```cpp
#include<iostream>
using namespace std;
int main()
{
                char a='A';
                cout<<a<<endl;

                char b=65;
                cout<<b<<endl;

                char c=0x41;
                cout<<c<<endl;

                char d=65.5;
                cout<<d<<endl;

                float f=123.56;
                cout<<f<<endl;

                float g=123e2;
                cout<<g<<endl;

                float h=123e-2;
                cout<<h<<endl;

                string i="Hello";
                cout<<i<<endl;
}

#include<iostream>
using namespace std;
int main()
{
    int a=10;
    cout<<a<<endl;

    int b=010;
    cout<<b<<endl;

    int c=0x10;
    cout<<c<<endl;

    int d(10);
    cout<<d<<endl;

    int f=(10);
    cout<<f<<endl;

    int g{10};
    cout<<g<<endl;

    int h={10};
    cout<<h<<endl;
    return 0;
}
```