

Repaso de teoría:

- Que es el source code, y el source file?

When a C++ program is written, it must be typed into the computer and saved to a file. A *text editor*, which is similar to a word processing program, is used for this task. The statements written by the programmer are called *source code*, and the file they are saved in is called the *source file*.

- Que es el object file?

or process the source code in some way. During the next phase the *compiler* steps through the preprocessed source code, translating each source code instruction into the appropriate machine language instruction. This process will uncover any *syntax errors* that may be in the program. Syntax errors are illegal uses of key words, operators, punctuation, and other language elements. If the program is free of syntax errors, the compiler stores the translated machine language instructions, which are called *object code*, in an *object file*.

- Que es el fichero ejecutable?

the programmer might have used. During the last phase of the translation process, another program called the *linker* combines the object file with the necessary library routines. Once the linker has finished with this step, an *executable file* is created. The executable file contains machine language instructions, or *executable code*, and is ready to run on the computer.

- Que es un keyword?

Key Words

Words that have a special meaning. Key words may only be used for their intended purpose. Key words are also known as reserved words.

Table 2-4 C++ Key Words

and	continue	goto	public	try
and_eq	default	if	register	typedef
asm	delete	inline	reinterpret_cast	typeid
auto	do	int	return	typename
bitand	double	long	short	union
bitor	dynamic_cast	mutable	signed	unsigned
bool	else	namespace	sizeof	using
break	enum	new	static	virtual
case	explicit	not	static_cast	void
catch	export	not_eq	struct	volatile
char	extern	operator	switch	wchar_t
class	false	or	template	while
compl	float	or_eq	this	xor
const	for	private	throw	xor_eq
const_cast	friend	protected	true	

- Que es un identificador o variable?

Programmer-Defined Identifiers Words or names defined by the programmer. They are symbolic names that refer to variables or programming routines.

- Que es un operador?

Operators Operators perform operations on one or more operands. An operand is usually a piece of data, like a number.

Table 2-9 Fundamental Arithmetic Operators

Operator	Meaning	Example
+	Addition	total = cost + tax;
-	Subtraction	cost = total - tax;
*	Multiplication	tax = cost * rate;
/	Division	salePrice = original / 2;
%	Modulus	remainder = value % 3;

- Que es puntuación?

Punctuation

Punctuation characters that mark the beginning or ending of a statement, or separate items in a list.

- Different data types: float, double, int, char, bool

Figure 2-2 Basic C++ Data Types

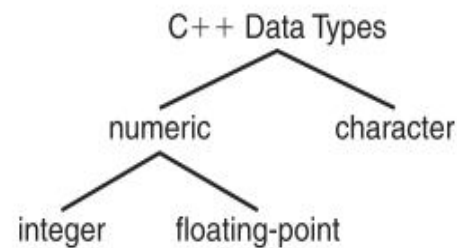


Table 2-6 Integer Data Types, Sizes, and Ranges

Data Type	Size	Range
short	2 bytes	-32,768 to +32,767
unsigned short	2 bytes	0 to +65,535
int	4 bytes	-2,147,483,648 to +2,147,483,647
unsigned int	4 bytes	0 to 4,294,967,295
long	4 bytes	-2,147,483,648 to +2,147,483,647
unsigned long	4 bytes	0 to 4,294,967,295

Table 2-8 Floating-Point Data Types on PCs

Data Type	Key Word	Size	Range	Significant Digits
Single precision	float	4 bytes	Numbers between $\pm 3.4E-38$ and $\pm 3.4E38$	7
Double precision	double	8 bytes	Numbers between $\pm 1.7E-308$ and $\pm 1.7E308$	16
Long double precision	long double	8 bytes*	Numbers between $\pm 1.7E-308$ and $\pm 1.7E308$	16

Table 3-7 Data Type Ranking

long double
double
float
unsigned long
long
unsigned int
int
unsigned short
short
char

```
1 // This program uses Boolean variables.
2 #include <iostream>
3 using namespace std;
4
5 int main()
6 {
7     bool boolValue;
8
9     boolValue = true;
10    cout << boolValue << endl;
11
12    boolValue = false;
13    cout << boolValue << endl;
14    return 0;
15 }
```

Program Output

1
0

Realicen el código anterior en el compilador de su gusto y ejecútenlo!!

Gracias