Part I

Chapter 1

1.1 Starting with Main

When a computer runs code, it does so in a step-by-step, line-by-line manner. But your code is organized into pieces, and one of these pieces is the main function, or simply main(), which is the part that runs first. main() tells the computer which other parts of the application you want to use. main() is the head honcho, the big boss.

How does the computer know what is main()? You type lines of code between the brace characters, { and }.

1.2 Showing Information

1.2.1 Tabbing your output

Really want to display a backslash, not a special character? Use a backslash followed by another backslash. (Yes, it's bizarre.) The compiler treats only the first backslash as special. When a string has two backslashes in a row, the compiler treats the second backslash as, well, a backslash.

Chapter 2

Storing Data in C++

2.1 Putting Your Data Places: Variables

2.1.1 Creating an integer variable

Table 2.1

Name Every variable must have a name. In your application, you refer to the variable by this name.

Type When you create a variable, you must specify the type of information the variable can hold. After you pick a type for the variable in your application, you can put only things of that type into the variable.

Value At any given moment, a variable holds a single value.

表 2.1: A Variable Has Three Aspects

Aspect	What It Means
Name	The name you use in your application to refer to the variable
Type	The type of information that the variable can hold
Value	The actual thing that the storage bin holds