

Pointer and Const

Using const and constexpr

Take your code from assignment 2 and add `const` or `constexpr` wherever possible. Where do you think it is reasonable to use?

Pointer

Add a reference which is a pointer to the pizza with the best area to price ratio. Use it to shorten down the if-statements to a minimum.

Strings

Use strings to store literals.

Auto / decltype

Replace variable types by `auto` / `decltype` wherever you feel like it is reasonable. Is it at all reasonable to use here? What happens if you replace `std::string` by `auto`? What type is your former string variable?

Using declarations

Add using declarations to shorten calls from the standard library, e.g. `std::cout`.

Hello User!

Write an application named `helloUser`. Once started, it asks the user to enter his/her first name and last name. Concatenate the two names and greet the user. Finally, print out the length of the full name.

Here is an example:

```
Please enter your first name: John
```

```
Please enter your last name: Doe
```

```
Hello John Doe!
```

```
Your name contains 8 characters.
```