c++ has mainly 2 diff. types of constants.

① literals

② preprocessor directives

Symbolic

③ const keyword.

① literals.

int a = 10 → literal → 100

data type

variable / identifier

can change
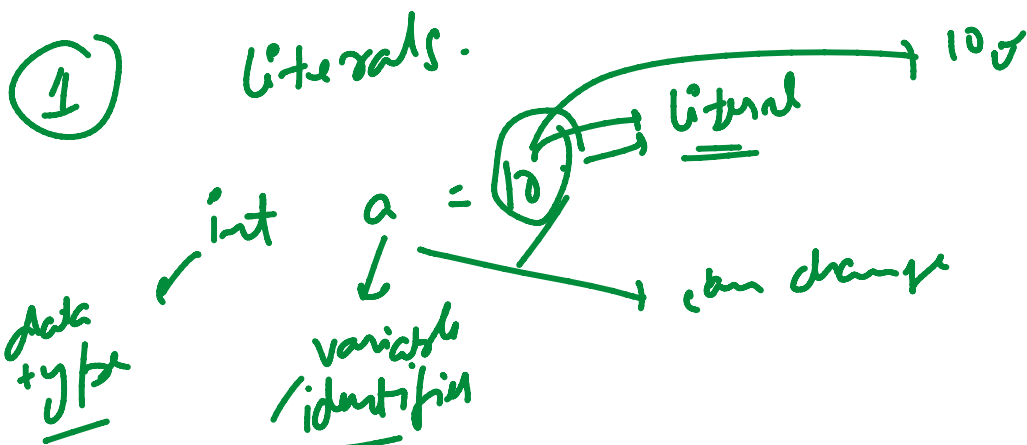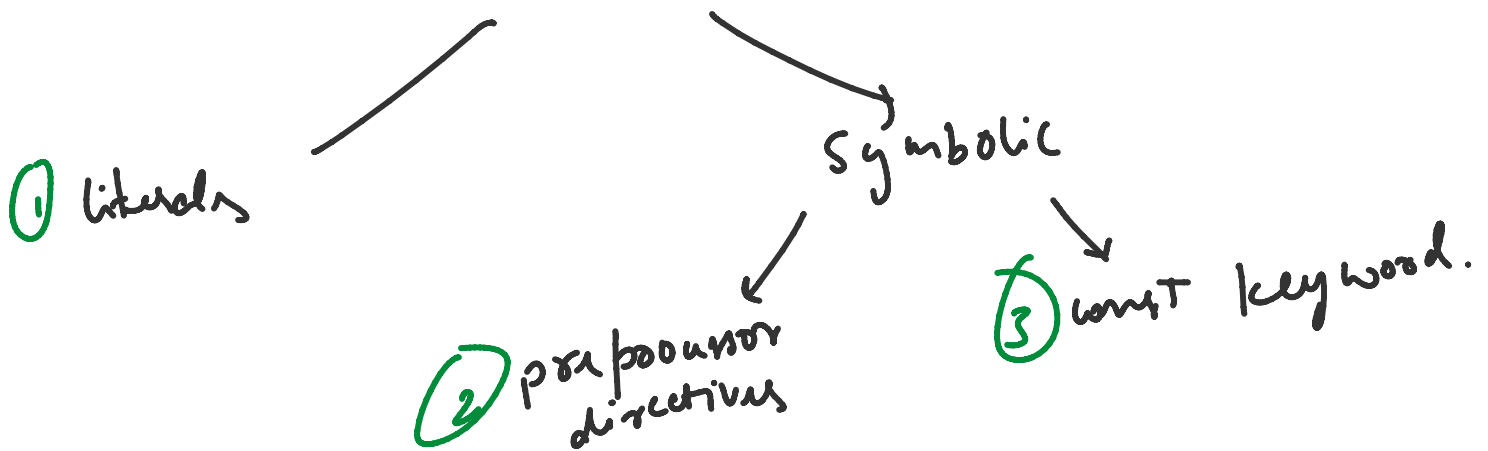
literals → 10, 1, 2, — — — — ∞
decimal point   0.1,   10.2}

char →   'a' — — — '2'

string →   "coding Rocks"

② preprocessor Directives / Macros.

syntax → #define pi 3.14 ;

syntax → # ...

which cal. area of a circle.

$$\pi \times r \times r.$$

↳
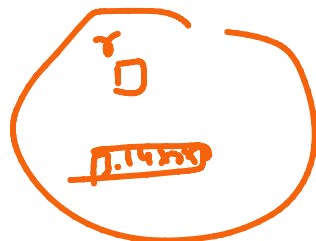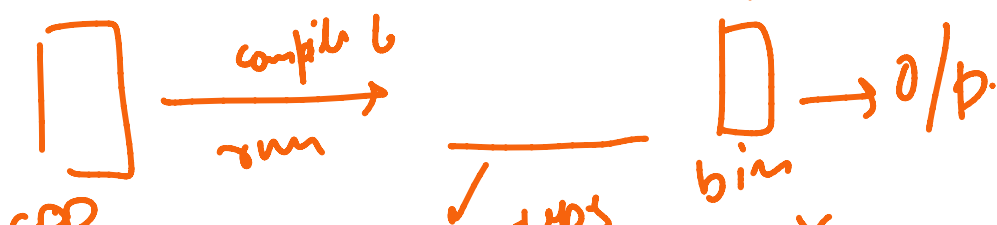
3.141592 ~ 3.14

constant. Ⓧ ← int rad;
cin >> rad;
int pi = 3.14
int area = pi × rad × rad;

previously pi was taking space in memory.

Now, pi is not taking any space :

— memory saved
— access time saved

n step

compile b
run

bin

→ o/p.

.cpp ⌐ run ‾√‾ bin
3 | 4 steps .exe X

⌐ 1st step expanded code.

r = 4

(2.14) + (1 × r × r)

(18.14)

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const keyword.
int h = 191 cm. → above 18, your height remains const.
Ⓧ

const int h = 191;

⌊191⌋ → no one can change this value now.