#include <iostream> // Preprocessor directive for including input/output stream library

using namespace std; // Tells the compiler to use the standard namespace

int main() {

// The starting point of any C++ program

cout << "Hello, World!"; // Prints "Hello, World!" to the console

return 0; // Exits the program with a success status

}

**Explanation:**

1. **#include <iostream>**:  
   This is a preprocessor directive that tells the compiler to include the input/output stream library (iostream) in the program. This library allows you to use cin (for input) and cout (for output).
2. **using namespace std;**:  
   This line tells the compiler to use the **standard namespace**. The std namespace includes things like cout, cin, endl, and other standard functions and objects. By including this, you don't need to prefix std:: with these functions (e.g., std::cout becomes just cout).
3. **int main()**:  
   This defines the main function, which is the entry point of any C++ program. When the program runs, it always starts executing from here. The int before main indicates that the function returns an integer value to the operating system (usually 0 to indicate successful execution).
4. **cout << "Hello, World!";**:  
   This is a statement that outputs the text "Hello, World!" to the console. cout is the output stream object used to print data to the screen, and << is the insertion operator, used to send the data to cout.
5. **return 0;**:  
   This line signifies that the main function ends and returns an integer value of 0 to the operating system, indicating that the program finished successfully.

**With out using namespace**

#include <iostream> // Preprocessor directive for including input/output stream library

int main() {

// The starting point of any C++ program

std::cout << "Hello, World!"; // Prints "Hello, World!" to the console

return 0; // Exits the program with a success status

}

**Explanation of changes:**

* **std::cout**: Since we did not include using namespace std;, we need to explicitly specify the std namespace for the cout object. So instead of just cout, we write std::cout.

**\n**:

* Adds a newline character ('\n') to the output stream.
* **Does not** flush the output buffer.
* It simply moves the cursor to the next line on the screen.

**std::endl**:

* Inserts a newline character ('\n') just like \n.
* **Flushed the output buffer** after printing the newline.
* Flushing ensures that any buffered data is immediately written to the output device (like the console or a file).