Nick Krisulevicz

Dr. Wang

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Lab 2: Pre-Lab Assignment

1. A constant is a memory location whose value cannot change during execution of the program.
2. Integer is a data type that only holds numbers with no fractional component.
3. Floating point is a data type that holds numbers with fractional components.
4. Modulus is an arithmetic operator that gives the remainder of a division problem.
5. cout << is an example of the output statement fundamental instruction.
6. Boolean data types have two values, true and false.
7. One byte consists of eight bits.
8. // or /\* in C++ indicates the start of a comment.
9. A variable is a memory location whose value can change during the execution of a program.
10. A string can hold a sequence of characters such as a name.