

```
//char example

#include <iostream>
using namespace std;

int main()
{
    //declare a variable that can hold one symbol from the keyboard
    char letter; //set up a variable named letter than can hold a symbol

    //give it a value (initialize it)
    letter = 'y'; //give char the value of lower case y

    cout << letter << endl;

    cout << "Your letter is " << letter << endl;
    //show a message, then show the value of letter variable, then end line

    return 0;
}
```