**YouTube tutorial 29 - Unary Scope Resolution Operator**

https://www.youtube.com/watch?v=ZwxMlIS6TLM&index=29&list=PLAE85DE8440AA6B83

#include "stdafx.h"

#include <iostream>

using namespace std;

int tuna = 99;

int main()

{

int tuna=11;

cout << "This is a local variable: " << tuna << endl;

cout << "This is a global variable: " << ::tuna << endl;

// The two columns (::) are called unary scope resolution operator

return 0;

}

**Result:**

This is a local variable: 11

This is a global variable: 99

**YouTube tutorial 30 – Function overloading**

https://www.youtube.com/watch?v=IAMzWp3kS\_k&index=30&list=PLAE85DE8440AA6B83

#include "stdafx.h"

#include <iostream>

using namespace std;

void printNumber(int a) {

cout << a << endl;

};

void printNumber(float a) {

cout << a << endl;

};

int main()

{

int a = 10;

float b = 10.987;

printNumber(a);

printNumber(b);

return 0;

}

**Result:**

10

10.987

**YouTube tutorial 31 - Recursion**

https://www.youtube.com/watch?v=4agL-MQq05E&list=PLAE85DE8440AA6B83&index=31

#include "stdafx.h"

#include <iostream>

using namespace std;

int factorial(int x) {

if (x == 1) {

return 1;

}

else {

return x\*factorial(x-1);

}

};

int main()

{

cout<<factorial(3)<<endl;

return 0;

}

**Result:**

6