1. First C++ Program: Hello World o Write a simple C++ program to display "Hello, World!". =ok

2. Basic Input/Output Write a C++ program that accepts user input for their name and age and then displays a personalized greeting. =ok

3. POP vs. OOP Comparison Program o Write two small programs: one using Procedural Programming (POP) to calculate the area of a rectangle, and another using Object-Oriented Programming (OOP) with a class and object for the same task.=ok

Objective: Highlight the difference between POP and OOP approaches.

4. Setting Up Development Environment ,Write a program that asks for two numbers and displays their sum. Ensure this is done after setting up the IDE (like Dev C++ or Code Blocks). ok

Objective: Help students understand how to install, configure, and run programs in an IDE.

1. Variables and Constants o Write a C++ program that demonstrates the use of variables and constants. Create variables of different data types and perform operations on them. =ok

o Objective: Understand the difference between variables and constants.

2. Type Conversion o Write a C++ program that performs both implicit and explicit type conversions and prints the results. Objective: Practice type casting in C++.=ok

3. Operator Demonstration o Write a C++ program that demonstrates arithmetic, relational, logical, and bitwise operators. Perform operations using each type of operator and display the results.=ok

Objective: Reinforce understanding of different types of operators in C++.

1. Grade Calculator o Write a C++ program that takes a student’s marks as input and calculates the grade based on if-else conditions. o Objective: Practice conditional statements(if-else). =ok

2. Number Guessing Game o Write a C++ program that asks the user to guess a number between 1 and 100. The program should provide hints if the guess is too high or too low. Use loops to allow the user multiple attempts. o Objective: Understand while loops and conditional logic.=ok

3. Multiplication Table o Write a C++ program to display the multiplication table of a given number using a for loop. o Objective: Practice using loops.=ok

4. Nested Control Structures o Write a program that prints a right-angled triangle using stars (\*) with a nested loop. o Objective: Learn nested control structures.=ok