

1. class A

```
{  
  
int x;  
  
int y;  
  
public:  
  
A(int x,int y)  
  
{  
  
x=x; y=y; //Error? How to solve?  
  
}
```

The issue here is that the constructor parameters x and y have the same names as the class member variables x and y. This is causing a naming conflict, and the assignment x = x is simply assigning the value of the parameter x to itself, rather than to the class member variable x.

```
class A  
{  
    int x;  
    int y;  
  
public:  
    A(int x, int y)  
    {  
        this->x = x;  
        this->y = y;  
    }  
};
```

Or we can declare Constructor like that:

```
class A  
{  
    int x;  
    int y;  
  
public:  
    A(int x, int y) : x(x), y(y) {}  
};
```

2. Difference between NVME SSD vs SATA SSD

| Feature | NVMe SSD | SATA SSD |
|---------|------------------------------|---------------------------------|
| Speed | Up to 5000 MB/s (read), 4500 | Up to 550 MB/s (read), 520 MB/s |

| Feature | NVMe SSD | SATA SSD |
|--------------------------|--|--|
| | MB/s (write) | (write) |
| Latency | 20-50 μ s (average) | 100-200 μ s (average) |
| Queue Depth | Up to 64,000 queues | Up to 32 queues |
| Power Consumption | Higher (typically 3.5-5W) | Lower (typically 2-3W) |
| Compatibility | Requires PCIe slot on motherboard | Can be connected to SATA port |
| Cost | Generally more expensive | Generally less expensive |
| Use Cases | Gaming, video editing, data analytics, high-performance applications | General use cases, web browsing, office work, file storage |

3. please check availability of Raspberry PI hardware with your management

We don't have Raspberry PI hardware in FPT Software, but I will try to find out about it on the websites