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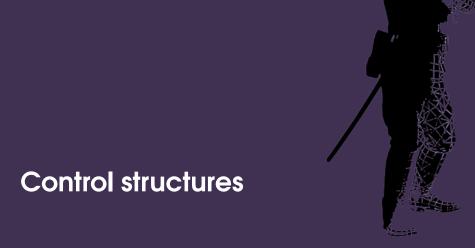COMP110: Principles of Computing
Transition to C++ I

Learning outcomes

By the end of this session you will

- ► Understand a thing
- ► Understand another thing
- ► Be convinced that LaTeX makes better-looking slides than PowerPoint

Control structures

If statement

```
if (x > 0)
{
    std::cout << "x is positive" << std::endl;
}
else if (x < 0)
{
    std::cout << "x is negative" << std::endl;
}
else
{
    std::cout << "x is neither positive nor negative"  ↵
        << std::endl;
}
```