

Learning Objectives:

1. Identify and use different primitive data types when you program.
2. Try out “\n” and endl.
3. Practice using common naming conventions for program variables.
4. Continue to practice using one of your favorite text editor (vi, emacs, pico, nano...) to write and edit your programs.
5. Experiment with the escape sequences such as “\t” and “\\”.

Professor Mahavadi’s cout and cin exercises:

1. Write a complete C++ program that does the following.
 - a. Declares two variables of type an integer.
 - b. Assigns a value of 50 to the first variable.
 - c. Prompts the user to enter a number.
 - d. Reads in the user input and assigns it to the second variable.
 - e. Outputs the values that are stored in both variables.
2. Write a complete C++ program that does the following.
 - a. Declares two variables of type double.
 - b. Assigns a value of 7.75 to the first variable.
 - c. Prompts the user to enter a decimal number.
 - d. Reads in the user input and assigns it to the second variable.
 - e. Outputs the values that are stored in both variables.
3. Write a complete C++ program that does the following.
 - a. Declares two variables of type char.
 - b. Assigns the character \$ to the first variable.
 - c. Prompts the user to enter a character.
 - d. Reads in the user input and assigns to the second variable.
 - e. Outputs the characters stored in both variables.
 - f. Test out “\n”, “\t” and other escape sequences with cout.