program so those things also we 'll discuss later right so i 'll see the next video till then bye take care.

2: What is Object Oriented Programming (OOP) | POP vs OOP | C++ Tutorials for Beginners Jenny's Lectures CS IT
In the series of learning object-oriented programming in c plus in the previous video we have installed our vs code an id visual studio code the compiler the compiler and the compiler. We have also checked by running a simple program just to print hello world on the screen and yeah it was working so our laptop is all set now we can write down our programs. Program is divided into parts that are known as procedure or function so the program is divided. Each function has its own local data ld means local data and gde means global data. Data movement is more so data is less secure in this case this function can update this data so data would be less secure. Object oriented programming is not well suited for one thing in which we need more security. Large and complex scalable applications, the applications which require actively updating and maintenance, this approach is not suitable for those things because there is interdependency among these functions. Many functions are there calling each and every function something like this.

processor oriented programming is not suitable for complex and large scale applications because the main reason is data security, so that 's why we move to object oriented programming. The main part of this video is just to get you familiar with object oriented programs and how it is different from opp so how data security comes here. The four pillars of object-oriented programming are abstraction encapsulation inheritance polymorphism and the main concept is classes and objects. Without classes or objects we can not write down a program so those things also we 'll discuss later right so i 'll see the next video till then bye take.

Lec 3: What is Object Oriented Programming (OOP) | POP vs OOP | C++ Tutorials for Beginners

I am going to talk about these concepts briefly. I just want you to get familiar with these concepts in detail. The key to success in any interview specifically in programming interview coding interview is practice practice practice as much as possible. The practice page of geeks for geeks is a great resource to practice these coding problems. These four are known as the pillars of object oriented programming but we will discuss these six things and all these six concepts. Basically these are six concepts in object oriented programming as the name

In this video, we 'll talk about the basic structure of a C plus plus program. We'll discuss in detail in this video with the help of a program as well. I 'll show you the program on my laptop, which will include all these sections.. These sections are not compulsory, but two sections or three sections are compulsory to include in your program. the last of this line. You can include this. This is a multiple line command. modern compilers do not support these things; these files dot H files after C plus plus plus good standardization. the concept of name spaces comes and everything they group into namespaces. The next section is the link section so here we have two parts in C plus program header and. name conflicts Now what does this name conflict see so I guess this is clear why we include these header right generally in. a program, you know we use some builtin functions or classes or objects or constant constants.. These are defined in library files. So to include these things in your program, we have to give appropriate header rights according to your requirement. So if you want to use input output related things, the objects or functions you use which header io string right..

Name spaces introduced the concept of namespaces in programming languages. the same name of any function object or classes can be used right so if the name is the same, then there would be no conflict like this if I have and you can create your own namespace. Also how to create just write down this keyword.. name space is just to provide scope. The scope of this is within this namespace. scope resolution is why it is known as scope resolution. So this function scope is within the namespace. operator operator seen so if namespace is. if you want to create any class just class. How to write your class name. The structure of a C program is the same as the structure of the C program definition is also the same. The main function is compulsory. Also, there are two parts like if you want to declare any local variable. You can declare those things and the statements are executable statements.. sub-program is sub-program user defined functions. If there are any other user defined functions you have taken..

This is the documentation section so here we have a hash including io stream this header. The Io stream rotates here. I have n't included using namespace. line comment and these two lines are within multiple line commands. So this is documentation. section. it will increase the readability and maintainability of the program. macro definition Pi 3. 1415 right I have discussed

write suppose I am taking two variable a is equal to 10 and i 'm just printing C out a mode B equal to right and a mode 3 is what it will give you remainder. post increment of decrement operators works how it will take this object like a 10 create a copy of this object right in that also we have 10. Right now first, it will return the original value 10. after that the value would be decremented, so the 10 would be assigned to this b..

We will discuss the precedence of some of the most complex types of questions in this video. we will see complex examples also in the same expression like we are using more increment operator more decrement operator more in same expression only right, then what value would be printed. we can not write like plus plus plus a plus 3 plus 3. This will also give error or error or let me just tell me in the common comment section. We have this file operator stored CPp I have already created this file because we do n't need to write any complex code. Just simple code is there so first we 'll discuss arithmetic operators. Let me just comment out all the other operators here all right. See I hope you can see this just we are the head of header iostream then using namespaces the main function and here we. are discussing arithmetic operators.. First is plus plus plus x that is pre-increment. so value would be incremented first and the modified value would then be stored in y. After printing X value I want then y values should be printed in the next line, so I am writing to handle just these insertion operators and end right now..

These operators are relational operators, so these are now relational operators right so see you have to put this x less than y into these brackets otherwise it will give error right these operators. A relational operator you can not likely use. in the next video. We 'll discuss logical and bitwise operators.

Lec 14: Operators in C++ Programming - part2| Logical and Bitwise |C++ Tutorials for Beginners

The next two types of operators will discuss in this video is logical operator and bitwise operator with the help of program i'll show you right practical also we'll see so firstly you will see just logical operators. These types of operators are used to combine two or more conditions right and the operand for these operators are of type boolean type. Operand operators work basically

be executed, and like you have heard bodmas rule, you must have heard it I guess. First we saw the brackets, then some priorities of operators were there according to the priority we solved all the operators like this: if an expression is something like this, "I have like a 2 plus 3 into 5," then if I modify it like this, "this is my expression in this case," we have "1 2 3 and 4 operators," one is this bracket, this is also an operator, and the highest precedence is of this bracket. So first now you will solve this thing so 3 plus 2 is 5, then 5 into 5 25. Right then 25 would be assigned to and now it becomes 25. See, in both the cases you are getting different results just by changing a little bit.

Presidents and associativity: To check presidents when to check a sensitivity, now let's try to solve this expression. This is a little bit complex in this expression, we have many operators. Plus, this is bitwise over divide, minus left shift, bitwise left shift, logical and mode divide. After that, this mode six mode seven mode will give the remainder. The precedence of these are the same so check the sensitivity left to right 6 mode 7 will give 6 divided by 3 into 5 then becomes 2 into 5 that is 10 so one side of logical and is true 10 means obviously true. Other than 0 is true right now. For logic and both the sides should be true so now you can not say one is true it would be the result would be true no now you have to execute this also right. We have four variables a b c d the values are something like this: and in y this is the expression a divided by b this is bitwise xor c into a mode in bracket we have c. What is the operation of comma operator? This expression would be evaluated and it will discard this value after that comma operator will discard the value. When you move left to right this would be discarded and finally whatever the value at the right hand side at last it that value would be returned.

The tricky part about increment and decrement is that they both have prefix and postfix forms. Plus (+) and minus (-) work as you would expect, but the more interesting expressions are those with plus d c plus d and left shift (LSH) d and minus 2 (MIN). These work a little differently than you might think. First, the plus d c plus d expression works as you would expect. The value of the expression is the sum of the values of the two operands, which in this case is 3. This expression can be evaluated using precedence and associativity (see below). Next, the LSH d and minus 2 (MIN) expressions are a little more complicated. The LSH d expression shifts the first operand one position to the right, while the minus 2 (MIN) expression flips the sign of the

The journey towards becoming a PSU officer and pursuing an M Tech from IIT and other elite institutes is going to be tough and challenging right so for you to stay focused on your path here are some confidence booster initiatives by an academy. An academy is starting UDAN batch for Gate 2024 aspirants and BUNYAD bash for Gate 2025 aspirants. If the condition is not true, the body of the loop will not be executed right not even once but here at least once these statements will be executed irrespective of the condition. The condition is true or false doesn't matter. After that, after executing once this condition would be checked. Sometimes we need two programs to execute the statements which are written in the loop of the body without checking the condition. This type of thing happens. While loop is a different concept, I'm just taking one variable i am initializing it with the zero now in while loop, I am writing C out, Hi Jenny and the condition is while i greater than zero. This is the right condition. After that, out of loop.

The program prints "c out", and then "just i Jenny". The next line prints "that's it right with the ndl". After this, the program prints "just to indicate end of this loop", and then returns 0. I'm taking one variable, i, and assigning it the value of 0. Then, I'm printing "example". I'm adding 1 to i, and printing "i plus plus means i becomes 1". Now i is greater than 0, so the program prints "i 2 3 4". Anything printed will just be "high journey" and the program will exit the while loop. However, the condition on the next line is not true, so the program continues printing "and out of loop right the condition is not true but still it is printing higher than you one time right now see i 'm just making one difference here". I guess what I'm trying to say is that this is a very simple formula: ln(b) = area. In the next video, we'll discuss this using a while loop. Can an area be a variable, and what is that variable area? After that, it will ask c out one to calculate another or maybe you can write down if you want to continue so here you can either enter like yes or no. However, because you will just keep entering yes if you want to continue, I'll just type in "yes".

You can enter anything as your choice for what to do in this text-based game, and it will exit okay, but you also put this condition: if you enter n only n for exit or you can say q for quit or q for quitting. If you enter any other thing, why you will enter it will continue q. You will exit other than that, you can enter anything. It will show you invalid choice, enter again okay. This kind of thing.