

Exercises:

1. On console output, e.g. at the "Hello, World!" program, what happens, if we leave away the `std::endl` object the expression?
2. What happens, if we leave away the preprocessor directive `#include <iostream>`?
3. Write a program, which change the value of an expression during an implicit conversion.

Remarks:

- If exercises ask to document something, a Word document with explanatory text, maybe incl. snippets and screenshots is awaited as companion artifact in the repository or sent as attachment to the solution of the exercise!
- Everything that was left unspecified can be solved as you prefer.
- In order to solve the exercises, only use known constructs, esp. the stuff you have learned in the lectures!
- **Please obey these rules for the time being:**
 - The usage of **goto**, as well as **#pragmas** is not allowed.
 - The usage of global variables is not allowed.
 - You mustn't use the STL, esp. `std::string`, because we did not yet understood how it works!
 - But `std::cout`, `std::cin` and belonging to manipulators can be used.
 - You mustn't use **new** and **delete**!
- Avoid magic numbers and use constants where possible.
- The results of the programming exercises need to be runnable applications! All programs have to be implemented as console programs.
- The programs need to be robust, i.e. they should cope with erroneous input from the user.
- You should be able to describe your programs after implementation. Comments are mandatory.
- In documentations as well as in comments, strings or user interfaces make correct use of language (spelling and grammar)!
- Don't send binary files (e.g. the contents of debug/release folders) with your solutions! Do only send source and project files.
- Don't panic: In programming multiple solutions are possible.
- If you have problems use the Visual Studio help (F1) or the Xcode help, books and the internet primarily.
- Of course you can also ask colleagues; but it is of course always better, if you find a solution yourself.