

What is your name? Samreen Azam (ID: sa3tnc)

What is your quest?

What is your favorite color? Mint green

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	0	1
unsigned int	4	4294967295	0	1
float	4	$3.4028 * 10^{38}$	0.0	1.0
double	8	$1.7977 * 10^{308}$	0.0	1.0
char	1	255	Char '0' = 48	Char '1' = 49
bool	1	1	false = 0	true = 1
C++ Type	Size in bytes?	Max value? (base 16 (hexadecimal))	NULL is stored as?	
int*	8	0x7FFFFFFF	0	
char*	8	0xFF	NULL	
double*	8	0xFFFFFFFF	NULL	

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];`

The address is printed as a hexadecimal number. For example: 0x7ffffffdf5c is printed when `i = 4` and `j = 3`. Also, 0x7ffffffdf38, a lower number, is printed when `i = 2` and `j = 4`. Because row 2 is accessed before row 4, the addresses in row 2 are represented by lower numbers than in row 4.