**Jan 25, 2021**

1. Unix
2. C++

* Recommend Visual Studio
* Express version (free version)
* \*.h represents a header file, in which you can find the definitions of some constants, macros, structs, classes, and functions
* #include <\*.h> (system header files) #include “\*.h” (user-defined header files)
* main() represents the entrance point of your program; only one main() is allowed.
* Variables/constants 🡪 expressions🡪 statements🡪 functions🡪 program
* int x = 3;
* x = 5;
* const int y = 3;
* y = 5; // it gives you an error
* #define pi 3.14
* pi = 6.28; // error
* Different data types: char (8 bits or 1 byte), short, int, float, double, bool
* Big data: long long int x;
* unsigned int z = 10; unsigned char w; unsigned short v;
* typedef int INT32;
* INT32 a = 10;
* typedef int INT33[3][3];
* INT33 x; // defining your own data type: INT33
* macro: int main() { int a = 10, int b = 15; cout << getmax(a, b) << endl; }