

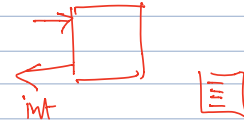
```

#include <iostream>
using namespace std;
int main() {
    std::cout << "Hello World" << endl;
    return 0;
}

```

library  
 parameters  
 function declaration  
 new line  
 Hello World

std::cout  
 std::endl



```

main() {
    long y;
    y = 31,000,000,000;
}

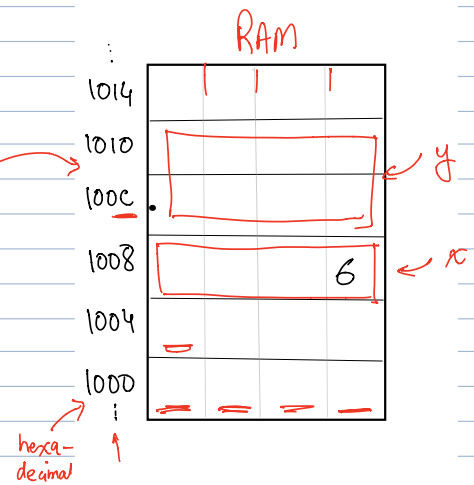
```

```

x = 6
int x;
x = 6;
21.
-----
10 digits.
long y;

```

x = 6  
 31000000000



```

float v;
v = 9e38; // 9 x 1038
double w;
w = 2.9;

```

```
#include <iostream> ✓
using namespace std; ✓
```

→ float sqrt(float n); (3)

function declaration only  
function prototype.

```
int main() { ✓
    float s; ✓
    s = sqrt(36.0); ✓
    cout << s << endl; ✓
    return 0; ✓
}
```

return

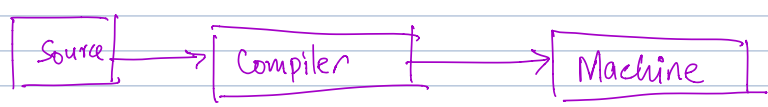
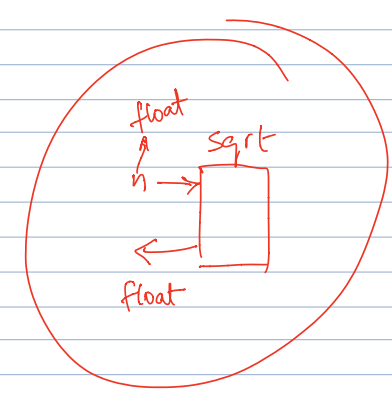
float sqrt(float n) {

return 6.0;

function declaration  
type

(input) parameter

how  
function definition.



- compile-time
- runtime