library

std::cout
std::endl

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

int main () {
    cout << "Hello World" << endl;
    return 0;
}
```

cout ✗

new line

function body

Hello World

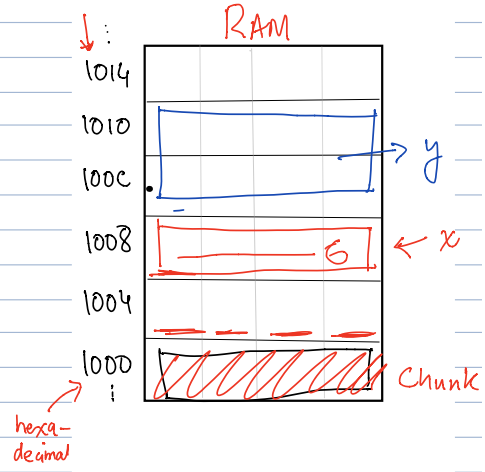
declaration

```
int x;
x = 6;
```

21 — 10

2100000000

```
long y
```




```
float z;
z = 2.93e24; // 2.93x10^24
```

— +e38

```
double w;

char a;
a = 'A';   // ASCII  65
cout << a << endl;   // A

0 ⟶ False
25 ⟶ True

bool x;
x = true;
x = false;
```

x ⟶ x

Functions —

```
float square_root ( float n ) {
    int p;
    return somehow_compute_sqrt(n);
}
```

return data type; name of the function; parameter; type; var; body

```
float sqrt(float n);
int main() {
    cout << sqrt(36);
}
float sqrt (float n) {
}
```

input; how; output; prototype; Error; function declaration; definition

n → Abstraction → float

Source → Compiler → Machine Code → runtime

) compile time

function declaration without the body
↳ function prototype.

→ overview
→ data types
→ Function (prototypes)