#include <iostream>
using namespace std;
int main()
{
    cout << "Hello World!\n";
    return 0;
}
New line character

endl is a predefined word, computers understand it represents a new line character \n
#include <iostream>
using namespace std;
int main(){

    cout << "Hello World!";
    cout << endl;

    return 0;
}
Print multiple Things

cout << Thing1 << Thing2 << Thing3;

A message is surrounded by double quotation mark.

A semi-colon indicates the end of the instruction.
#include <iostream>
using namespace std;
int main(){
    cout << "Hello World!" << endl;
    return 0;
}
```cpp
#include <iostream>
using namespace std;
int main()
{
    cout << "Hello! Printing out a very "
         << "very very " << "very very "
         << "very long line :)" << endl;

    return 0;
}
```
Comments

Comments are not part of the program
Only for programmers to read, not instructions for computer to do

- To do list
- Explanation of purpose of the instruction

In line comments, everything following // are comments
Multi-line comments, everything between /* and */ are comments
```cpp
#include <iostream>
using namespace std;

int main(){
    // following line print: Hello World!
    cout << "Hello World!";

    return 0;
}
```
#include <iostream>
using namespace std;
int main(){

    /*
    * this program prints:
    * Hello World!
    */
    cout << "Hello World!";

    return 0;
}
Variable

- Store information from user
- Store data internally for program

What kind of information/data are we storing?

What are we going to do about those data?
Declare Variable

- In order to use a variable, must create it first:

variable_type variable_name;

- After declare the variable, whenever the variable name appears, it represents the data stores in this variable.
Input

Read in a data, store it into a variable

In C++, read in instruction:

```cpp
cin >> variable ;
```

Variable is a variable name which has been declared.
#include <iostream>
using namespace std;
int main()
{
    string name;
    cout << "Please enter your first name:" << endl;
    cin >> name ;

    cout << "Hi! You’ve entered “ << name << endl;
    return 0;
}