**1.First note**

**Explanation:**

* #include <iostream>: Includes the input/output stream library.
* using namespace std;: Allows you to use standard library names like cout without prefixing them with std::.
* cout << "G";: Prints the character G to the output.
* return 0;: Indicates that the program finished successfully.

**2.Second Note**

**#include <conio.h> is a header file used in MS-DOS-based compilers like Turbo C/C++ or Borland C. It stands for Console Input/Output.**

If you're using **GCC or modern IDEs** like Code::Blocks, VS Code, etc., use:

* cin.get() or getchar() instead of getch()
* system("cls") (Windows) or system("clear") (Linux/macOS) instead of clrscr()

**3.Third note**

Escape Sequence-newline-/n or <<endl

There are so many escape sequence . you can see it from google.

**4.Fourth note**

**Data type**

If we can declare data type and initialization value together in one line then it call dynamic initialization.

Eg::: int a=10,int b =20;

\*cout==console output