Chapter two uses several example programs to teach students step by step the parts of a C++ program. It starts by explaining line by line all the statements in the program like the #include <library name> directives; the using namespace std; the main() function all programs must have; the opening and closing braces, and the cout << object for displaying output of the program on screen, as well as the different options of using the cout object. Also the return 0 statement required for functions like main() is mentioned here. It shows the escape sequences that can be used with the cout object. It explains the #include directive, and it walks you through variables, identifiers and rules for identifiers, reserved words (key words). It lists the integer data types with the size they use in memory. The explanations are with example programs. Char data type is explained with an example program. The difference why ‘A’ and “A” are not the same to assign to a char variable. The string class needs the #include <string> directive added at the beginning of the program in order to use the members like .length. Floating point data type is explained also. The operator for memory sizing a variable is explained and shown in programs. Arithmetic operators are listed in table 2-9 of this chapter. In several places of this chapter there are questions to find what the errors are in statements. Single line and multi-line comments are presented and shown in example programs. Constants are explained and shown how to use. There are a couple of example programs showing the different programming styles. #define directives vs constants declaration and use is explained with example code. At the end of the chapter there are useful questions to be answered and exercises to challenge the student. I liked this chapter.