Section 5 : C++ Basics

15 April 2022 16:49

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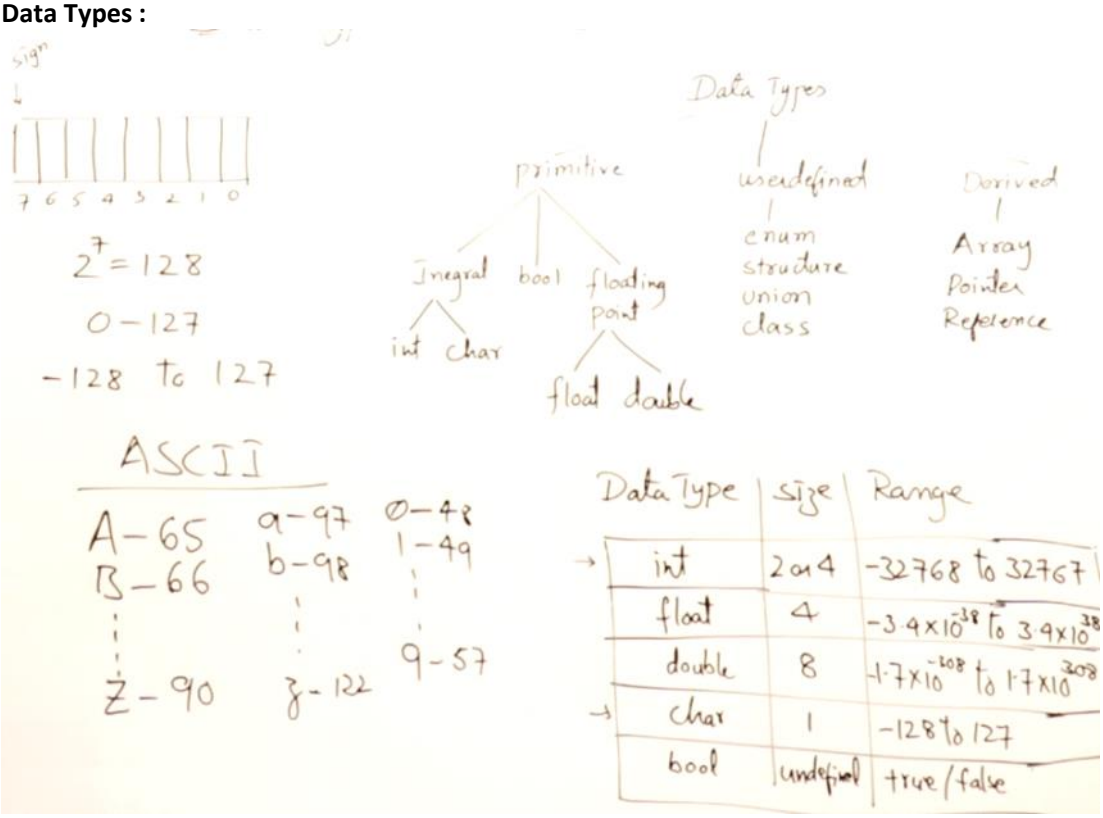
Section 5 : C++ Basics

```
#include <iostream>

using namespace std;

int main()
{
   string name;

   cout<<"Enter your name: ";
   getline(cin, name);

   cout<<"Hello "<<name;

   return 0;
}
```

Data Types :



Modifiers

unsigned

long

unsigned int

0-65535

unsigned char

0-255

long int — 4 bytes
8 bytes

long double — 10 bytes

```
int main()
{
    int rollno=10;
    char group='A';
    float price=1275f;
    int x1;
    int 1x;
    int rollno;
    int roll no;
    int roll_no;
    int rollNo;
    int RollNO;
```

Variables : Variables are the names given to data.

Operators :

Arithmetic — +, -, *, /, %

Relational — <, <=, >, >=, ==

Logical — &&, ||, !

Bitwise — &, |, ~, ^

Increment/Decrement — ++, --

Assignment — =

* astrik

/

% mod

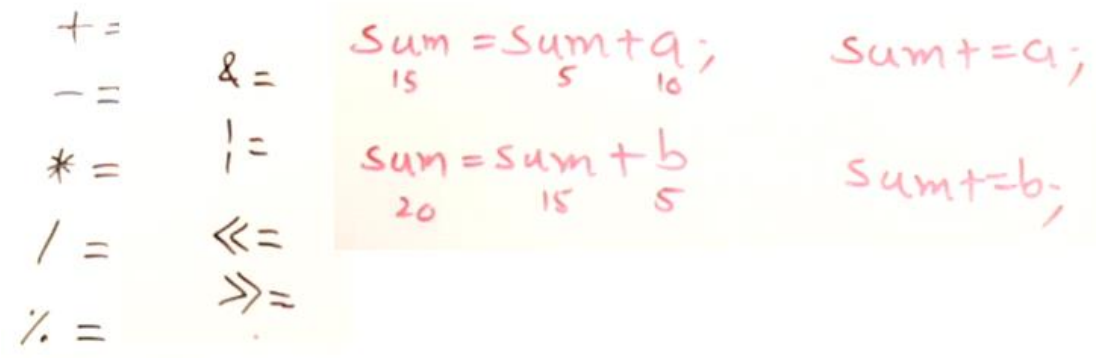
Precedence :

x = a + b * c - d / e

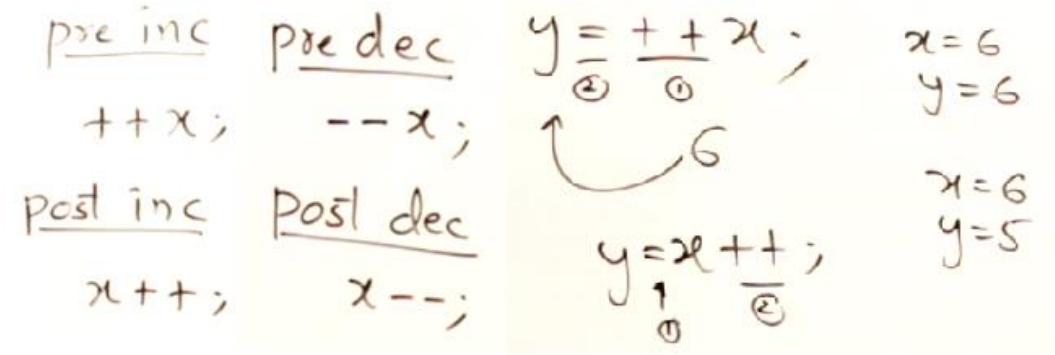
3 1 2 4

Operator	Assumed Precedence
( )	3
*, /, %	2
+, -	1

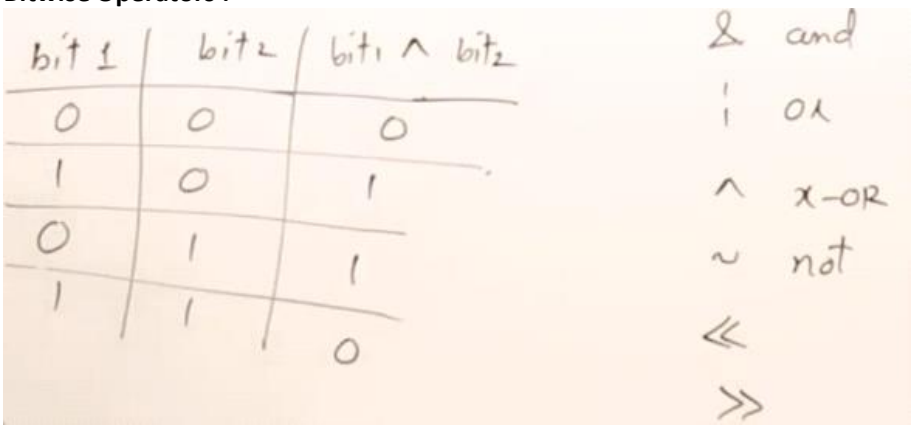
Compound Assignment :



Increment Decrement Operators :



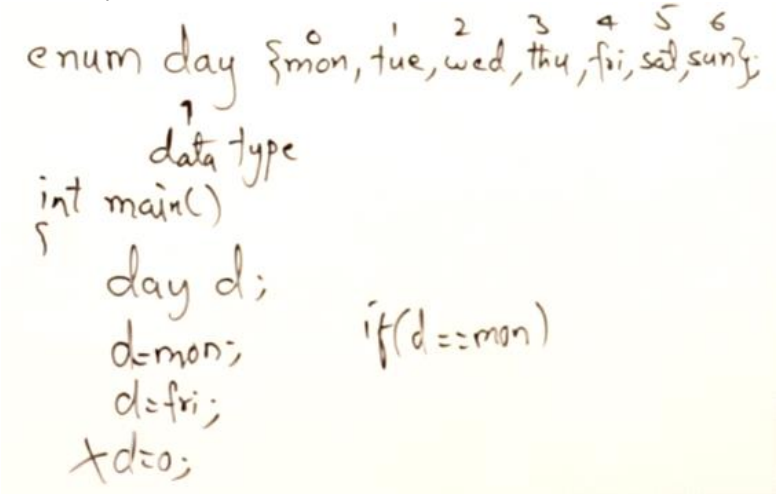
Bitwise Operators :

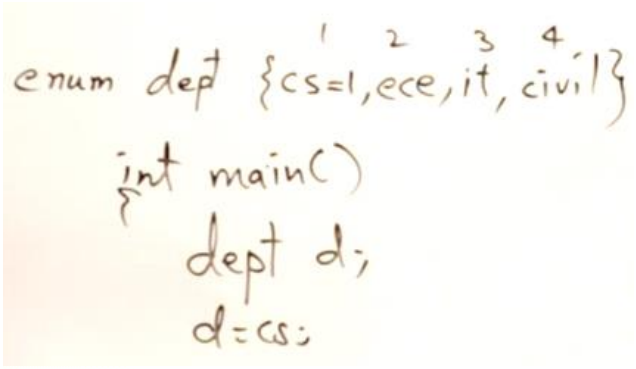


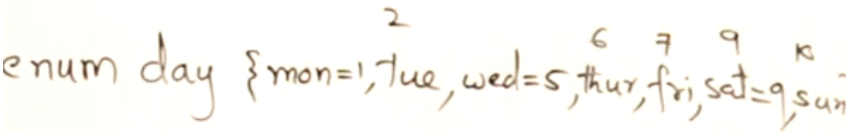
Enum :

If we want to define our own data type, we can use the existing one to define new.

Enum day {mon, tue, wed ,thu ,fri, sat, sun}







Typedef :
Used for readability.