Integrated Development Environment (IDE)	
The Editor	Provides an interactive environement in which to create and edit C++
The Compiler	Converts source code into object code
The Linker	Does 3 things
	1. Combines various modules generated by the compiler from source code files
	2. Adds required code modules from program libraries that are provided by C++
	3. Welds everything into a .exe file
The Libraries	A collection of prewritten routines that can be incorporated into programs to carry out common operations

Program Structure	
//	Two slashes indicate a single line comment
/* multi line comments */	Use // to do several lines of comments in program
#include	Is called a directive
<iostream>	<iostream> is a header file
int	is a function type
main	the name of the function
( )	could include parameters
{	the beginning of main's function definition
std::cout	standard character output device (usually the screen)
<<	insertion operator - indicates what follows is inserted into the std::cout
"Hello World!"	the content inserted into std::cout
;	The end of the statement
	std::cout << "Hello World"; is a **statement**
}	the end of main's function definition

```
// Name of program
// Program name
// What program does

#include <iostream>

int main()
{
std::cout << "Hello World!";
}
```

#include and Header Files	
#include	is a preprocessor directive, it directs the compiler to do something
<iostream>	Contains the definitions so you can use the input and output statements
"iostream"	Using quotes tells the compiler to search in the directory where the source file is located first

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Using Declaration and Namespaces	
Standard library	An extensive set of routines that have been written to carry many common tasks
Namespace	Is a fail safe so you don't name your functions the same as preprogrammed routines