Program Problem 1: Display Text

Create a New Project to display your Full Name, your period stored as a variable, and "Hello World" without the quotations. You will make sure that it prints to the console in a readable format, and pauses before the console exits so the user, can actually read what is displayed.

Below is a template to start your program:

```
Your Name - Date Period
Assignment Name : Display Text
Breif Description of the Assignment
// Libraries
#include <iostream>
#include <conio.h> // gives access to _kbhit()
// Namespaces
using namespace std;
// Functions()
void pause() {
       cout << "Press any key to continue . . .";</pre>
       while(!_kbhit());
       cout << "\n";</pre>
}
// MAIN
void main() {
       // Define & assign your variable(s)
       // Display Text
       pause();
       // no system(""); commands anymore
}
How to Start a new Project :
Open Visual Studios 2015 (Not Blend)
Click File and Navigate to New > Project, and select that or Press (Ctrl + Shift + N)
Navigate throught the Templates to Visual C++ Choose General or the Heading Column and
select "Empty Project" from that file.
Change the Name to the appropriate Project Name you wish.
Make sure the location is not saving to your H Drive.
Once you finish the setup, right click in the Solution Explorer's file Source File. ** If
no Solution Explorer exists, Click on View in the ToolBar and Select "Solution Explorer"
you can also press (Ctrl + Alt + L)
After right Clicking in the Solution Explorer on the Soure Files Folder select Add > New
Item or select the Soure Files Folder and Press (Ctrl + Shift + A) and Select the C++
File (*.cpp) and follow the specified Naming Convention. FName_LName_AssignmentName.cpp
Remember while coding, to save often Ctrl + S saves the single file,
Ctrl + Shift + S saves all files in the project. Also each time you debug or
```

compile saves the project. Remember that when you Debug or Compile sometimes you are unable to go back and undo previous edits. Make sure you keep up with

your changes.