1.1) VHS and OOP

1.2) Helps you debug

1.3) Normally monitoring if the action and response that you wanted is happening and seeing why it's not happening

1.4) Check each line of code one by one

1.5) syntax error is an error in the program were a string or char is wrong include.iostream

1.6) an error that acquires when the program is running floating exception

1.7) logic error is when your code doesn't do what you want it to do 4+4 = 7

1.8) Machine code

1.9) don’t understand how a VHS works

1.1- I am least familiar with the term DVD and OOP object oriented programming

1.2-  Stops the code at a certain point

1.3-  Monitoring what the code does step by step looking for any logic errors

2.1- String literals “This is a string literal.”;  cout << “I like pie”;  cin >> “this is also a literal”;

2.2- An operator assigns a value and an operand is the numbers or strings involved in the operation

2.3- #include <iostream>

using namespace std;

int main(){}

2.4- When planning an application you write a pseudocode that you can use as a guide, and determine the name of classes and global variables determine what they will within the functions

2.5- cin>>Fahrenheit;

       Celsius=Fahrenheit – 32 \* 5 / 9;

       Cout<<Celsius<<endl:

2.6- int PeanuntButterButterCups = 13; //Bad example

   int Val = 9; // Good example

for(int val = 9; val > 101; val++){

else{ cout >> “This is the end”;

}

}

2.7- //single line comments

   \*/Multiple

  Line

  Comments/\*

2.8- Methods vs functions what are their major differences

3.1 int x =0; bool 6 = false; char hello  = “hola”;

3.2 cin>> height; cout<< your height is << height;

3.3 int num = 143; num == string;

3.4 Assignment Operators : Mathematical Operators Relational Operators Logical Operators Bitwise Operators Shift Operators Unary Operator Ternary Operator Comma Operator

3.5 int num; num = 6;

3.6 Declare and use constants const int hola = 28; hola + 2;

4.1 - =,+,-,/,\*,&&, ++. --, ==, +=, -=, >, <, <=, >=, ||, ^, &, ::, (), [ ], !,

4.2 - if(x = 10 || 12)

4.3 - if(x = 10 && 12)

Y = 19;

4.4 -  X = 11;

if(x > 10 && < 15){

cout<<  hola;

x++

}

4.5 -    
   
int main() {    
cin>> what is your age >> age

Char = 10 \* age";     
   
  while ( c < 60   )   // Walks buffer until NULL    
  {    
     switch ( c )    
     {    
        case 'A':    
         Cout << your elderly   
        case 'a':    
           Cout << your not elderly;    
     }    
  }    
  printf\_s( "\nUppercase a: %d\nLowercase a: %d\nTotal: %d\n",    
     capa, lettera, (capa + lettera + nota) );    
}  

4.6 - for (i = 0, i>=100, i++)

4.7 - while(x = on)

Y = off;

4.8 - A nested loop is a loop within a loop.  Such as an if statement

4.9 - have a variable named total points and whenever you get a point add make the variable into a sting that displays at the end of the app.

4.10 - don't understand how to construct and understand meaningful formats