



Revision And Sample Questions for Practice



Arithmetic Operators:

Here is a list of **Arithmetic Operators** that can be used.





| Operator | Meaning | Example |
|----------|----------------|----------|
| + | Addition | $8+2=10$ |
| - | Subtraction | $8-2=6$ |
| * | Multiplication | $8*2=16$ |
| / | Division | $8/2=4$ |
| % | Modulus | $8\%2=0$ |



Expression : Precedence Order

Here is the precedence order of **Arithmetic Operators**



| Operator | Symbol | Precedence |
|----------------------------|------------|------------|
| Parentheses | () | 1 |
| Exponential | X^Y | 2 |
| Multiplication Division | $*$ $/$ | 3 3 |
| Addition Subtraction | $+$ $-$ | 4 4 |

Working Example : Precedence Order

What will be the Output?

$$100 / 10 * 10$$

1


or

100




Associativity of Operators

Operators Associativity is used when two operators of same precedence appear in an expression. Associativity can be either Left to Right or Right to Left.



| Symbol | Operator | Associativity |
|--------|---------------------------------|---------------|
| * / % | Multiplication/division/modulus | left-to-right |
| + - | Addition/subtraction | left-to-right |
| = | Assignment | right-to-left |



Working Example : Precedence Order

What will be the Output?

$$100 + 200 / 10 - 3 * 10 \% 10$$



Logical Operators: Precedence Order

| Precedence Order | Operator | In C++ |
|------------------|----------|--------|
| 1 | Not | ! |
| 2 | AND | && |
| 3 | OR | |

Working Example :

What will be the Output?

If $a = 1$; $b = 6$; and $c = 3$;

```
a || (b * c);  
a && (b < c);
```



Working Example :

What will be the Output?

```
int a = 5;
```

```
int b = 9;
```

```
cout << ((a == 0) && (a > b)) << endl;
```

```
cout << ((a == 0) && (a < b)) << endl;
```

```
cout << ((a == 0) || (a > b)) << endl;
```

```
cout << ((a == 0) || (a < b)) << endl;
```

```
cout << !(a == 0) << endl;
```

```
cout << !(a == 5) << endl;
```



Working Example: Functions

What will be the Output?

```
int x = 0;
int f1(){
    x = 5;
    return x;
}
int f2(){
    x = 10;
    return x;
}
main(){
    int p = f1() + f2();
    cout << p << x;
}
```

Working Example

```
main(){
    int choice=0;
    while(choice!=2)
        cin >> choice;
    if(choice == 0)
        function1();
    else if(choice == 1)
        function2();
    else if(choice == 2)
        function3();
    else
        cout << "Enter valid option";
}
```

```
#include<iostream>
using namespace std;
void function1(){
    cout << "This is function 1";
}
void function2(){
    cout << "This is function 2";
}
void function3(){
    cout << "This is function 3";
}
main(){
    int choice=0;
    while(choice!=2)
        cin >> choice;
    if(choice == 0)
        function1();
    else if(choice == 1)
        function2();
    else if(choice == 2)
        function3();
    else
        cout << "Enter valid option";
}
```

Working Example

Write a **C++ program** separately that prints the following patterns separately one below the other. Use **nested for loops** to generate the patterns.

```

*                                     * * * * *
* *                                * * * * *
* * * *                          * * * * *
* * * * *                      * * * * *
* * * * * *                  * * * * *
* * * * * * *              * * * * *
* * * * * * * *          * * * * *
* * * * * * * * *      * * * * *
* * * * * * * * * *   * * *
* * * * * * * * * * * * * *
* * * * * * * * * * * *
* * * * * * * * * * * * *

```

Working Example

A number is said to be **Harshad** if it's exactly divisible by the sum of its digits. Create a function that determines whether a number is a Harshad or not.

- **isHarshad**(75) → false
// $7 + 5 = 12$
// 75 is not exactly divisible by 12
- **isHarshad**(171) → true
// $1 + 7 + 1 = 9$
// 9 exactly divides 171
- **isHarshad**(481) → true

Working Example

The **iterated square root** of a number is the number of times the square root function must be applied to bring the number strictly under 2.

Given an integer, return its iterated square root. Return -1 if it is negative.

- **iSqrt**(1) → 0
- **iSqrt**(2) → 1
- **iSqrt**(7) → 2
- **iSqrt**(27) → 3
- **iSqrt**(256) → 4
- **iSqrt**(-256) → -1

Working Example

Write a **function** that takes a number from the user and return whether the number is prime number or not.

Prime number are those who only divisible by 1 and its own.

Some example of prime numbers are **2, 3, 5, 7, 11, 13, 17** etc.

```
bool isPrime(int number); // function header
```