

What is your name? Noah French (njf5cu)

What is your quest? What?

What is your favorite color? Blue-gray

Size of C++ data types

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	00000000	0000001
unsigned int	4	4294967295	00000000	0000001
float	4	2^{128}	00000000	3f800000
double	8	$(1+(1-2^{-52}))*2^{1023}$	0000000000000000	3ff0000000000000
char	1	127	Char '0' = 00000030	Char '1' = 00003031
bool	1	1	false = 00	true = 01
C++ Type	Size in bytes?	Max value? (base 16 (hexadecimal))	NULL is stored as?	
int*	8	fffffffffffffff	0000000000000000	
char*	8	fffffffffffffff	0000000000000000	
double*	8	fffffffffffffff	00007fffffffdd50	

Primitive Arrays in C++

How does the compiler determine the address of **&(IntArray2D[i][j])**? Assume the array is defined as: **int IntArray2D[6][5];**

$$\&(\text{IntArray2d}[i][j]) = \{\text{addr of IntArray2D} + (\text{sizeof}(\text{int}) * (6i + j))\}$$