

# Getting Started

## Terms

C++ Standard Library	Integrated Development Environment
Compiling	Machine code
Console application	Statement
Function	Syntax
Graphical User Interface (GUI)	Terminal

## Summary

- C++ is one of the oldest yet most popular programming languages in the world due to its performance and efficiency.
- It's often used in building performance-critical applications, video games (especially with Unreal Engine), servers, operating systems, etc.
- To learn C++, you need to learn the syntax (grammar) of the language as well as C++ Standard Library, which is a collection of pre-written C++ code for solving common problems.
- To write C++ applications, we often use an Integrated Development Environment (IDE). The most popular IDEs are MS Visual Studio, XCode, and CLion.
- To run C++ applications, first we have to compile our C++ code to machine code.
- The `main()` function is the starting point of a C++ program.

## Your First C++ Program

```
#include <iostream>

int main() {
    std::cout << "Hello World";
    return 0;
}
```