Types

There are only 10 types of people in this world; those who understand binary and those who don't.
Variables

We (hopefully) know that if you say:

```
int x;
```

You ask the computer for a variable called `x`.

Each variable actually has an associated type describing what information it holds (i.e. what can you put in the box, how big is it, etc.)
Fundamental Types

bool - true or false
char - (character) A letter or number
int - (integer) Whole numbers
long - (long integers) Larger whole numbers
float - Decimal numbers
double - Larger decimal numbers

See: intVSlon.cpp
int vs long?

**int** - Whole numbers in the approximate range:
-2.14 billion to 2.14 billions ($10^9$)

**long** - Whole numbers in the approximate range:
-9.22 quintillion to 9.22 quintillion ($10^{18}$)

Using **int** is standard (unless you really need more space, for example scientific computing)
float vs double?

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float vs double?

float is now pretty much obsolete.

double takes twice as much space in the computer and 1) has wider range and 2) is more precise

Bottom line: use double (unless for a joke)
float and double

Both stored in scientific notation

double x = 2858291;

Computer's perspective:

x = 2.858291e6
or
x = 2.858291 * 10^6
Welcome to binary

Decimal:  
1/2 = 0.5

1/3 = 0.3333333

1/10 = 0.1

Binary:  
0.1

0.010101010101

0.0001100110011

double is often just an approximation!
Numerical analysis

Field of study for (reducing) computer error

See: subtractionError.cpp

Can happen frequently when solving system of linear equations
You can use integers to represent bool also.

false = 0
true = anything else

(You probably won't need to do this)
int or double?

If you are counting something (money),
use int

If you are dealing with abstract concepts (physics),
use double

int doesn't make “rounding” mistakes
Primitive type hierarchy

bool < int < long < float < double

If multiple primitive types are mixed together in a statement, it will convert to the largest type present

Otherwise it will not convert type
Primitive type hierarchy

```java
int x;
double y;

x + y
```

Converted to double

```java
int x;
int y;

x / y
```

Not converted (still int)
Integer division

See: simpleDivision.cpp
Can be fixed by making one a double:
1/2.0

or

static_cast<double>(1)/2
New lazy types

There are a few new “lazy” types:

```cpp
auto – guesses what type you want
auto x = 7.5;
double x = 7.5;

dcltype - “declare type” uses the expression
dcltype('a') x;
char x;
```
Constants

You can also make a “constant” by adding `const` before the type

This will only let you set the value once

```cpp
const double myPI = 3.14;
myPI = 7.23;  // unhappy computer!
```
Functions allow you to reuse pieces of code (either your own or someone else's).

Every function has a return type, specifically the type of object returned.

sqrt(2) returns a double, as the number will probably have a fractional part.

The "2" is an argument to the sqrt function.
Functions

Functions can return `void`, to imply they return nothing (you should not use this in an assignment operation).

The return type is found right before the functions name/identifier.

```plaintext
int main() { ... means main returns an int type, which is why we always write return 0 and not return 'a' (there is no char main())
```
Functions

A wide range of math functions are inside `<cmath>` (get it by `#include <cmath>`; at top)

We can use these functions to compute Snell's Law for refraction angle

(See: math.cpp)