

```
// sample1_5_1cio.cpp : コンソール アプリケーションのエントリ ポイントを定義します。
```

```
//
```

```
#include "stdafx.h"
```

```
#include <iostream>
```

```
#include <string>
```

```
using namespace std;
```

```
int _tmain(int argc, _TCHAR* argv[])
```

```
{
```

```
    double a = 5, b = 3, wa, sa, seki, shou;
```

```
    cout << "a = " << a << "    b = " << b << endl;
```

```
    wa = a + b;
```

```
    cout << "a + b = " << wa << endl;
```

```
    sa = a - b;
```

```
    cout << "a - b = " << sa << endl;
```

```
    seki = a * b;
```

```
    cout << "a * b = " << seki << endl;
```

```
    shou = a / b;
```

```
    cout << "a / b = " << shou << endl << endl;
```

```
    int i = 5, j = 3, amari;
```

```
    cout << "i = " << i << "    j = " << j << endl;
```

```
    amari = i % j;
```

```
    cout << "i % j = " << amari << endl;
```

```
    cout << "何か文字を入力して終了" << endl;
```

```
    string s;
```

```
    cin >> s;
```

```
    return 0;
```

```
}
```