

C++ Tutorials

(10)

- 2) Identifiers $\Rightarrow$ Identifiers refer to the name of variables, functions, arrays, classes etc. created by programmer.

Rules to define Identifiers in Each Language.

Rule 1: Only alphabetic characters, digits and underscores are permitted.

Rule 2: The name cannot start with a digit.

Rule 3: Uppercase and lowercase letters are distinct.

Rule 4: A declared-keyword cannot be used as a variable name.

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- 3) Constants $\Rightarrow$ Constants are like a variable except that their value never changes during execution once defined.

C++ support several kinds of literal constant. They include integers, characters, floating point number and string.

234	// decimal integer
12.34	// floating point integer
037	// Octal integer
0X2	// hexadecimal integer
"C++"	// String integer constant
'A'	// Character constant

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