

Day - 4Conditional Statements & Loops

⇒ For input something from user —

`cin >> a;`

Extraction operator

`cin >> a >> b;` (For inputting two things)

⇒ `a = 10` `a == 10`

Assignment operator

Comparison operator

⇒ ASCII value

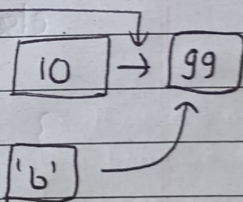
`A = 65` , `a = 97`

⇒ Type casting

`int a = 10;`

`char c = 'b';`

`a = c`



⇒ There are chances of data loss in type casting.

⇒ For ex: if you want to convert double into int that means —

`int ← float`

32 bit ← 64 bit

⇒ Also, if you want to convert int to char that means 32 bit int data into 8 bit char data.

⇒ So, if you have 32 bit no. then only 8 bit can go to char that means ~~the~~ remaining bits of int will loss.

⇒ This is data loss.

* Conditional statements:

```
int pkg = 10;  
if (pkg > 10) {  
    cout << "accepted";
```

```
    }  
    else {
```

```
        cout << "rejected";
```

```
    }
```

⇒ Check code part for more examples.

* Loops:

⇒ It is used for repeating something.

Syntax: init. loop break

```
for (count = 1; count <= 5; count++) {  
    cout << "CA";
```

```
}
```