

```
// sample5_2_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[])
```

```
{
```

```
    for (char c = 'a'; c <= 'z'; c++)
```

```
        cout << " " << c << "/" << int(c);
```

```
    cout << endl << endl;
```

```
    for (char c = 'A'; c <= 'Z'; c++)
```

```
        cout << " " << c << "/" << int(c);
```

```
    cout << endl << endl;
```

```
    for (char c = '0'; c <= '9'; c++)
```

```
        cout << " " << c << "/" << int(c);
```

```
    cout << endl << endl;
```

```
    for (int i = 97; i <= 122; i++)
```

```
        cout << char(i);
```

```
    cout << endl << endl;
```

```
    for (int i = 65; i <= 90; i++)
```

```
        cout << char(i);
```

```
    cout << endl << endl;
```

```
    for (int i = 48; i <= 57; i++)
```

```
        cout << char(i);
```

```
    cout << endl;
```

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

```
    string s;
```

```
    cin >>s;
```

```
    return 0;
```

```
}
```