

LESSON NOTES 22

Year/Level: 13 Subjects: Computer Studies

Strand:	CE 3 Application Packages
Sub-strand:	CE 13.3.2 Programming in C++
Content Learning Outcome:	Common programming language, variable declaration, data types

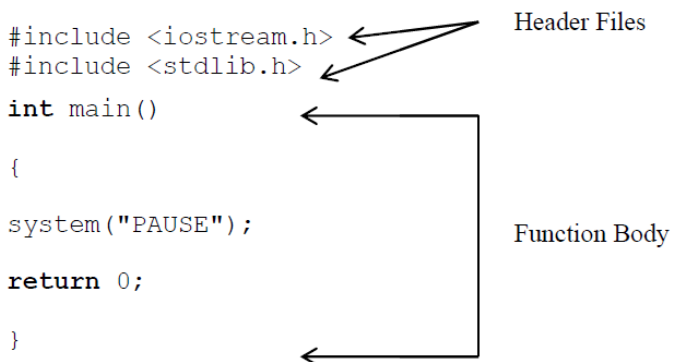
Computer Program is a set instruction that accepts input processes it and produces output.

Machine Language – it consists of sequence of binary numbers and are executable programs.
E.g. 10001 11000

Assembly Language–it uses symbolic notation to represent the set of instructions .e.g. ADD 12, 34

3GL (Third Generation Language) – these are user friendly and machine independent. They are designed in such a way that it favors the user rather than the computer. Some of the examples of 3GL include C++, Java etc. The examples of instruction written in 3GL. FirstNumber = 8

IDE (Intergraded Development Environment) is a software application that provides facilities such as source code editing, compilation etc. to assist software developers efficiently develop computer programs.



Header Files – this includes the preprocessor command that implements certain functionality needed in the program.

Functions Body – the main function is where the program execution will start; the program can have many functions.

Variable Declaration

Data is stored and retrieved from computers memory unit. Storage is divided into separate locations and each location is given a symbolic name it is called **variables**.

Data Types

Integer - this includes whole numbers such as -2, 0, 12, 25678, it is denoted using keyword **int** and can be declared as follows.

int number;

Float - this is used to store decimal values such as -2.05, 0.15, and 1.46 it is denoted using keyword **float** and can be declared as follows:

float number;

Character - this is used to store individual characters this can include both letters and digits; it is denoted using keyword **char** and can be declared as follows.

char alphabet;