

Variant tanlash operatori qaysi ?

====

#switch

====

if

====

else

====

for

+++++

Bo'lishdagi (butun) qoldiqni aniqlash operatori (%) qaysi arifmetik
amalga kiradi?

====

#Binar

====

Unar

====

Oddiy

====

Murakkab

+++++

Chala shart operatorini ko'rsating.

====

#if (...) {...}

====

if (...) {...} else {...}

====

for (...;...;...)

====

while (...) {...}

+++++

Shart operatorini necha xil ko'rinishi mavjud ?

====

#2

====

1

====

3

====

4

+++++

while() sikl operatorlarining qaysi turiga mansub?

```
====  
#Sharti oldin berilgan  
====  
Sharti keyin berilgan  
====  
Parametrli  
====  
To'g'ri javob yo'q
```

+++++

```
a=10 b=6 natijani toping int main( ){ int a,b,c; cin>>a>>b;  
c= a>b?a:b; cout<<c; return 0;}
```

```
====  
#10  
====  
6  
====  
16  
====  
4
```

+++++

```
a=8 b=15 dagi qiymatini toping int main( ){ int a,b;  
cin>>a>>b; if(b<a){a=a+1;} cout<<a; return 0;}
```

```
====  
#8  
====  
15  
====  
9  
====  
16
```

+++++

```
for(int i=1; i<=n; i++) bu holatda i++ qismi qanday nomlanadi
```

```
====  
#sikl parametrini oshirish  
====  
majburiy to'xtatish belgisi  
====  
sikl takrorlanish sharti  
====  
ilova
```

+++++

```
n=1 natijani toping int main( ){ int n; cin>>n; switch(n) { case  
1: case 2: case 3: case 4: cout<<"ok"; break;} return 0;}
```

====

#ok

====

Xech qanday natija chiqmaydi

====

5

====

case:5

+++++

```
n=3 dagi natijani toping int main( ){ int n;cin>>n; for(int i=1;
i<=n; i++) cout<<"Salom"; return 0; }
```

====

#SalomSalomSalom

====

SalomSalom

====

salom

====

salomsalomsalom

+++++

```
&#35;include <iostream> using namespace std; int main(){ int q;
cin>>q; if(q>0) { int t=33; } cout<<t<<endl; return
0;} //t=2 bo'lganda dastur natijasi qanday?
```

====

#Xatolik yuz beradi

====

33

====

30

====

32

+++++

"#" bu belgining C++ dagi nomi nima?

====

#funta

====

mantiqiy va

====

direktiva

====

panjara

+++++

```
a=10, b=10 bo'lganda dastur qismi qanday natija beradi? int a, b, s = 0;
cout <<< "a="; cin >>> a; cout <<< "b="; cin >>> b;
int i = 0; do { i = i + b; s += i; } while ( i < a ); cout <<< s
<<< endl;
```

====

#10

====

5

====

11

====

100

+++++

```
a=10, b=15 bo'lganda dastur qismi qanday natija beradi? int a, b, s; cout
<<< "a="; cin >>> a; cout <<< "b="; cin >>> b; s = 0;
while (a >= b) { s++; a -= b; } s += a; cout <<< s <<< endl;
```

====

#10

====

150

====

25

====

100

+++++

```
a=10, b=20 bo'lganda dastur qismi qanday natija beradi? int a, b, s; cout
<<< "a="; cin >>> a; cout <<< "b="; cin >>> b; s = a
* b; while (a != b) if (a > b) a -= b; else b -= a; s /= a; cout
<<< a <<< endl;
```

====

#10

====

20

====

200

====

100

+++++

```
a=10, b=5 bo'lganda dastur qismi qanday natija beradi? int a, b, s = 0;
cout <<< "a="; cin >>> a; cout <<< "b="; cin >>> b;
int i = b; while (i <= a) { s += 1; i++; } cout <<< s <<<
endl;
```

====

#6

====

10

====

50

====

5

+++++

a=11, b=6 bo'lganda dastur qismi qanday natija beradi? int a, b, s = 0;
cout << "a="; cin >> a; cout << "b="; cin >> b;
int i = b; while (i <= a) { s += i; i++; } cout << s << endl;

====

#51

====

11

====

6

====

66

+++++

a=348 dagi chiquvchi qiymatini toping. int main() int a; cin>>a;
if(a%3==0) cout<<"bo`linadi"; return 0;}

====

#bo`linadi

====

dastur xato

====

qiymat chiqmaydi

====

348

+++++

a=4, b=4 natijani toping int main(){ int a,b, k=0;
cin>>a>>b; for(int i=1; i<=a; i++){k+=b;} cout<<k;
return 0;}

====

#16

====

43

====

56

====

90

+++++

```
a=5 natijani chiqaring int main( ){ int a; cin>>a; if(a>0)
cout<<99999; if(a<0) cout<<33333; if(a==0)
cout<<00000; return 0;}
```

```
====
#99999
====
33333
====
0
====
Nan
```

+++++

```
a=5, b=10 bo'lganda dastur qismi qanday natija beradi? int a, b, s = 0;
cout << "a="; cin >> a; cout << "b="; cin >> b;
int i = 0; while (i <= a) { s += i; i += b; } cout << s << endl;
```

```
====
#0
====
1
====
50
====
15
```

+++++

```
a=5, b=6 natijani toping int main( ){ int a,b,c; cin>>a>>b;
c= a>b?a:b; cout<<c; return 0;}
```

```
====
#6
====
5
====
9
====
11
```

+++++

```
a=5, n=6 natijani toping int main( ){ double a,n; cin>>a>>n;
for(int i=1; i<=n; i++)a=a+1; cout<<a; return 0;}
```

```
====
#11
====
10
====
12
====
121
```

+++++

```
a=6 n=6 natijani toping int main( ){ double a, n; cin>>a>>n;
for(int i=1; i<=n; i++) a=a+1; cout<<a; return 0;}
```

====

#12

====

13

====

11

====

10

+++++

```
a=7, b=14 bo'lganda dastur qismi qanday natija beradi? int a, b, s; cout
<< "a="; cin >> a; cout << "b="; cin >> b; s = 0;
while (a >= b) { s++; a -= b; } s += a; cout << s << endl;
```

====

#7

====

21

====

25

====

28

+++++

```
a=7, b=5 bo'lganda dastur qismi qanday natija beradi? int a, b, s = 0;
cout << "a="; cin >> a; cout << "b="; cin >> b;
int i = 0; do { i++; if (i % b == 0) s += i; } while ( i < a ); cout
<< s << endl;
```

====

#5

====

35

====

7

====

12

+++++

```
a=98765 bo'lsa natijani toping int main( ){ int a; cin>>a;
if(a%2==0)cout<<"juft"; else cout<<"toq"; return 0;}
```

====

#toq

====

98765
====
juft
====
2

+++++

Belgili tipni qabul qiluvchi o'zgaruvchilarni e'lon qilish uchun qaysi xizmatchi so'zidan foydalanish mumkin?

====
#char
====
void
====
bool
====
int

+++++

Dastur natijasi qanday bo'ladi? #include <iostream>
#include <math.h> using namespace std; int main(){ int a,b;
a=2; b=3; cout << (a*b)*pow(b,-1); return 0;}

====
#2
====
1
====
0
====

dasrurda xatolik bor

+++++

Dastur natijasi qanday bo'ladi? #include <iostream> using
namespace std; int main(){ double a,b; b=4.4; a=b/2.2; cout <<
b/a; return 0; }

====
#2.2
====
2
====
1
====

dasrturda xatolik bor

+++++

Dastur natijasi qanday bo'ladi? `#include <iostream> using namespace std; int main(){ int n(2.8),b=12; cout << b/n; return 0; }`

====

#6

====

4

====

12

====

Dasturda xatolik bor

+++++

Dastur natijasi qanday bo'ladi? `int main(){ double a,b,c,d; a=3; b=2; c=4; d=b/c*sqrt(c)/pow(a,b); swap(a,d); cout << d << endl; return 0; }`

====

#3

====

2

====

0. (1)

====

0

+++++

Dastur natijasi qanday bo'ladi? `int main(){ int a,b,c,d; a=3; b=2; c=4; d=a+b/2*c; cout << d << endl; return 0; }`

====

#7

====

0

====

3

====

0.625

+++++

Dastur natijasi qanday bo'ladi? `int main(){ int a=10,b=20,c=17; b+=a++; b+=c; cout << b++ << endl; return 0; }`

====

#47

====

1

====

49

====

48

+++++

```
Dastur natijasi qanday bo'ladi? int main( ){ int a,b,c; a=5; b=12; c=b/a;
switch (c) { case 1: case 3: cout <<< "Ishladi"; break; case 5: cout
<<< "Dastur"; break; default: cout <<< "Talaba"; } return 0; }
```

====

#Talaba

====

Dastur

====

Ishladi

====

Ekranga xech narsa chiqmaydi

+++++

```
Dastur natijasi qanday bo'ladi? int main( ){ int a,b,c; double d; a=0;
b=2; c=1; d=(a+b)/c+pow(b,a)/b; cout <<< d <<<< endl; return 0;
}
```

====

#2.5

====

2

====

0

====

1

+++++

```
Dastur natijasi qanday bo'ladi? int main( ){ int a,b,c; double d; a=0;
b=2; c=1; d=pow(a+(b+2*c)/2,2)/(a+2*b); cout <<< d <<<< endl;
return 0; }
```

====

#1

====

0

====

2

====

3

+++++

```
Dastur natijasi qanday bo'ladi? int main( ){ int a,b,c; double d; a=3;
b=2; c=4; d=b/c*sqrt(c)/pow(a,b); cout <<< d <<<< endl; return
0; }
```

====

#0

====

2.25

====

0.(1)

====

3

+++++

Dastur natijasi qanday bo'ladi? int main(){ int a,b,q=0; a=1.2; b=2; if (b+a==3) { if (a==2) { q=q++; } q++; } cout <<< q++; return 0; }

====

#1

====

2

====

3

====

0

+++++

Dastur natijasi qanday bo'ladi? int main(){ int a,c; a=5; c=a/4; switch (c) { case 1: case 3: cout <<< "Ishladi"; break; case 5: cout <<< "Dastur"; break; default: cout <<< "Talaba"; } return 0; }

====

#Ishladi

====

Dastur

====

Talaba

====

Ekranga xech narsa chiqmaydi

+++++

Dastur natijasi qanday bo'ladi? int main(){ int a; a=1500; if (a%2==0) { a=a/100; if (a/3==500) { if (a%4==3) { cout <<< "Talaba"; } cout <<< "Salom"; } cout <<< "Salom Talaba"; } return 0; }

====

#Salom Talaba

====

Talaba

====

TalabaSalomSalom Talaba

====

SalomSalom Talaba

+++++

```
int g=3; g+=4; g-=2; cout<<<g<<<endl; g o'zgaruvchining  
qiymatini toping?
```

```
=====
```

```
#5
```

```
=====
```

```
7
```

```
=====
```

```
4
```

```
=====
```

```
2
```

```
+++++
```

```
Dastur natijasi qanday bo'ladi? int main( ){ int a=1500; if (a%2==0) {  
a=a/100; if (a/3==500){ if (a%4==3) { cout <<< "Talaba"; } cout  
<<< "Salom"; } cout <<< "Salom Talaba"; } return 0; }
```

```
=====
```

```
#Salom Talaba
```

```
=====
```

```
Talaba
```

```
=====
```

```
TalabaSalomSalom Talaba
```

```
=====
```

```
SalomSalom Talaba
```

```
+++++
```

```
Dastur natijasi qanday bo'ladi? int main( ){ int n(2.8),b=12; cout  
<<< b/n; return 0; }
```

```
=====
```

```
#6
```

```
=====
```

```
4
```

```
=====
```

```
12
```

```
=====
```

```
Dasturda xatolik bor
```

```
+++++
```

```
Dastur natijasi qanday bo'ladi? int main() { double a,b,c,d; a=3; b=2;  
c=4; d=b/c*sqrt(c)/pow(a,b); swap(a,d); cout <<< d <<< endl;  
return 0; }
```

```
=====
```

```
#3
```

```
=====
```

```
2
```

```
=====
```

```
4
```

```
=====
```

```
0
```

+++++

Dastur natijasida funksiya nimani qaytaradi? void hello() { return "salom";}

=====

#kompilyatsida xatolik sodir bo'ladi

=====

hello(salom) ni

=====

0 ni

=====

"salom" yozuvini

+++++

Dastur natijasini toping. int main(){ int a=27,b=17; a=a-b; b=a+b; cout <<b++; return 0; }

=====

#27

=====

8

=====

18

=====

28

+++++

Dastur natijasini toping? int a=7,b=5,c; c=a|b; cout<<c;

=====

#7

=====

8

=====

5

=====

6

+++++

Dastur natijasini toping? int x=8; cout<<x; cout<<x++; cout<<++x;

=====

#8810

=====

81010

=====

888

=====

8910

+++++

Dasturchi tomonidan dastur elementlari uchun ixtiyoriy tanlangan nom nima deyiladi?

====

#Identifikator

====

Direktiva

====

O'zgaruvchi

====

Operator

+++++

Dasturning natijasi qanday bo'ladi? int main(){ int a,b; float c; a=3; b=2; c=a/b; switch (c){ case 1 : cout <<< "C++"; break; case 1.5: cout <<< "Dastur"; break; case 2 : cout <<< "Tugadi"; break; case 2.5: cout <<< "Salom"; break; } return 0; }

====

#Dasturda xatolik bor

====

C++

====

Dastur

====

Tugadi

+++++

Dasturning natijasi qanday bo'ladi? int main(){ short a,b; double c; a=3; b=2; c=a/b; if (c==1) { cout <<< "yakuniy" <<< endl; } else { cout <<< "birinchi" <<< endl; } return 0; }

====

#yakuniy

====

birinchi

====

dasturda xatolik bor

====

1.5

+++++

do{ }while() sikl operatorlarining qaysi turiga mansub?

====

#Sharti keyin berilgan

====

Sharti oldin berilgan

```
====  
Parametrli  
====  
To'g'ri javob yo'q
```

+++++

Dastur ishlashi davomida o'zgarmay qoladigan miqdor nima deyiladi?

```
====  
#O'zgarmas  
====  
Algoritm  
====  
Identifikator  
====  
O'zgaruvchi
```

+++++

Faqat bir qatorni izohga aylantirish uchun qo'llaniladigan belgilar

```
====  
# //  
====  
*/  
====  
/* */  
====  
/*
```

+++++

for (int a=0; a<50; a+=10) {cout<<<a<<<","} Dastur qismida qanday natija chiqariladi?

```
====  
#0,10,20,30,40,  
====  
10,20,30,40,50  
====  
1,2,3,4,5  
====  
0,10,20,30,40
```

+++++

for() sikl operatorlarining qaysi turiga mansub?

```
====  
#Parametrli  
====  
Sharti oldin berilgan  
====
```

Sharti keyin berilgan
====
To'g'ri javob yo'q

+++++

for(int i=1; i<=n; i++) bu holatda i<=n qismi qanday nomlanadi
====
#sikl takrorlanish sharti
====
majburiy to'xtatish belgisi
====
ilova
====
sikl parametrini oshirish

+++++

Hisoblash mashinasiga algoritmnı beruvchi ko'rsatmalar (buyruqlar)ning
ketma-ketligi nima deyiladi?
====
#Dastur
====
Amal
====
Operator
====
Ifoda

+++++

int a=0; while(a<5) {a++;} Dastur qismida sikl tanasi necha marta
bajariladi?
====
#6
====
4
====
1
====
5

+++++

int a=15; while(a>0) {--a;} Dastur qismida sikl tanasi necha marta
bajariladi?
====
#15
====
14


```
====  
16  
====  
Bajarilmaydi
```

```
+++++
```

```
int a=27,b=32,c; c=a>b+a-b<a+b; cout<<c; dastur natijasi  
qanday ?
```

```
====  
#1  
====  
0  
====  
27  
====  
32
```

```
+++++
```

```
int i=1; while(i>-1) {cout<< i << endl; i++;} Dastur  
qismida sikl tanasi necha marta bajariladi?
```

```
====  
#Cheksiz  
====  
Bajarilmaydi  
====  
2  
====  
1
```

```
+++++
```

```
int main ( ){ int a= 30, b=40, c; c=a..b; cout <<c; return 0; }  
natijani 30 chiqishi uchun nuqtalar o'rniga qaysi belgi qo'yiladi
```

```
====  
#%  
====  
&#38;  
====  
||  
====  
/
```

```
+++++
```

```
int main( ){ int a=30, b=40, c=35,d; if (a>b) {d=b;} else {d=a;}  
if(d>c)d=c; cout << d; return 0; } Dastur natijasini xisoblang.
```

```
====  
#30
```

```
====  
35  
====  
40  
====  
5
```

+++++

```
int main( ){ int i=1; int s=0; do { s+=1/i; i++; } while (i <= 4);  
cout<<<s; return 0; } dastur natijasini toping.
```

```
====  
#1  
====  
4  
====  
2  
====  
3
```

+++++

```
int main( ){ int i=100; while (i<=110){ i++; } cout <<< i; return  
0; } dastur natijasi qanday.
```

```
====  
#111  
====  
110  
====  
100  
====  
1155
```

+++++

```
int main( ){ int s = 1, i = 11; while (i<=111) { s += i; i++; }  
cout<<< s; return 0; } dastur natijasini toping.
```

```
====  
#6162  
====  
5152  
====  
5051  
====  
7071
```

+++++

```
int s=-1; for (int a=0; a<10; a++) {s+=a;} cout<<< s  
<<<endl; Dastur qismida qanday natija chiqariladi?
```

```
====  
#44  
====  
45  
====  
55  
====  
46
```

+++++

```
int x = 90, y = ++x; x va y ning qiymatini toping  
====  
#91 91  
====  
90 91  
====  
90 90  
====  
91 90
```

+++++

```
int x = 90, y = x--; x va y ning qiymatini toping  
====  
#89 90  
====  
90 90  
====  
89 89  
====  
90 89
```

+++++

```
int x = 90, y = --x; x va y ning qiymatini toping  
====  
#89 89  
====  
90 89  
====  
90 90  
====  
89 90
```

+++++

Katta va kichik harflardan, ostki chiziq bilan boshlanadigan ketma ketlik
... deyiladi.
====

```
#identifikator
====
xizmatchi so'z
====
massiv
====
funksiya
```

+++++

```
n=10 bo'lganda dastur qismi qanday natija beradi? int n, s = 0; cout
<< "n="; cin >> n; while (!( s * s > n)) s++; cout
<< s << endl;
```

====

```
#4
```

====

```
6
```

====

```
5
```

====

```
10
```

+++++

O'zgaruvchi psevdonimi nima deb ataladi ?

====

```
#Xavola
```

====

```
O'zgarmas
```

====

```
Rekursiya
```

====

```
Ko'rsatkich
```

+++++

Parametrli sikl operatoridan tog'ri foydalanilgan javobni ko'rsating.

====

```
#for (int i=0; i<=n; i++)
```

====

```
for (int i=0, i<=n, i++,)
```

====

```
for (int i=0, i<=n; i++)
```

====

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

+++++

Parametrli sikl operatorini ko'rsating.

====

```
#for()
====
do{}while()
====
while()
====
if()
```

+++++

Parametrli takrorlash operatorini ko'rsating

```
====
#for
====
if
====
while
====
switch
```

+++++

Qabul qilingan o'zgaruvchi funksiyada qanday o'zgaruvchi vazifasini bajaradi?

```
====
#lokal o'zgaruvchi
====
global o'zgaruvchi
====
register o'zgaruvchi
====
avto o'zgaruvchi
```

+++++

Qiymat o'zlashtirish operatorini ko'rsating.

```
====
#=
====
= =
====
: :
====
.
```

+++++

Quyidagi dasturda chiqarish oqimidan chiquvchi qiymatni aniqlang: int

```
a=15; cout <<< a; ++a*a--;
====
```

```
#15
====
31
====
225
====
224
```

+++++

Quyidagi dasturda chiqarish oqimidan chiquvchi qiymatni aniqlang: int
a=4; cout <<< a--*a++;

```
====
#12
====
16
====
9
====
20
```

+++++

Quyidagi dasturda chiqarish oqimidan chiquvchi qiymatni aniqlang: int
a=5; ++a; a++; cout <<< a;

```
====
#7
====
4
====
5
====
8
```

+++++

Quyidagi dasturda chiqarish oqimidan chiquvchi qiymatni aniqlang: int
a=9; cout <<< a-- + --a ;

```
====
#16
====
14
====
15
====
18
```

+++++

Takrorlash operatorini toping

```
====  
#do..while  
====  
if..else  
====  
if.. For  
====  
if.. While
```

+++++

Quyidagi sikl operatori 10 marta bajarilishi uchun n ning qiymati qanday bo'lishi lozim? for (int i=0; i<n; i++) {sikl tanasi;}

```
====  
#10  
====  
9  
====  
8  
====  
11
```

+++++

Shart operatori tarkibida qaysi operatoridan foydalanish mumkin?

```
====  
# ixtiyoriy  
====  
while  
====  
sikl  
====  
for
```

+++++

Sharti keyin berilgan sikl operatori tuzilishini ko'rsating.

```
====  
#do{sikl tanasi;} while(shart)  
====  
while(shart) {sikl tanasi;}  
====  
while(sikl tanasi) {shart;}  
====  
do{shart} while(sikl tanasi;)
```

+++++

Sharti keyin berilgan sikl operatorini ko'rsating.

```
====
```

```
#do{}while()  
====  
for()  
====  
while()  
====  
if()
```

+++++

Sharti keyin berilgan takrorlanish operatorini toping

```
====  
# do..while  
====  
for..while  
====  
if.. Else  
====  
    to'g'ri javob yo'q
```

+++++

Sharti oldin berilgan sikl operatori tuzilishini ko'rsating.

```
====  
#while(shart) {sikl tanasi;}  
====  
do{sikl tanasi;} while(shart)  
====  
do{shart} while(sikl tanasi;)  
====  
while(sikl tanasi) {shart;}
```

+++++

Sharti oldin berilgan sikl operatorini ko'rsating.

```
====  
#while()  
====  
do{}while()  
====  
if()  
====  
for()
```

+++++

Shartsiz o'tish operatorini ko'rsating

```
====  
#goto  
====
```



```
if
====
for
====
switch
```

+++++

Sikl operatorining qaysi turida sikl tanasi bajarilmasligi mumkin?

```
====
#while(), for()
====
do{}while()
====
while()
====
for()
```

+++++

Sikl operatorining qaysi turida sikl tanasi kamida bir marotaba majburiy tarzda bajariladi?

```
====
#do{} while()
====
for()
====
while()
====
if()
```

+++++

Sikl operatorlarini ko'rsating?

```
====
# for,do.. while,while
====
string,while,for
====
getline ,while
====
break ,do.. while
```

+++++

```
x=6, y=6 dagi chiquvchi natijani toping. int main( ){ double x, y;
cin>>x>>>y; if (x<=y){ cout<<<"0"<<<"
"<<<y;} else{ cout <<<x<<<" " <<< y;} return 0; }
====
#0 6
```

```
====  
6 6  
====  
6  
====  
66
```

```
+++++
```

C++ dasturlash tilida xar bir ifoda ... bilan yakunlanadi?

```
====  
#;  
====  
:  
====  
,  
====  
*
```