Hello World!

10/04/2022

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```
#include <iostream>
int main() {
 // printing
 std::cout<<"Hello World!"<<std::endl;
  return 0;
```

lo World!

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Libraries

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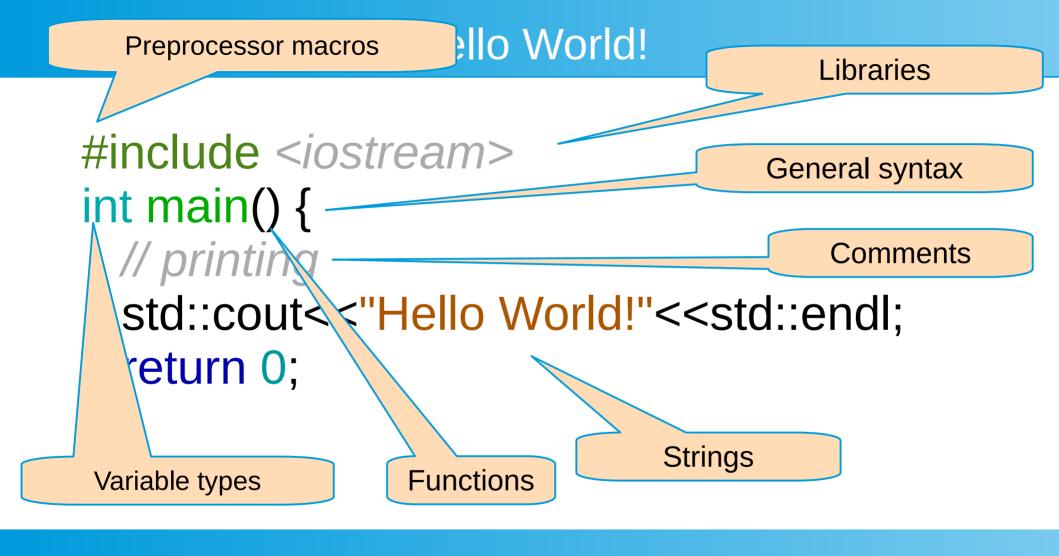
Libraries

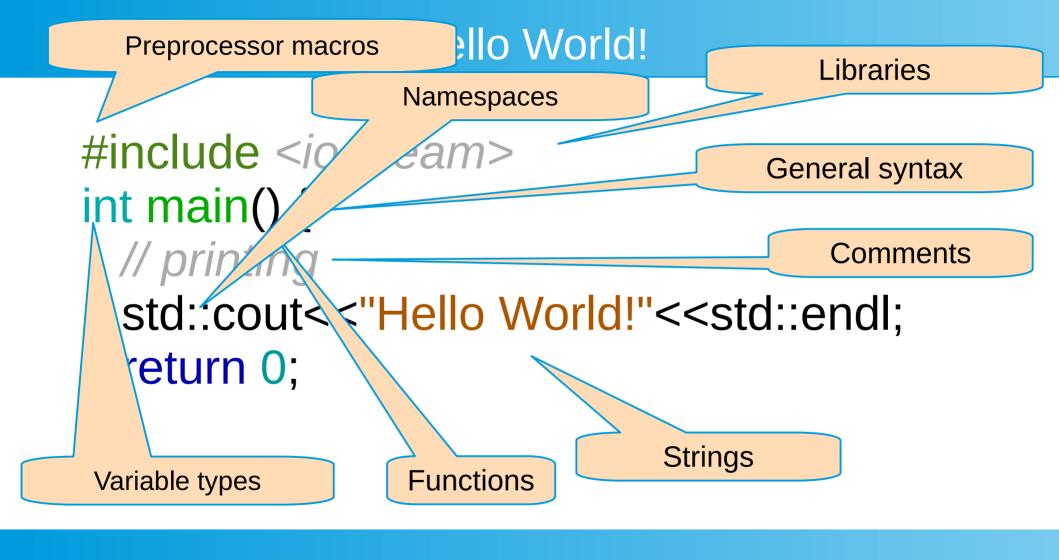
```
#include <iostream>
                                   General syntax
int main() {
 // printing
  std::cout<<"Hello World!"<<std::endl;
  return 0;
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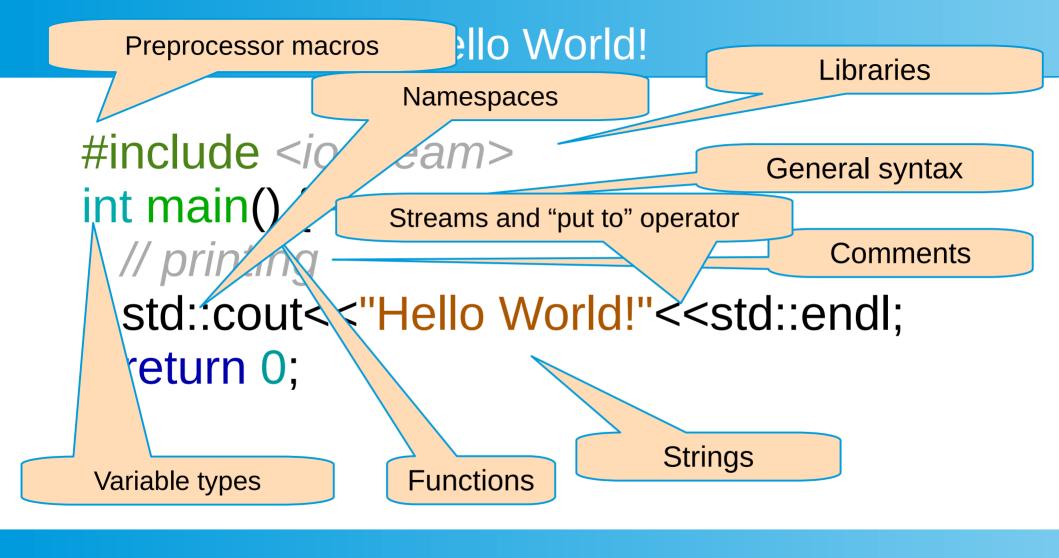
```
lo World!
  Preprocessor macros
                                         Libraries
#include <iostream>
                                      General syntax
int main() {
 // printing
                                          Comments
  std::cout<<"Hello World!"<<std::endl;
  return 0;
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  Preprocessor macros
                                          Libraries
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                                       General syntax
int main() {
  // printing
                                          Comments
  std::cout<<"Hello World!"<<std::endl;
  return 0;
                                 Strings
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  Preprocessor macros
                                          Libraries
#include <iostream>
                                       General syntax
int main()
                                           Comments
  std::cout<<"Hello World!"<<std::endl;
  return 0;
                                 Strings
                  Functions
```







A little reminder:

```
#inlcude <iostream>
using namespace std;
Int main(){
  cout<<"Hello, World!" <<endl;
Return 0;
}</pre>
```

using namespace std;

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#inlcude <iostream>
using namespace std;
                                                    using namespace std;
Int main(){
 cout<<"Hello, World!" <<endl;
Return 0;
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A little reminder:

```
#inlcude <iostream>
using namespace
                                                   using namespace std;
Int main(){
 cout<<"Hell
            World!" <<endl;
Return 0;
```