Mostly, you type complete programs, consisting of several lines like the one before this paragraph. Type them all, and press Enter at the end of each line. Because this book is only so wide, however, occasionally you see a line split in two. It looks like this:

```
This is an example of a very long line that was painfully
            split in two by this book's cruel typesetters.
```

When you see that, *don't* type two lines. If you just keep typing, everything fits on one line on your screen. If you forget this advice, your programs mess up, so I toss in several reminders throughout this book whenever such a thing happens.

Foolish Assumptions

This book makes the following assumptions about you, your computer, your compiler, and — most important — your state of mind:

- ✔ You have a computer, or at least you have access to one. It can be just about any computer; this book is *not* specific to Windows.

- ✔ You're pretty good with the computer. You understand things. You may even fix your own problems or help others with their problems.

- ✔ You know how to look things up on the Web, download stuff, and find things you need.

- ✔ You have a passing familiarity with your operating system's command prompt or terminal window. This is important, and it's explained in Appendix A.

- ✔ You're willing to find out how to program — perhaps even desperate to do so!

Icons Used in This Book

Technical information you can merrily skip over.

Something you should remember to do.