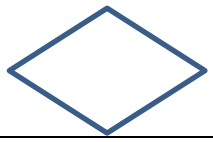
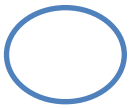
Lecture 2

2.1 FLOWCHART

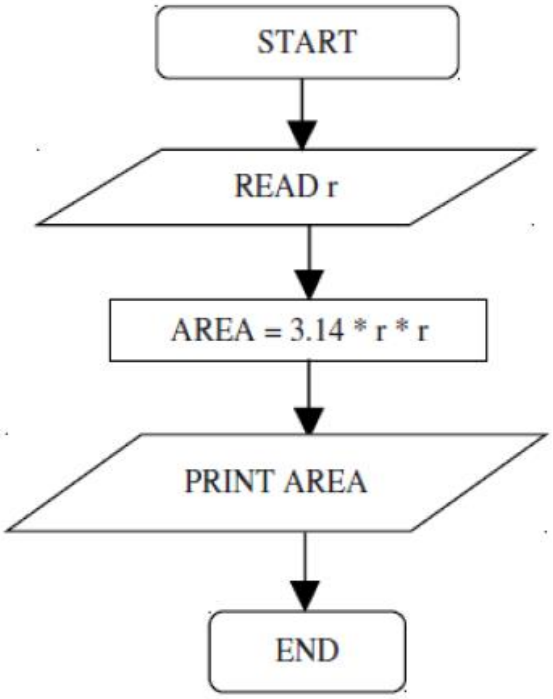
The flowchart is a diagram which visually presents the flow of data through processing systems. This means by seeing a flow chart one can know the operations performed and the sequence of these operations in a system. Algorithms are nothing but sequence of steps for solving problems. So a flow chart can be used for representing an algorithm.

2.1.1 Flowchart Symbols

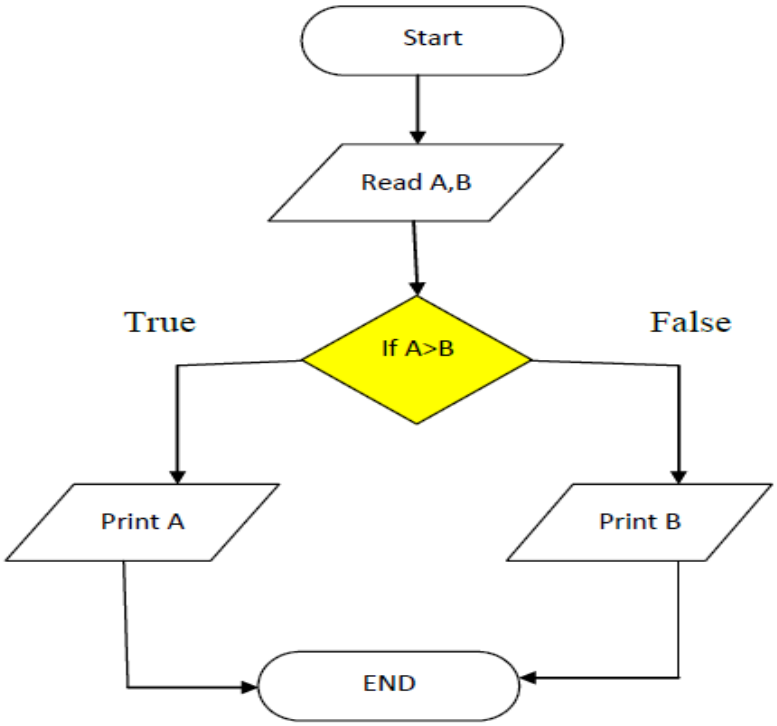
The basic symbols commonly used in flowchart drawing in Programs are: Process, input/output, Decision, Connector and Flow Lines, described as follows:

Symbol	Function
	starting or ending of the program
	Indicates any type of internal operation inside the Processor or Memory
	Used for any Input / Output (I/O) operation. Indicates that the computer is to obtain data or output results.
	Used to ask a question that can be answered in a binary format (Yes/No, True/False)
	Used for connection,
	Shows direction of flow.

Example: draw a flowchart to Find the area of a circle of radius r.



Example: Draw a flowchart to find the greater number between two numbers .



Lecture 3

3.1 Character Set

Character set : is a combination of English language (Alphabets) and math's symbols (Digits and Special symbols such that these characters are combined to form sentences and sentences are combined to form paragraphs. The character set are set of words, digits, symbols and operators that are valid in C++. The main types of Character Set are :-

Alphabets : are represented by A-Z or a-z. C++ Language is case sensitive programming language, so it takes different meaning for small and upper case letters. For example; Manpower and manpower are two different identifiers in C++. There are total 26 letters used in C++ programming.

Digits : Digits are represented by 0-----9 or by combination of these digits. By using the digits numeric constant can be written easily. There are total 10 digits used in the C++programming.

Special Character: we have a set of special characters that can be used in C++. All these characters are used for various purposes.

, (comma)	" (double conations)	. (dot)	: (colon)	; (semicolon)
?	'	!	|	\
/	~	_	$	%
#	&	^	*	-
+	<	>	(	)
{	}	[	]	=

3.2 Identifier

A C++ identifier is a name used to identify a variable, function, class,). Functions, array, structures module, or any other user-defined item. An identifier starts with a letter A to Z or a to z or an underscore (_) followed by zero or more letters, underscores, and digits (0 to 9).

Examples: Here are some examples of acceptable identifiers:

Mohd zara abc move_name a_123 cont1 flg_min
A30m yname50 _temp j a23b9 retVal retval

Examples of invalid identifiers: 3v1, my name, True .

Rules of naming Identifiers :

- Identifiers can have alphabets, digits and underscore sign characters.
- They must not be a keyword or Boolean literal or null literal.
- They must not begin with a digit.
- They can be within a length (up to 127charachter).
- They cannot contain a space
- C++ is case sensitive i.e., upper-case letters and lower-case letters are treated differently.

3.4 Keywords in C++

Keywords are those words who has special meaning for compiler. We can't use keywords as variable name. The keywords should be in lower case letter. The keywords are also identifiers but cannot be user defined.

C++ has 32 Keywords as follows:

Keywords			
auto	double	Int	struct
break	else	Long	switch
case	enum	register	typedef
char	extern	return	union
const	float	short	unsigned
continue	for	signed	void
default	go to	sizeof	volatile
do	If	Static	while

3.5 Data Types in C++

Data types are used to define a variable. Data types represent the type of information present in a variable. Data types are the keywords, which are used for assigning a type to a variable.

There are Different Data Types available in C++:

1. **Integer Type :** Integer data type are like whole numbers, they also include negative numbers but does not support decimal numbers.

Type	Storage size	Value range
int	2 or 4 bytes	-32,768 to 32,767 or -2,147,483,648 to 2,147,483,647

unsigned int	2 or 4 bytes	0 to 65,535 or 0 to 4,294,967,295
short	2 bytes	-32,768 to 32,767
unsigned short	2 bytes	0 to 65,535
long	4 bytes	-2,147,483,648 to 2,147,483,647
unsigned long	4 bytes	0 to 4,294,967,295

2. **float-point Type :** Float data type allows user to store decimal values in a variable.

Type	Storage size	Value range	Precision
float	4 byte	1.2E-38 to 3.4E+38	6 decimal places
double	8 byte	2.3E-308 to 1.7E+308	15 decimal places
long double	10 byte	3.4E-4932 to 1.1E+4932	19 decimal places

3. **Character Type :** Character data type is used to store only one letter, digit, symbol at a time.

Type	Storage size	Value range
Char	1 byte	-128 to 127 or 0 to 255
unsigned char	1 byte	0 to 255
signed char	1 byte	-128 to 127

3.6 Variables in C++

Variables are used to store values. variable name is the name of memory location where value is stored. It must be alphanumeric, only underscore is allowed in a variable name. It is composed of letters, digits and only underscore. It must begin with alphabet or underscore. It cannot be begin with numeric.

Declaration of Variable

Declaration will allocate memory for specified variable with garbage value.

Syntax :

```
Data-Type       Variable-name;
```

Examples :

```
int a;
float b;
char c;
```

Initialization of Variable

Initialization means assigning value to declared variable. Every value will overwrite the previous value.

Examples :

```
a = 10;
b = 4.5;
c = 'a';
 Character value must be enclosed with single quotes.
A=4.5;
```

if we assign decimal value to integer variable, it will accept only integer portion of value. In the above example variable a will accept 4 only.