

3. character literals :- single characters enclosed with single quotes that never changes its value during program run is called character literal or character constant. Eg :- 'a', 'm', 'f'.

Escape sequence	Non-graphic character
\a	Audible bell (alert) beep sound <i>appear on computer screen</i>
\b	Back space <i>remove left side character</i>
\f	Form feed
\n	New line
\r	Carriage return
\t	Horizontal tab
\v	Vertical tab
\\	Back slash
\'	Single quote
\"	Double quote
\?	Question mark
\0	Null character

4. string literals :- a sequence of one or more characters enclosed within a pair of double quotes is called string constant. Eg :- "hello", "a", "124", "c++" .... etc.
5. Punctuators :- The symbols that convey special meaning to the compiler are called punctuators.  
Eg :- #, ;, ', ", ( ), { }, etc....
6. Operators :- The symbols that performs specific operation is called operators. Eg :- +, -, \*, /, % (modulus operator - performs division operation and returns remainder as result).

### 3. INTEGRATED DEVELOPMENT ENVIRONMENT (IDE)

- C++ programs can be written, compiled and executed within different compilers such as Turbo C++, Borland C++ and these compilers provide IDE for C++ programs.