

# Day 3 Notes

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## 1 Some tips:

It is common that the first program everyone learns is to print "Hello world!" to the screen.

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

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

Be carefull with the "using namespace std;" line. This imports many functions which can cause conflicts with user defined functions in large programs. Typically it is better to use smaller statements such as:

```
#include <iostream>

using std::cout;
using std::cin;
using std::endl;

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

## 2 Data types

There are multiple data types to consider. They all have different ways to be declared.

```
#include <iostream>

using std::cout;
using std::cin;
using std::string;
using std::endl;

int main()
{
    int myInt = 7;
    char myChar = '7';
    string myString = "7";
    bool myBool = true;

    cout << myInt << endl;
    cout << myChar << endl;
    cout << myString << endl;
    cout << myBool << endl;

    return 0;
}
```