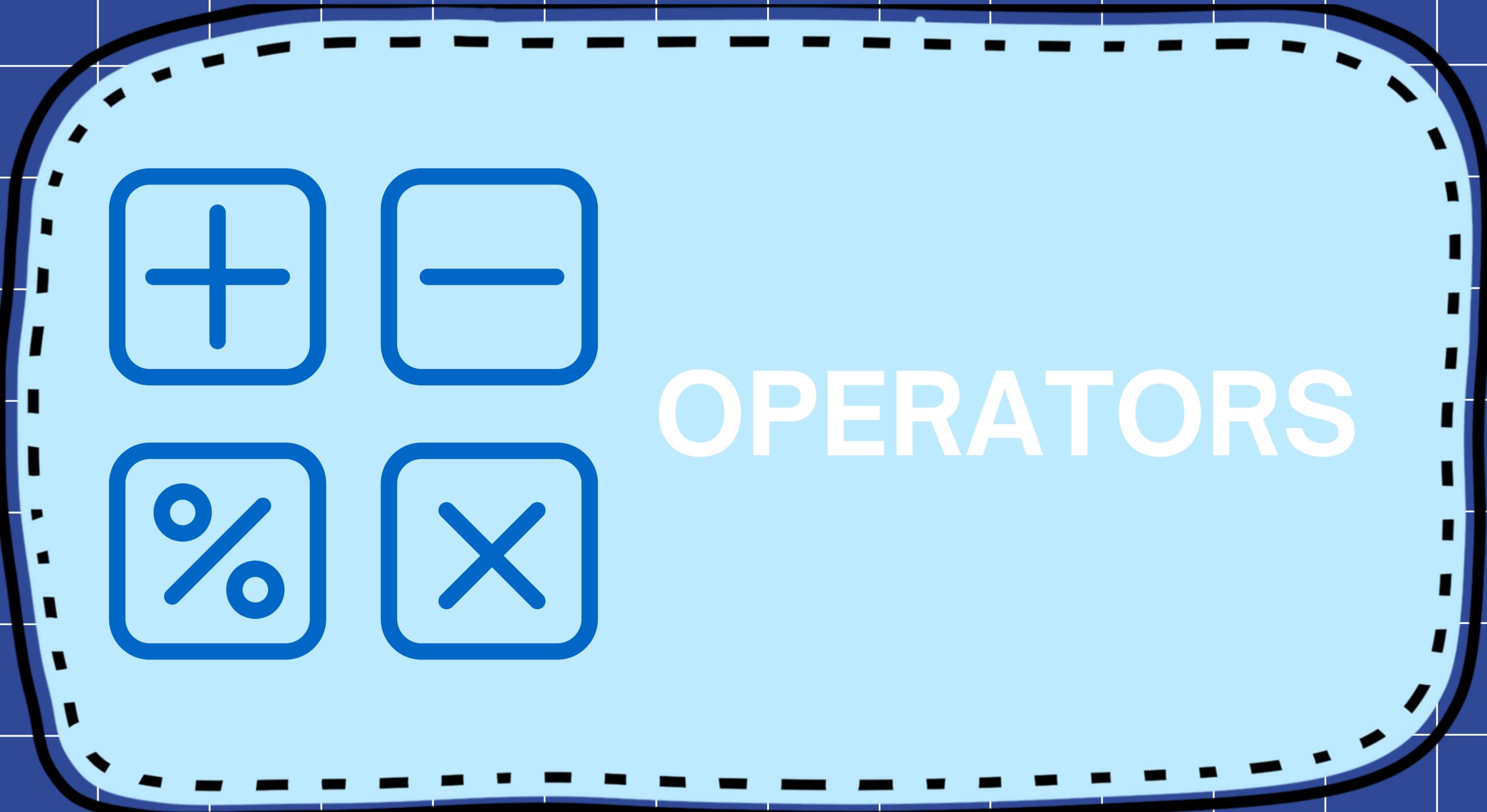
### Output

```
cout<<a;  
cout<<a<<endl;  
cout<< a<< "\n";  
cout<<fixed<<setprecision(int)<<a;
```

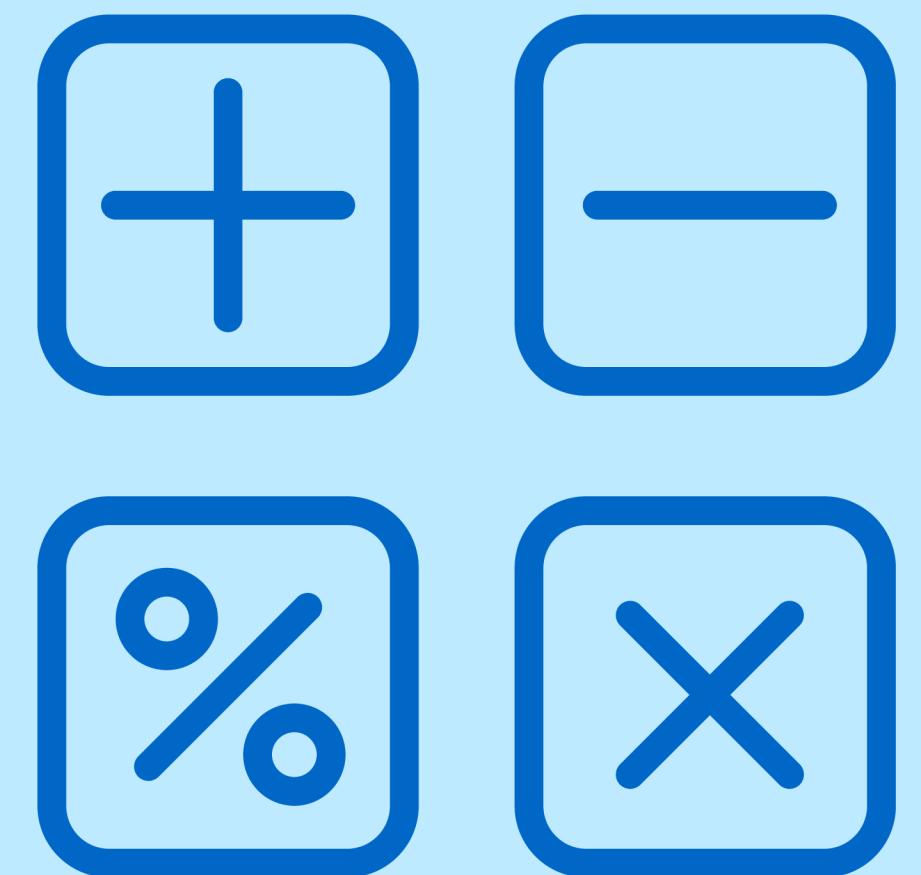
**Note:** Should `#include<iomanip>`

```
#include<iostream>
#include<iomanip>
using namespace std;
int main (){
    float a;
    cin>>a; // 2.4
    cout <<a<<endl; // 2.4
    cout <<a<<"\n"; //2.4
    cout<<fixed<<setprecision(0)<<a<<endl;
    //2
    // Note : To use setprecision(x),
    #include<iomanip>
}
```





# OPERATORS



## Types of Operators:

1. Unary Operators ( `++` , `--` )
2. Arithmetic Operators ( `+` , `-` , `*` , `/` , `%` )
3. Relational Operators ( `>` , `<` , `>=` , `<=` , `==` , `!=` )
4. logical Operators ( `&&` , `||` , `!` )
5. Assignment Operators ( `=` , `+=` , `-=` , `*=` , `/=` , `%=` )
6. Ternary Operator ( `?:` )



# PROBLEMS



## PROBLEMS

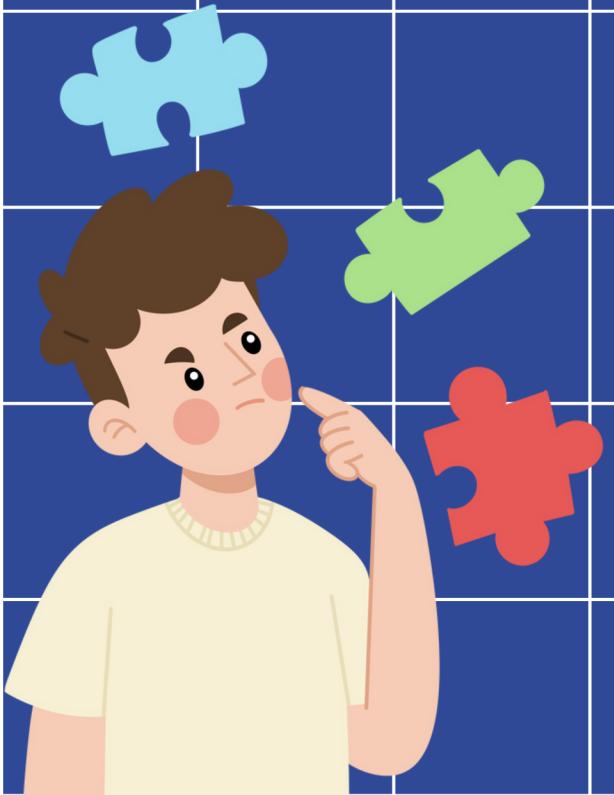
- 1.**  
Write A program that initialize two variables a,b and print the sum , sub , mul of the two varaibles
  
- 2.**  
Write A program that initialize variable a and print the double value of a.
  
- 3.**  
Given a integer value of 1234 print each digit in a separate line.





# SOLUTIONS

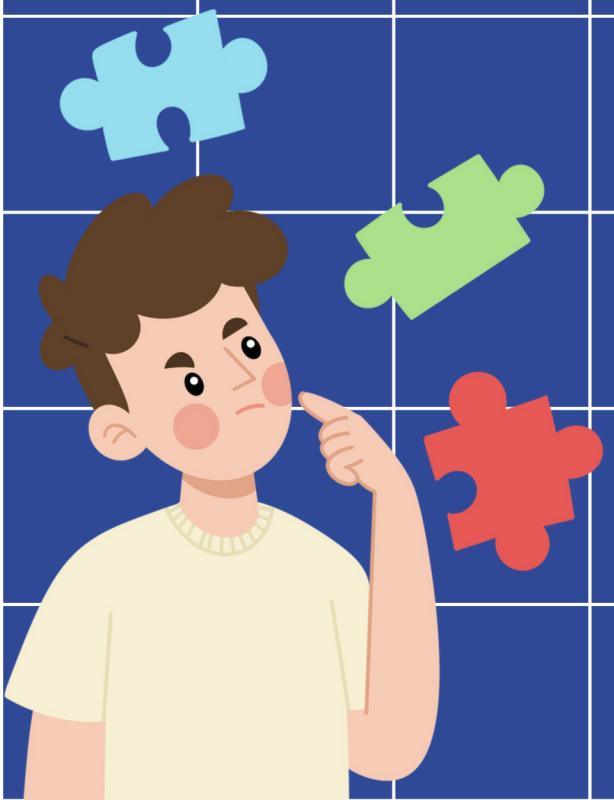
**1.**



```
#include<iostream>
using namespace std;
int main (){
    int a,b;
    cin>>a>>b;
    int sum,sub,mul;
    sum = a+b;
    sub = a-b;
    mul = a*b;
    cout<<sum<<endl;
    cout<<sub<<endl;
    cout<<mul<<endl;
}
```

2.

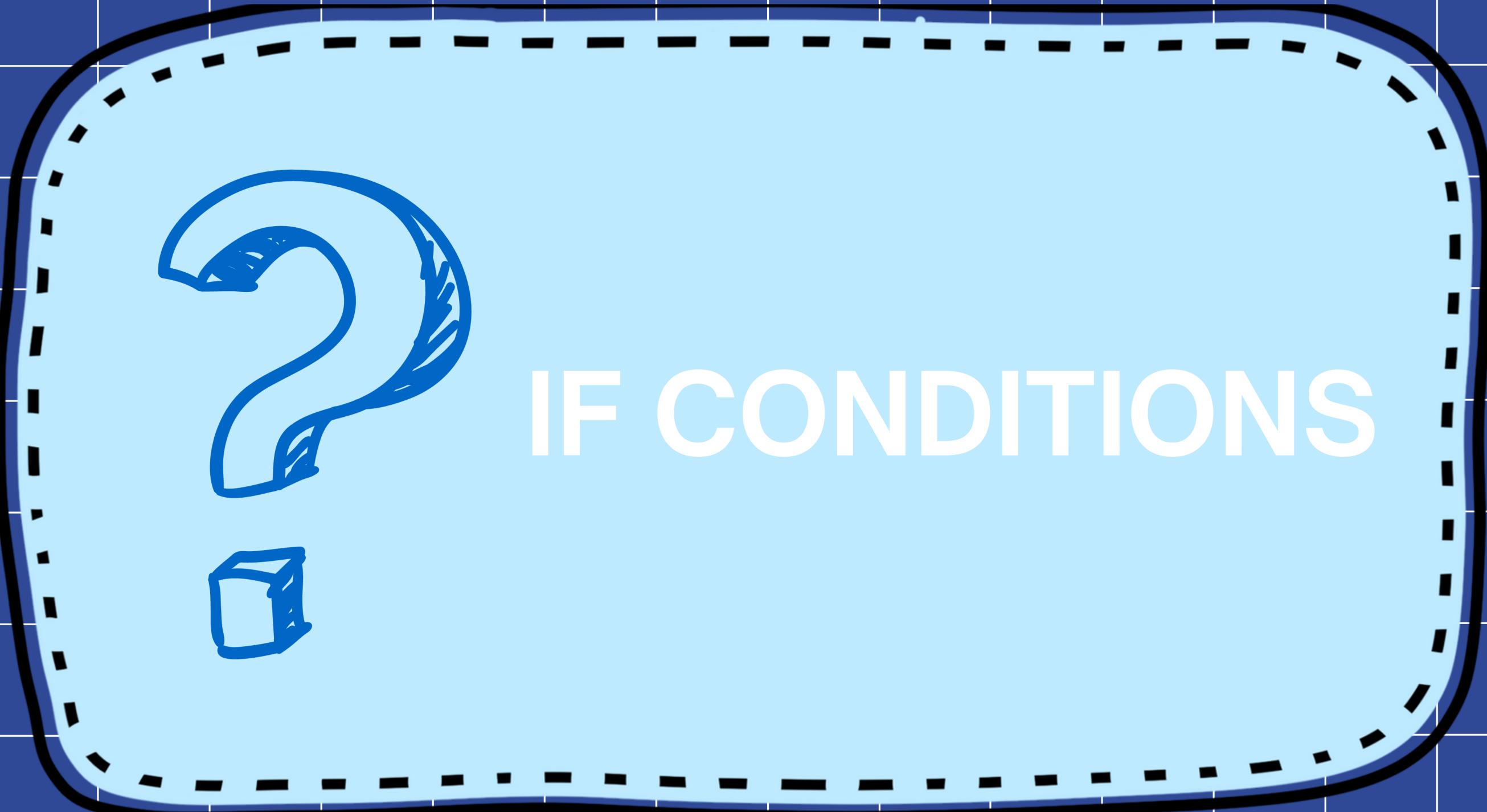
```
#include<iostream>
using namespace std;
int main (){
    int a,b;
    cin>>a;
    a*=2;
    cout<<a<<endl;
}
```



# 3.

```
#include<iostream>
using namespace std;
int main (){
    int value = 1234;
    int v1 = value % 10;
    int v2 = (value / 10) % 10;
    int v3 = (value / 100) % 10;
    int v4 = (value / 1000) % 10;
    cout<<v1<<endl;
    cout<<v2<<endl;
    cout<<v3<<endl;
    cout<<v4<<endl;
}
```





# IF CONDITIONS

### What is an if statement?

- It's a decision-making statement.
- It lets the program choose whether to run a block of code or skip it.
- Works like a real-life "if condition happens, then do something."



## DECLARATION

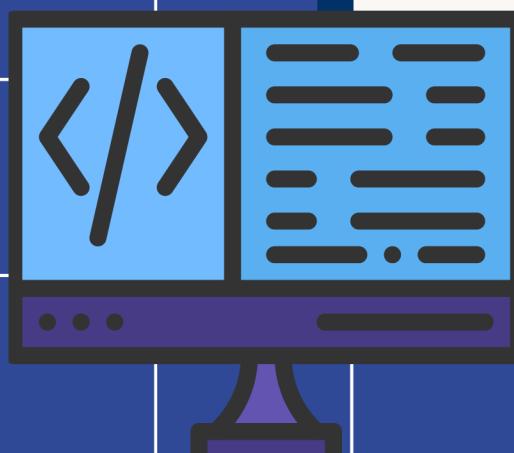
### Syntax:

1.

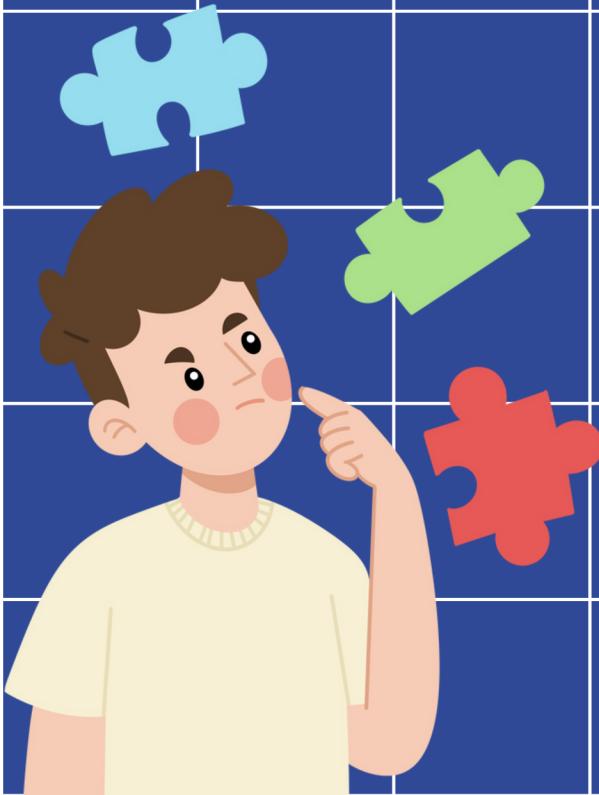
```
if (condition) {  
    // code to run if condition is  
    true  
}
```

2. Using Ternary Operator

```
cout << (condition)? "stat1":"stat2" << endl;
```



```
#include<iostream>
using namespace std;
int main (){
    int x;
    cin>>x;
    cout<<(x>0 ? "YES":"NO")<<endl;
}
```



## IF

- Checks one condition
- Runs code only if true

```
if (x > 0)  
cout << "+";
```

## ELSE

- Works as the “otherwise”
- Runs when the if condition is false

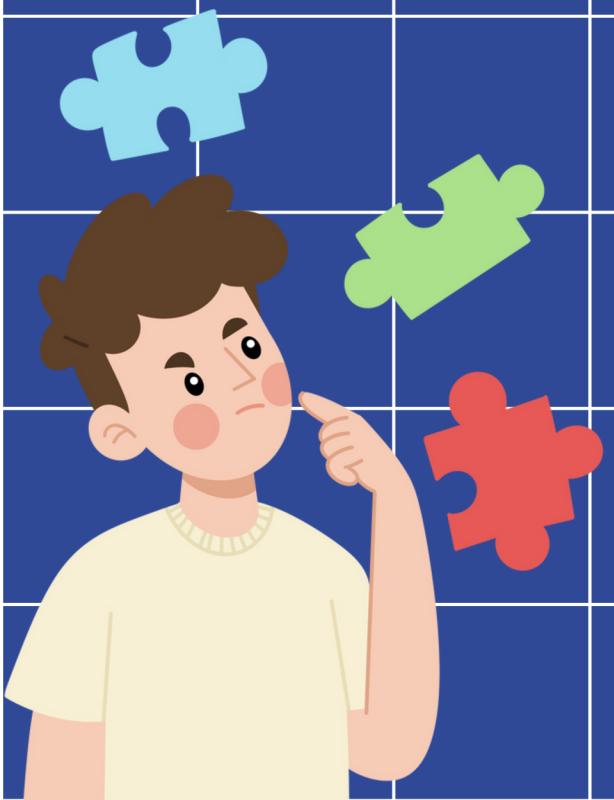
```
else  
cout << "Not +";
```

## ELSE IF

- Adds more conditions to check
- Used between if and else

```
else if (x == 0)  
cout << "Zero";
```

```
int main() {
    int x;
    cin >> x;
    // Simple if
    if (x > 0) {
        cout << "The number is positive" << endl;
    }
    // if - else
    if (x % 2 == 0) {
        cout << "The number is even" << endl;
    } else {
        cout << "The number is odd" << endl;
    }
    // if - else if - else
    if (x > 0) {
        cout << "The number is greater than zero" << endl;
    } else if (x < 0) {
        cout << "The number is less than zero" << endl;
    } else {
        cout << "The number is zero" << endl;
    }
}
```



**PROBLEM**



# I. Welcome for you with Conditions

time limit per test: 1 second 

memory limit per test: 64 megabytes

Given two numbers  $A$  and  $B$ . Print "Yes" if  $A$  is greater than or equal to  $B$ . Otherwise print "No".

## Input

Only one line containing two numbers  $A$  and  $B$  ( $0 \leq A, B \leq 100$ ).

## Output

Print "Yes" or "No" according to the statement.

## Examples

**input**

[Copy](#)

10 9

**output**

[Copy](#)

Yes

**input**

[Copy](#)

5 5

**output**

[Copy](#)

Yes

**input**

[Copy](#)

5 7

**output**

[Copy](#)

No





SOLUTION

## PSEUDO CODE

START

```
DECLARE integer a, b  
INPUT a, b  
IF a >= b THEN  
    PRINT "Yes"  
ELSE  
    PRINT "No"  
ENDIF
```

END

C++ Competitive.cpp > ...

```
1 #include<iostream>  
2 using namespace std;  
3 int main (){  
4     int a, b;  
5     cin >> a >> b;  
6     if (a >= b) {  
7         cout << "Yes";  
8     }  
9     else  
10        cout << "No";  
11 }
```

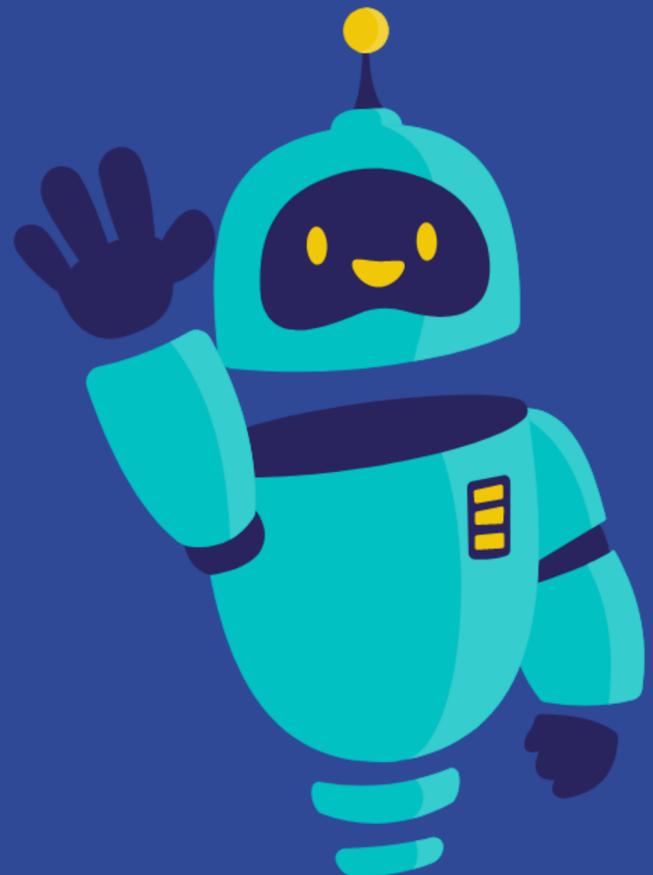




CODEFORCE  
TIME !

# THANK YOU!

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FOLLOW US !

