1. Hello World. A small C++ program in CWEB.

```
The general layout of a C++ program is
```

```
(includes 2)
    int main()
    {
        (print msg 3);
    }
```

2. Now the fragments are following. To print something the program first includes the declarations.

```
\langle \text{includes 2} \rangle \equiv
#include <iostream>
This code is used in section 1.
```

 $2 \qquad \text{Hello world} \qquad \qquad \text{Hello} \qquad \S 3$ 

**3.** And the message is send to standard output.

```
\label{eq:cont_state} \begin{split} \langle & \text{ print msg } 3 \rangle \equiv \\ & std :: cout \ll \text{"Hello} \sqcup \text{World.} \backslash \text{n"}; \end{split} This code is used in section 1. cout: \quad 3. \\ \text{CWEB:} \quad 1. \\ main: \quad \underline{1}. \\ std: \quad 3. \end{split}
```

```
\langle \text{ includes 2} \rangle Used in section 1.
\langle \text{print msg } 3 \rangle Used in section 1.
```

## HELLO

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