

2. C++ type idiosyncrasies

My solution for the program was store in a map the possible primitive types in C++ as strings and the primitive type sizes as integers. The strings are the keys and sizes are the values. With that the users desired choice of primitive has its size returned and printed to the console. One glaring limitation is the fact that there are so many different primitives in C++ that I may have missed a few. If I compare C++, a strongly typed language, to a language like Python, a loosely typed language, the difference is night and day. The ability to select from such a large list of primitives gives us the ability to further optimize our code where we otherwise would not be able to. Such is the case for Python.

3. C++ Debugging

Using the -g option we turn on debugging information and with -Wall we can enable all warnings to be displayed.

4. C++ Compiler Options

If we use the option -c when compiling our code the result will be an object file. Then we can use the -o option to turn that object file into an executable.

5. Float Precision