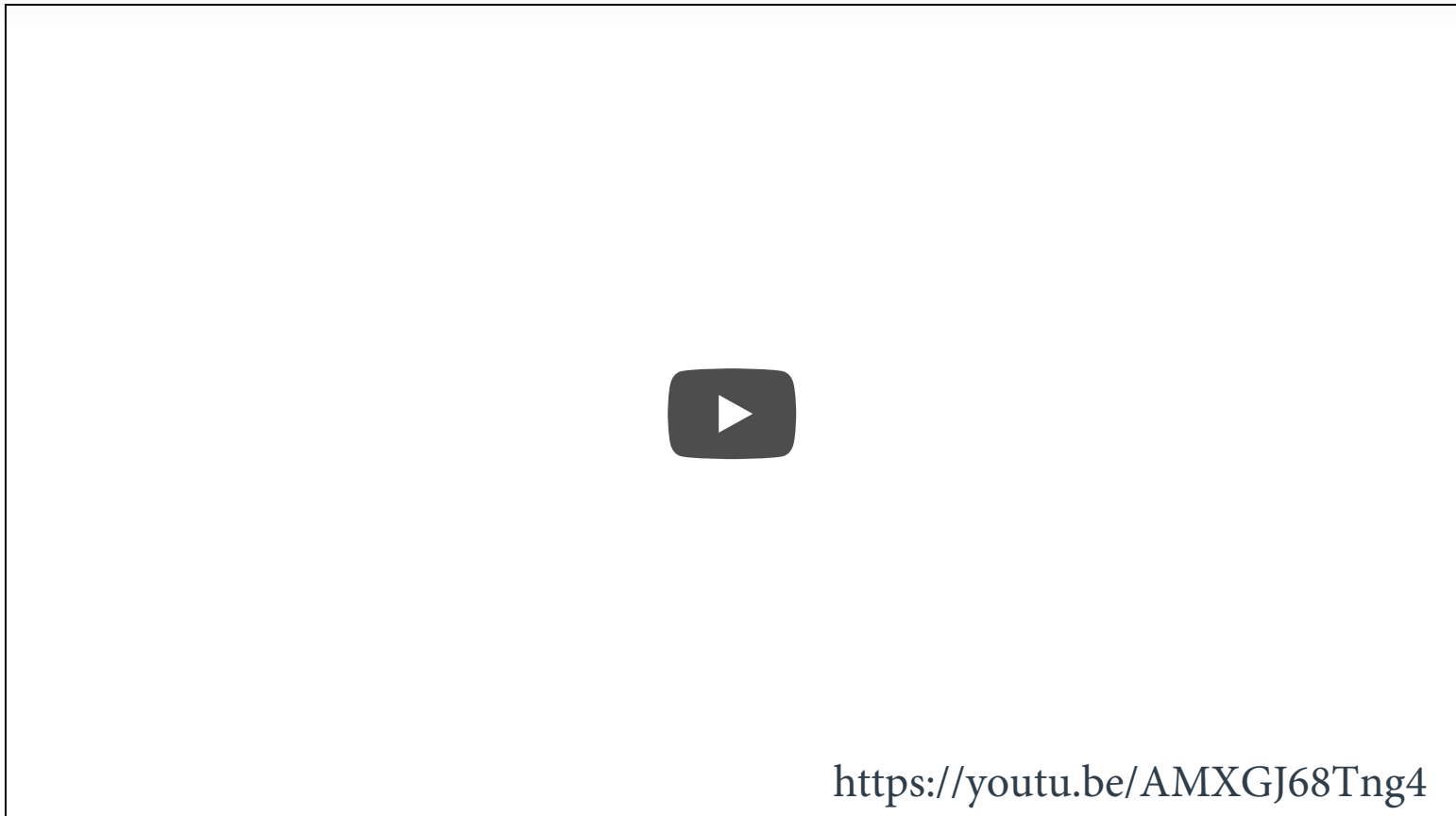


1. Intro
2. CODE: Write and Run Your First C...
3. Compiled Languages vs Scripted L...
4. C++ Output and Language Basics
5. CODE: Send Output to the Console
6. How to Store Data
7. Bjarne Introduces C++ Types
8. Primitive Variable Types
9. What is a Vector?
10. C++ Vectors
11. C++ Comments
12. Using 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!



<https://youtu.be/AMXGJ68Tng4>

Lesson Outline

Lesson Outline

- Getting Started:
 - Write and run your first C++ program
 - Send output to the console
- Variables and Containers:
 - Variable types
 - Vectors
- Functions and Control Structures:
 - Using auto
 - For loops
 - Functions
 - If statements and while loops
- Data Input
 - Read data from a file
 - Parse data and process strings
- Defining your own types with Enums

Input text file:

```
0,1,0,0,0,0,0,0
0,1,0,0,0,0,0,0
0,1,0,0,0,0,0,0
0,1,0,0,0,0,0,0
0,0,0,0,0,0,0,0
```

Store data in your program

Printed output:

0	▲	0	0	0	0	0	0
0	▲	0	0	0	0	0	0
0	▲	0	0	0	0	0	0
0	▲	0	0	0	0	0	0
0	0	0	0	0	0	0	0