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Chapter 3: Variables and constants

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Objectives

In this chapter, you will learn about:
1) Definition of variables and constants
2) Variables & constants declarations



Variable

- A variable is a memory address where data can be stored and changed.
- When you declare a variable, it means you need to specify both its name and data type.



Variable Declaration

• When a variable is declared, it tells the compiler to allocate memory to hold/store the value of this data type.





Variable Declaration

- All variables must declared **before** use.
 - At the top of the program
 - Just before use.
- Commas are used to separate identifiers of the same type.

int count, age;

 Variables can be initialized to a starting value when they are declared int count = 0; int age, count = 0;



Constants

•Constants in C++ are declared just like variables, but with additional of the word *const*. Example of constant declaration: **const** double **g** = 9.81;

•A constant can be used like a variable but cannot be changed/modified once they are declared.

•A constant cannot appear on the left side of any assignment (=), other than its declaration statement. Example:

g = 10.01;





Constants (cont.)

• All constants must be initialized (given value) where they are declared!

```
#include <iostream>
using namespace std;
int main()
{
    const double PI = 3.142;
    cout << "Pi is = " << PI << endl;
}</pre>
```

• Generally expressed in capital letters



Constants Advantage

- Clarity: Tells the user the significance of the number
- Maintainability: Allows the program to be modified easily.
 - Ex: Program tax compute has const double TAXRATE=0.0725;
 If taxes rise to 8%, programmer only has to change the one
 - line to const double TAXRATE=0.08
- Safety: Cannot be altered during program execution

