

### Programming Exercise 1.1

Write a program that prints out a message "Hello, my name is VS CODE!" Then, on a new line, the program should print "What would you like me to do?" Subsequently, it is the user's turn to type in an input. You have not yet learned how to do it: simply use the following lines of code

```
string user_input;  
getline(cin, user_input);
```

Finally, the program should ignore the input and print the message "I am sorry, I cannot do that."

Your program will be using **string** data type. To access this, you must place the line

```
#include <string>
```

before the main function.

A typical run of the program should look like this:

Output:	Hello, my name is VS Code!
Output:	What would you like me to do?
User Input:	Get me a drink
Output:	I am sorry, I cannot do that.

When running the program, remember to hit the Enter key after typing your input.

### Programming Exercise 1.2

Write a program that prints out a message "Hello, my name is VS Code!" Then, on a new line, the program should print "What is your name?" Subsequently, it is the user's turn to type in his/her name. As stated previously, simply use the following lines of code

```
string user_name;  
getline(cin, user_name);
```

Finally, the program should ignore the input and print the message "Hello user name, Nice to meet you!" To print the user name, use the following statement

```
cout << user_name ;
```

Recall that you need to place the line

```
#include <string>
```

before the main function.

A typical run of the program should look like this:

```
Output:      Hello, my name is VS Code!  
Output:      What is your name?  
User Input:  John  
Output:      Hello John, Nice to meet you!
```

When running the program, remember to hit the Enter key after typing your input.

### Programming Exercise 1.3

Write a program that prints the product of the first ten positive integers,  $1*2*...*10$ . Write a program of the form:

```
int main()  
{  
    cout <<  
    return 0;  
}
```