Class 03

Input Instructions, Assignment Operator, Arithmetic Operations

Variables

- Variables are used to store data in these boxes in memory
- Every variable needs a DATA TYPE and a NAME
- Variable names must conform to the following rules:
 - May only contain numbers, letters and underscores
 - Cannot begin with a number
 - Cannot be a C++ keyword

 Purely for reference, the list of C++ keywords is here: https://en.cppreference.com/w/cpp/keyword

Primitive Data Types

- The computer needs to be told what type of data to store in memory
- Primitive types include:
 - Integer (int)
 - Double (double)
 - String (string)
 - Character (char)
 - Boolean (bool)

Declaring Variables

• Before we use a variable, we must declare it

```
Model:
    TYPE NAME;
Examples:
    int years;
    double length;
    string catName;
    char letter;
    bool isTrue;
```

Receiving User Input

• Steps:

- Declare variable
- Prompt user for input
- Store user input in variable

• cin

- Stands for "character input"
- Model:

```
cin >> [variable name];
```

Example 1 – Game Stats

• Plan:

- Declare variable for score
- Declare variable for knapsack weight
- Initialize score to 0
- Prompt the user for knapsack weight between 0 and 10
- Store input from user into knapsack weight variable
- Print the score and knapsack weight to monitor
- Tell the user the game is beginning

Updating the value stored in a variable

- After a variable is declared, we can alter the value stored in it
- This is done via the assignment operator =
- Model:

```
[variable name] = [value];
```

Arithmetic Operations

- Addition +
- Subtraction -
- Multiplication *
- Division /
- Remainder %

Arithmetic Expressions and Variables

 We can update the value stored in a number variable by performing arithmetic on it

```
score = score + 100;
```

 We can assign the result of an arithmetic expression to a number variable

```
knapsackWeight = 5 + 10 * 2 - 3;
```

Pitfall to watch for: Integer Division

- Normally, dividing an integer x by an integer y when x is not a multiple of y produces a number with a fractional component
 - Example: 7/2 = 3.5
- In C++, if both operands are integers, the result will be an integer
 - Example: 7/2 = 3