Visual studio programs:

// ConsoleApplication1.cpp : Defines the entry point for the console application.

//

#include "stdafx.h"

#include<iostream>

using namespace std;

int main()

{

cout << "hello world";

cin.get(); //this is used to hold the output screen;

return 0;

}

//for diagnosing memories;

// ConsoleApplication2.cpp : Defines the entry point for the console application.

//

#include "stdafx.h"

#include<iostream>

int main()

{

std::cout << "hello world";

int pause;

pause = 0;

std::cin >> pause;

return 0;

}