

1. Intro

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

6. How to Store Data

7. Bjarne Introduces C++ Types

8. Primitive Variable Types

9. What is a Vector?

10. C++ Vectors

11. C++ Comments

12. Using Auto

13. CODE: Store a Grid in Your Progr...

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

21. CODE: Read the Board from a File

22. Processing Strings

23. Adding Data to a Vector

24. CODE: Parse Lines from the File

25. CODE: Use the ParseLine Function

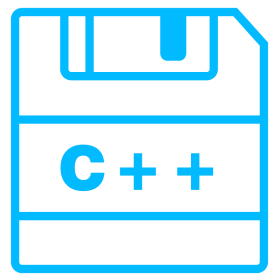
26. Formatting the Printed Board

27. CODE: Formatting the Printed Bo...

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

29. Great Work!

## How to Store Data



In the next few notebooks, you will learn how to store data in your program, including basic variables with primitive types and vector containers.