PLAYING WITH CHARACTER DATA TYPR

// Example program

#include <iostream>

using namespace std;

int main()

{

char c = 'abc';

cout<< c;

return 0;

}

THIS OUTPUTS c as

c

The last character of the initialized string.

However in the case of a cin statement, or input from the user:

Cin<<a;

Cin<<b;

Cout<< a;

Cout<< b;

Cin<<c;

Cout<< c;

IF the input is abcd:

Output will be

A will be assigned to a

B will be assigned to b

C will be assigned to c

D will not assigned to anything, unless another cin is given for another variable to which d will be assigned.

STRINGS

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Inputting strings will not take anything after a space

// Example program

#include <iostream>

using namespace std;

#include <string>;

int main()

{

string c,d;

cin >> c;

cout <<c;

cin>>d;

cout <<d;

return 0;

}

If inp§ut is helloworld

This will assign hello to c and world to d.

However, if initialized within the program;

// Example program

#include <iostream>

using namespace std;

#include <string>;

int main()

{

string c = "Hello World";

cout<< c;

return 0;

}

Will OUTPUT

Hello World