2. C++ type idiosyncrasies

The current limitation to my program is that there are many primitives in C++. Examples being long int or long long int. Being that we use cin rather than getline we can only read in input up to the first white space. Meaning when we type in long int we only read in long, and thus return the size of a long. 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

When I think float precision I think this refers to how close the floating point number comes to the actual/expected floating point number. To test precision I would use a program to calculate pi or Euler’s number.