

Programming I
Overview of C++ - Data Types and Variables
Program #4 - datatype

You are to type in the **datatype.cpp** program given. You should type it in as is making any adjustments to formatting that you wish. (You should be starting to develop your own style by now.)

When the program is done compile and run it to check for errors. You do not need to submit a typescript...yet.

Then modify the program by doing the following:

1. Add the appropriate directive to use the **string** class.
2. Add declarations using appropriate identifiers for the values below.
Declare *e*, the speed of light, and the speed of sound as constants.
3. Initialize the variables.
4. Use any identifiers you want for the values that don't have a specific purpose.
5. Add them to the program output.
6. Complete your typescript and hand in the program!

Declare and initialize variables for:

```
e (2.7182818)
Speed of light (3.00 X 10^8 m/s)
Speed of sound (340.292 m/s)
4000
-4000
"Welcome to Programming!"
```

Remember, you must include in the typescript file a copy of the program, the compile line, and the program output. Remember that programs are due at or before the beginning of class!