#include<iostream>

#include<iomanip>

Using namespace std;

Int main(){

// int a = 34;

// cout<<”The value of a was: “<<a;

// a = 45;

// cout<<”The value of a is: “<<a;

// Constants in C++

// const int a = 3;

// cout<<”The value of a was: “<<a<<endl;

// a = 45; // You will get an error because a is a constant

// cout<<”The value of a is: “<<a<<endl;

// Manipulators in C++

// int a =3, b=78, c=1233;

// cout<<”The value of a without setw is: “<<a<<endl;

// cout<<”The value of b without setw is: “<<b<<endl;

// cout<<”The value of c without setw is: “<<c<<endl;

// cout<<”The value of a is: “<<setw(4)<<a<<endl;

// cout<<”The value of b is: “<<setw(4)<<b<<endl;

// cout<<”The value of c is: “<<setw(4)<<c<<endl;

// Operator Precedence

Int a =3, b=4;

// int c = (a\*5)+b;

Int c = ((((a\*5)+b)-45)+87);

Cout<<c;

Return 0;

}