Skeletal Outline

Chapter 2 - Introduction to C++

2.1 The Parts of a C++ Program
2.2 The `cout` Object
2.3 The `#include` Directive
2.4 Variables and the Assignment Statement
2.5 Literals
2.6 Identifiers
2.7 Integer Data Types
2.8 Floating Point Data Types
2.9 The `char` Data Type
2.10 The C++ `string` Class
2.11 The `bool` Data Type
2.12 Determining the Size of a Data Type
2.13 More on Variable Assignments and Initialization
2.14 Scope
2.15 Arithmetic Operators
2.16 Comments

The big idea behind this chapter is ….

It relates to the previous material how …

The main purpose of this chapter is …

The key questions are …
Why:

When:

How:

Important Info/Concepts are …

Inferences/Conclusions are …

Main Assumptions ….

Why is this material here (at this point in the class)?

You'll know you know this chapter when you can …..

Opening Thoughts - Write any thoughts or questions you have before reading this material.

Key Ideas - Record the major points from the chapter.

External Information Sources

Idea	Notes

Source	Location

Demonstration Code -

Filename	Purpose of Demo

Record the ideas presented in the code shown in class. This way, you will construct a quick index to find ideas for your own projects. Note: I'll include my samples in Canvas, but not code directly from the textbook (I want you to become used to looking up examples in your textbook).