C++

Type = int I = introducing a new type(declaration) for example int is a data type and I is the declaration that it is an it and its named i.

Definition = when you have a type and allocating memory to it. (the declaration of memory allocation) (it is not declared a variable UNTIL memory is allocated to it.)

Declaration can occur multiple times. If it declared multiple times. IT HAS TO BE THE SAME DECLARATION. (If person is declarated as an int, if it declares it as an int again, then it is okay, but if declares as a double. Then the complier will fail it.)

Only allowed to have one definition. You cant have duplication definitions, but you can have duplicate declarations.

Reason for more then one dup declarations.

Class = grouping of multiple variable (sex, birthday, age = person)

Class can also be a type.

Compiler is the first line of defense for finding errors within syntax. If the compiler cannot find a particular error, you will get a linker error

The complier will make an obj file for every cpp file used.

Linker = get all obj files in your program and combines then all into a executable file (.exe)

When .cpp is turned into a .obj, it does not know ANYTHING about any other .cpp’s or .objs. only knows one file at a time until it hits the linker.

.cpp turns into a .obj when it hits the compiler and then all .objs turn into an .exe when it hits the linker.

Code can all be put into one .cpp. but if .cpps are split. It is easier to manage. (generally 1 .cpp for each class)

When developing code, do ctrl + f7 to compile as it shall check syntax to make sure it is correct.

Every .cpp file should be able to compile by itself. After all can compile by themselves, then build.