

Logical:

```
#include <iostream>
using namespace std;
int main() {
    int num = 5;
    if (num % 2 == 0) {
        cout << "Even";
    } else {
        cout << "Odd";
    }
    return 0;
}
```

Syntax:

```
#include <iostream>
using namespace std;
int main() {
    cout << number;
    return 0;
}
```