#include<iostream>

using namespace std;

void main() {

//Increment prefix ve postfix

//Decrement prefix ve postfix

//++ --

/\*int a = 10;

cout << a++ << endl;

cout << ++a << endl;\*/

//int a = 10;

//--a;

//cout << a-- << endl;

//cout << --a << endl;

//unary binary ternary

//int a=0;

//++a;

//int c = a + 10;

//Assignment Operator

//+= -= \*= /= %=

//redbull\_price=4.5

//cheese\_price=15.6

//bread\_price=0.5

/\*float redbull\_price = 4.5;

float bread\_price = 0.5;

float cheese\_price = 12.75;

int redbull\_count;

cout << "Redbull count : ";

cin >> redbull\_count;

float total = 0;

total += (redbull\_price \* redbull\_count);

cout << "Total : " << total <<" azn"<< endl;

int bread\_count;

cout << "Bread count : ";

cin >> bread\_count;

total += (bread\_price \* bread\_count);

cout << "Total : " << total << " azn" << endl;

int cheese\_count = 0;

cout << "Bread count : ";

cin >> cheese\_count;

total += (cheese\_price \* cheese\_count);

cout << "Total : " << total <<" azn"<< endl;\*/

//Typecasting

//Implicit vs Explicit

/\*float a = 12.5;

int b = a;

cout << b << endl;\*/

/\*int a;

cin >> a;

char c = a;

cout << c;\*/

/\*float data= 1.5;

cout << data-(int)data << endl;\*/

/\*unsigned int a = -1000;

cout << a << endl;\*/

//user manat 150 => dollar

//88 dollar 24 cent

//int number = 123;

//int first = number / 100;

//float manat = 0;

//cout << "manat : ";

//cin >> manat;

//float dollar = manat / 1.7;

//cout << (int)dollar << " dollar " << (int)(100 \* (dollar - (int)dollar));

//

}