

<https://www.youtube.com/watch?v=RSDzvlXmQi4>

Printing “Hello, world!” without using the **namespace**

In this case the **std** is the namespace

Return 0 statement indicates that’s the program has finished successfully...

```
1 #include <iostream>
2
3 int main() {
4     std::cout << "Hello, World!";
5     return 0;
6 }
7
8
9
```

(<<) Insertion Operator

data according to its data type and then
send it to the cout object, which displays

Basic Program

```
1 #include <iostream>
2
3 int main() {
4     std::cout << "Hello, World!";
5     return 0;
6 }
7
8
```

since we are returning 0 at the end. Then the
name of the function is specified, followed by

Running program with User Input.

```
hello_world.cpp x
1 #include <iostream>
2 using namespace std;
3 int main() {
4     int lucky_number = 10;
5     cout << "Enter your lucky number" << endl;
6     cin >> lucky_number;
7     cout << "Your Number is " << lucky_number;
8     return 0;
9 }
```

let's see if this works or not

While loop

```
hello_world.cpp x
1 #include <iostream>
2 using namespace std;
3 int main() {
4     int a = 0;
5     while (a<5) {
6         cout << a << endl;
7         a++;
8     }
9     return 0;
10 }
```

until the condition becomes false. That is why we see 0 to 4 printed in terminal

5:50 / 10:00 • While Loo... >

Do while loop

```
1 #include <iostream>
2 using namespace std;
3 int main() {
4     int a = 0;
5     do {
6         cout << a << endl;
7         a++;
8     } while(a<5);
9     return 0;
10 }
```

is useful when you want to execute a block of code first without checking the condition.

6:22 / 10:00 • Do while I... > CC

For loop

```
hello_world.cpp •
1 #include <iostream>
2 using namespace std;
3 int main() {
4     for (int i=0;i<5;i++) {
5         cout << i << endl;
6     }
7     return 0;
8 }
```

Here we are printing the value of i, till it is less than 5 using the for loop.

6:59 / 10:00 • for loop in... > CC

If else

```
2 using namespace std;
3 int main() {
4     int twitter = 15, threads = 15;
5     if (twitter > threads){
6         cout << "Twitter Won!!" << endl ;
7     }
8     else if (twitter == threads){
9         cout << "Both are stealing data" << endl;
10    }
11    else {
12        cout << "Threads Won!!" << endl;
13    }
14    return 0;
15 }
```

we can print 'Both are stealing data'. We can modify the values to see different outcomes. Let's

Switch statement

```
4 int no_of_likes = 10;
5 switch(no_of_likes){
6     case 10:
7         cout << "Performing Good!!" << endl;
8         break;
9     case 100:
10        cout << "That's the Target" << endl;
11        break;
12    default:
13        cout << "Not Enough Information";
14        break;
15 }
16 return 0;
```

match. Since the value was 10 , the code in case 10 was executed and we see this output.

Functions:

```
1 #include <iostream>
2 using namespace std;
3 int add (int a,int b){
4     return a+b;
5 }
6 int main() {
7     int sum;
8     sum = add(5,6);
9     cout << sum << endl;
10    return 0;
11 }
```

and provide the two numbers as arguments.
Finally, we can print the value of the addition.