

- ☒ 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!

### C++ Comments



[https://video.udacity-data.com/topher/2019/April/5cb9770a\\_nd213-c01-comments-how-to-use-comments/nd213-c01-comments-how-to-use-comments\\_720p.mp4](https://video.udacity-data.com/topher/2019/April/5cb9770a_nd213-c01-comments-how-to-use-comments/nd213-c01-comments-how-to-use-comments_720p.mp4)

You may have noticed comments in some of the code up until this point. C++ provides two kinds of comments:

```
// You can use two forward slashes for single line comments.  
  
/*  
For Longer comments, you can enclose the text with an opening  
slash-star and closing star-slash.  
*/
```