

General Primitives

Boolean:

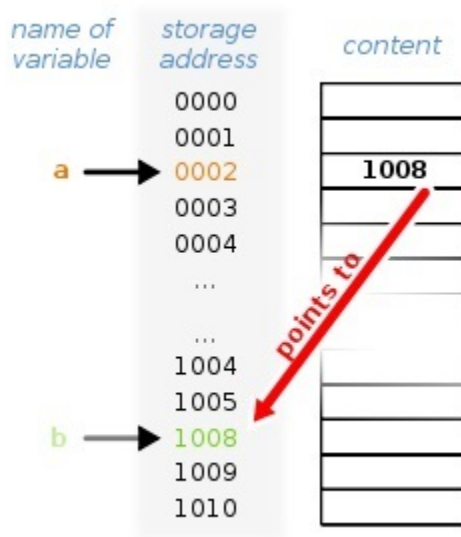
- true or false
- some languages 0 is false
 - C
 - not Java

Floating-Point Number:

- float
 - faster
 - only use to operate on a lot of floating- point numbers (think in the order of thousands or more) and analysis of the algorithm has shown that the reduced range and accuracy don't pose a problem
 - scientific notation in base 2
- double
 - more precise
 - use in default
 - long double can be used if you need more range or accuracy than double
- real

Character:

Pointers



Definition:

- object whose value refers to another value stored elsewhere in the computer memory using its memory address

Syntax:

- C
 - `int *ptr;`
 - * This declares ptr as the identifier pointer that points to an object of type int
 - ```
int a = 5;
int *ptr = NULL;
ptr = &a;
```
  - \* Assigns the value of the address of a to ptr
    - \* example: if a is stored at memory location of 0x8130 then the value of ptr will be 0x8130 after the assignment
    - \* To dereference the pointer, an asterisk is used again
  - `*ptr = 8;`
    - \* This means take the contents of ptr (which is 0x8130), "locate" that address in memory and set its value to 8

---

## sources:

---

- [https://en.wikipedia.org/wiki/Pointer\\_\(computer\\_programming\)](https://en.wikipedia.org/wiki/Pointer_(computer_programming))

# Ints

---

## Representation:

---

- Binary
- Two's Complement
- Hexadecimal

---

## Division and Modulus:

---

- Division is floored

---

## Notes:

---

- Finite memory for infinitely many integers
- Arithmetic overflow (after max is -, before min is +)
  - when dividing Integer.Min by -1
  - in multiplication, addition, subtraction

# Bit Manipulation

---

## Basics:

---

|          |                  |                  |                  |                  |
|----------|------------------|------------------|------------------|------------------|
| And (&): | $0 \& 0 = 0$     | $1 \& 0 = 0$     | $0 \& 1 = 0$     | $1 \& 1 = 1$     |
| Or ( ):  | $0   0 = 0$      | $1   0 = 1$      | $0   1 = 1$      | $1   1 = 1$      |
| Xor (^): | $0 \wedge 0 = 0$ | $1 \wedge 0 = 0$ | $0 \wedge 1 = 0$ | $1 \wedge 1 = 1$ |

---

## Shifts:

---

- Left Shift: If you run out of space the bits drop off
  - Both arith and logical shift in 0
  1.  $00011001 \ll 2 = 01100100$
  2.  $00011001 \ll 4 = 10010000$
- Right Shift if you run out of space the bits drop off
  - arithmetic shift - shift in sign bit (sticky shift), logical-shift in 0
  1.  $00011001 \gg 2 = 00000110$
  2.  $00011001 \gg 4 = 00000001$

---

## Notes:

---

- Windows calculator can do operations in binary, view programmer

# Arrays

---

## Big O:

---

- space  $O(n)$
- time
  - access worst  $O(1)$ , average  $O(1)$
  - search worst  $O(n)$ , average  $O(n)$
  - insert worst  $O(n)$ , average  $O(n)$
  - delete worst  $O(n)$ , average  $O(n)$

---

## ArrayList (Dynamically Resizing Array):

---

```
public ArrayList<String> merge(String[] words, String[] more) {
 ArrayList<String> sentence = new ArrayList<String>();
 for (String w : words) sentence.add(w);
 for (String w : more) sentence.add(w);
 return sentence;
}
```

---

---

## Notes:

---

- Index starts with 0