CS 2150 In-lab 4 worksheet

What is your name? Wright Kim wdk7bj What is your quest? Lab 4 In-lab What is your favorite color? N/A

Size of C++ data types 64 bit

| C++ Type | Size in bytes? | Max value? (base 10) | Zero is stored as (in hex)? | One (or 1.0) is stored as (in hex)? |
|--------------|----------------|----------------------|-----------------------------|-------------------------------------|
| int | 4 | 2147483647 | 0x00000000 | 0x00000001 |
| unsigned int | 4 | 4294967295 | 0x00000000 | 0x00000001 |
| float | 4 | 3.4*e38 | 0x00000000 | 0x3f800000 |
| double | 8 | 1.7*e308 | 0x40300000000000000 | 0x40300000000000000 |
| char | 1 | 127 | Char '0'= 0x30 | Char '1'= 0x31 |
| bool | 1 | True (1) | false = 0x00 | true = 0x01 |
| C++ Type | Size in bytes? | Max value? (base 10) | NULL is stored as? | |
| int* | 8 | 2^64 - 1 | 0x00000000000000000 | |
| char* | 8 | 2^ 64 -1 | 0x00000000000000000 | |
| double* | 8 | 2^64 -1 | 0x00000000000000000 | |

Primitive Arrays in C++

How does the compiler determine the address of &(IntArray2D[i][j])?

 \rightarrow Initial address + (5i + j) * 4