

```
// sample5_2_2cio.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[])
```

```
{
```

```
    cout << "tab/" << int('¥t') << endl;
```

```
    cout << "new line/" << int('¥n') << endl;
```

```
    for (int i = 0; i < 5; i++)
```

```
        cout << 'A' << '¥t';
```

```
    cout << endl;
```

```
    for (int i = 0; i < 5; i++)
```

```
        cout << 'a' << char(9);
```

```
    cout << endl;
```

```
    for (int i = 0; i < 5; i++)
```

```
        cout << "ABC" << '¥t';
```

```
    cout << endl;
```

```
    for (int i = 0; i < 5; i++)
```

```
        cout << "abc" << char(9);
```

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

```
    for (int i = 0; i < 5; i++)
```

```
        cout << 'A' << '¥n';
```

```
    for (int i = 0; i < 5; i++)
```

```
        cout << 'a' << char(10);
```

```
    cout << endl;
```

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

```
    string s;
```

```
    cin >> s;
```

```
    return 0;
```

```
}
```