Writing and running program Q1

# Revision history

V 1.0: initial release

# usage history

* First released to students in W2017 for ME101

# problem description

1. Write a program that outputs “Hello, world!” to the screen.
2. Remove the #include <iostream> from the above program. What do you expect will happen? What happened?
3. Replace the #include <iostream> line but this time delete the “using namespace std” line. What happens?
4. Deeper challenge: instead of restoring that line, add the string std:: to your cout directives. They should look like: std::cout << … Does that work? If you get any further errors, for example with the endl symbol, see if adding std:: will fix that, too.

# Solution

Part a:

#include <iostream>

**using** **namespace** std**;**

int main**()**

**{**

cout **<<** "Hello, world!" << endl**;**

**}**

**Part b:**

It won’t work because the library iostream contains the cout object. If we don’t include it, the code cannot compile.

**Part c:**

It will not work unless without modification since the cout object lies within the namespace std.

**Part d:**

The modification is:

#include <iostream>

**using** **namespace** std**;**

int main**()**

**{**

std::cout **<<** "Hello, world!" << std::endl**;**

**}**

# suggested test cases

None

# required topics

* Using cout
* Basic program structure
* Iostream library
* Namespace std