

Hello World!

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

Preprocessor macros

Hello World!

```
#include <iostream>
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Preprocessor macros

Hello World!

Libraries

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#include <iostream>
int main() {
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Preprocessor macros

Hello World!

Libraries

General syntax

```
#include <iostream>
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int main() {
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    // printing
```

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    std::cout<<"Hello World!"<<std::endl;
```

```
    return 0;
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}
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Preprocessor macros

Hello World!

Libraries

General syntax

Comments

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

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Libraries

```
#include <iostream>
```

General syntax

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int main() {
```

```
    // printing
```

Comments

```
    std::cout<<"Hello World!"<<std::endl;
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```
    return 0;
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Strings

```
}
```

Preprocessor macros

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Libraries

```
#include <iostream>
```

General syntax

```
int main() {
```

Comments

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// printing
```

```
std::cout<<"Hello World!"<<std::endl;
```

```
return 0;
```

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}
```

Functions

Strings

Preprocessor macros

Hello World!

Libraries

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#include <iostream>
```

General syntax

```
int main() {
```

Comments

```
// printing
```

```
std::cout<<"Hello World!"<<std::endl;
```

```
return 0;
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Variable types

Functions

Strings

Preprocessor macros

Hello World!

Libraries

Namespaces

General syntax

Comments

Strings

Functions

Variable types

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

Preprocessor macros

Libraries

Namespaces

General syntax

Streams and "put to" operator

Comments

Strings

Functions

Variable types

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

A little reminder:

```
#include <iostream>
using namespace std;
int main(){
    cout<<"Hello, World!" <<endl;
    return 0;
}
```

using namespace std;

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#include <iostream>
using namespace std;
int main(){
    cout<<"Hello, World!" <<endl;
    Return 0;
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using namespace std;



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using namespace std;

OK FOR Small Programs
STILL is But BAD Taste

