```cpp
#include <iostream>

using namespace std;

int main()
{
    cout >> "Welcome 161."
    cin >> etc();

    if (main() { return std::cout << "Jane Miller"
```
Select sauce
Select veggies
Select meat
If not purchased
Do we want it toasted or not
Select if you want cheese or not
Select if you want dressing or not
Determine type of sandwich
Select the size of sandwich
Select the bread
Subway sandwich

We will create an algorithm in class:

Convert inches to MM
\[
\phi \cdot \phi \quad \text{in \textit{\underline{\text{class}}}}
\]

\[
\phi \cdot \phi = \phi \cdot \phi
\]

- Any sequence of digits (0-9) or underscores
- Start with a letter (A-Z)
- Single or double underscore

\[
\phi \cdot \phi \quad \text{includes} \quad \phi \cdot \phi
\]
"Welcome!"

We will be converting "...

We will be..."

..."We will be..."

"We will be..."
#include <graphics.h>
#include <iostream>
using namespace std;

// Karla Fant's Demonstration of Drawing a circle for CS161

int main()
{
    // Here is where I am going to put my variables
    int window_size;
    int color;
    int circle_radius,

cout << "This program will work with what we learned about in Lecture 5";
cout << endl << endl; // have an extra blank line

cout << "How big of a window do you want (pick a number less than 1200): ";
cin >> window_size;
initwindow(window_size, window_size);

cout << "What color do you want. enter in a number 1-15 (15 is white) ";
cin >> color; cin.get();
setcolor(color);

cout << "How big do you want the circle? ";
cin >> circle_radius; cin.get();

// draw the circle centered in the window so dividing the width and the height
// of the window by two

circle(window_size/2, window_size/2, circle_radius);
cout << "You need to hit a key on the keyboard";
cout << " while in the graphics window to continue\n\n";

getch(); // if you don't do this... the first circle disappears

return 0;
}