Lesson 2: Introduction to the C++ Language Getting Ready for Printing SEND FEEDBACK

Getting Ready for Printing



you have stored. Before you can do that, you will need to learn more about several important parts of

In the next exercises, you will learn how to access elements in the vectors you stored previously.

☑ 9. What is a Vector? ☑ 10. C++ Vectors

☑ 7. Bjarne Introduces C++ Types

8. Primitive Variable Types

2. CODE: Write and Run Your First C...

☑ 3. Compiled Languages vs Scripted L...

4. C++ Output and Language Basics

5. CODE: Send Output to the Console

✓ 11. C++ Comments

☑ 6. How to Store Data

SEARCH

RESOURCES

CONCEPTS

12. Using Auto

14. Getting Ready for Printing

15. Working with Vectors

16. For Loops

17. Functions

18. CODE: Print the Board

19. If Statements and While Loops

20. Reading from a File

22. Processing Strings

21. CODE: Read the Board from a File

23. Adding Data to a Vector

24. CODE: Parse Lines from the File

25. CODE: Use the ParseLine Function

26. Formatting the Printed Board

27. CODE: Formatting the Printed Bo...

28. CODE: Store the Board using the ...

☑ 29. Great Work!

Excellent work! In the next part of the mini-project, you will write a function to print out the board that the C++ language.

Additionally, you will learn to write loops in C++. Finally, you will learn how to write C++ functions so you can begin expanding your project.