**CHAPTER 1:**

**TYPES, VARIABLES, AND STANDARD I/O: LOST FORTUNE 1**

Introducing C++ ...................................... 1

Writing Your First C++ Program ....................... 3

Working with The STD Namespace ....................... 6

Using Arithmetic Operators ........................... 8

Declaring and Initializing Variables ................. 10

Performing Arithmetic Operations with Variables ...... 16

Working with Constants ............................... 19

Introducing Lost Fortune ............................. 21

Summary .............................................. 23

**CHAPTER 2**:

**TRUTH, BRANCHING, AND THE GAME LOOP: GUESS MY NUMBER 25**

Understanding Truth .................................. 25

Using the if Statement ............................... 26

Using the else Clause ................................ 29

Using a Sequence of if Statements with else Clauses .. 30

Using the switch Statement ........................... 32

Using while Loops .................................... 34

Using do Loops ....................................... 35

Using break and continue Statements .................. 37

Using Logical Operators .............................. 39

Generating Random Numbers ............................ 43

Understanding the Game Loop .......................... 45

Introducing Guess My Number .......................... 46

Summary .............................................. 48

**CHAPTER 3:**

**FOR LOOPS, STRINGS, AND ARRAYS: WORD JUMBLE 49**

Using for Loops ...................................... 49

Understanding Objects ................................ 53

Using String Objects ................................. 54

Using arrays ......................................... 59

Understanding C-Style Strings ........................ 63

Using Multidimensional Arrays ........................ 64

Introducing Word Jumble .............................. 66

Summary .............................................. 70

**CHAPTER 4:**

**THE STANDARD TEMPLATE LIBRARY: HANGMAN 71**

Introducing the Standard Template Library ............ 71

Using Vectors ........................................ 72

Using Iterators ...................................... 77