**// hello.cpp**

**#include** <iostream>

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

**int** **main**( **int** argc, **char** \*\* argv ) {

cout << "Hello, World!\n";

**return** 0;

}

**// integral-types.cpp**

**#include** <iostream>

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

**int** **main**( **int** argc, **char** \*\* argv ) {

**char** c;

**short** **int** si;

**int** i;

**long** **int** li;

**long** **long** **int** lli;

cout << "size of char c is " << **sizeof**(c) << endl;

cout << "size of short int si is " << **sizeof**(si) << endl;

cout << "size of int i is " << **sizeof**(i) << endl;

cout << "size of long int li is " << **sizeof**(li) << endl;

cout << "size of long long int lli is " << **sizeof**(lli) << endl;

printf("c = 127\n");

c = 127;

printf("c is %d\n", c);

c++;

printf("after increment, c is %d\n", c);

**return** 0;

}

**// float-types.cpp**

**#include** <iostream>

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

**int** **main**( **int** argc, **char** \*\* argv ) {

**float** f;

**double** df;

**long** **double** ldf;

cout << "size of float f is " << **sizeof**(f) << endl;

cout << "size of double float df is " << **sizeof**(df) << endl;

cout << "size of long double float ldf is " << **sizeof**(ldf) << endl;

**return** 0;

}

**// constants.cpp**

**#include** <iostream>

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

**#define** LENGTH 10

**#define** WIDTH 5

**#define** NEWLINE '\n'

**int** **main**() {

**int** area;

area = LENGTH \* WIDTH;

cout << area;

cout << NEWLINE;

**return** 0;

}

**// Arthematic operators**

**#include** <iostream>

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

**int** **main**() {

**int** a;

**int** b;

**int** c;

cout<<"enter the value of a"<<**endl**;

cin>>a;

cout<<"enter the value of b"<<**endl**;

cin>>b;

c = a + b;

cout << "The sum of a+b is ::" << c << **endl** ;

c = a - b;

cout << "The sub of a-b is ::" << c << **endl** ;

c = a \* b;

cout << "The mul of a\*b is ::" << c << **endl** ;

c = a / b;

cout << "The div of a/b is :::" << c << **endl** ;

c = a % b;

cout << "The sum of a%b is ::" << c << **endl** ;

c = a++;

cout << "The increment of a++ is ::" << c << **endl** ;

c = a--;

cout << "The decrement of a-- is :::" << c << **endl** ;

**return** 0;

}

**C++ references types**

**#include** <iostream>

**#include**<stdio.h>

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

**int** **main**( **int** argc, **char** \*\* argv ) {

**int** i = 5;

**int** & ir = i;

ir = 10;

**printf**("i is %d\n", i);

**printf**("%d\n%d",&ir,&i);

**return** 0;

}

**Global variables and local variables**

**#include** <iostream>

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

**int** a=20;

**int** **main**( **int** argc, **char** \*\* argv ) {

cout << "Hello, World!\n";

**int** a=10;

**int** c;

c=a+::a;

**if**(a==::a)

{

cout<<"global is equal to local"<<**endl**;

}**else**

cout<<"global is not equal to local"<<**endl**;

cout<<c<<**endl**;

**return** 0;

}