

## 1 Data types

1. Boolean: `bool`,
2. Character: `char`,
3. Integer: `int`,
4. Floating point: `float`,
5. Double floating point: `double`,
6. Valueless: `void`,
7. Wide character: `wchar_t`.

## 2 Conditionals

```
if (condition) {  
    // commands;  
} else {  
    // commands;  
}
```

Loops:

```
for (initialization, test, action) {  
    commands;  
}  
  
while (conditions) {  
    commands;  
}  
  
do {  
    commands;  
} while (conditions);
```