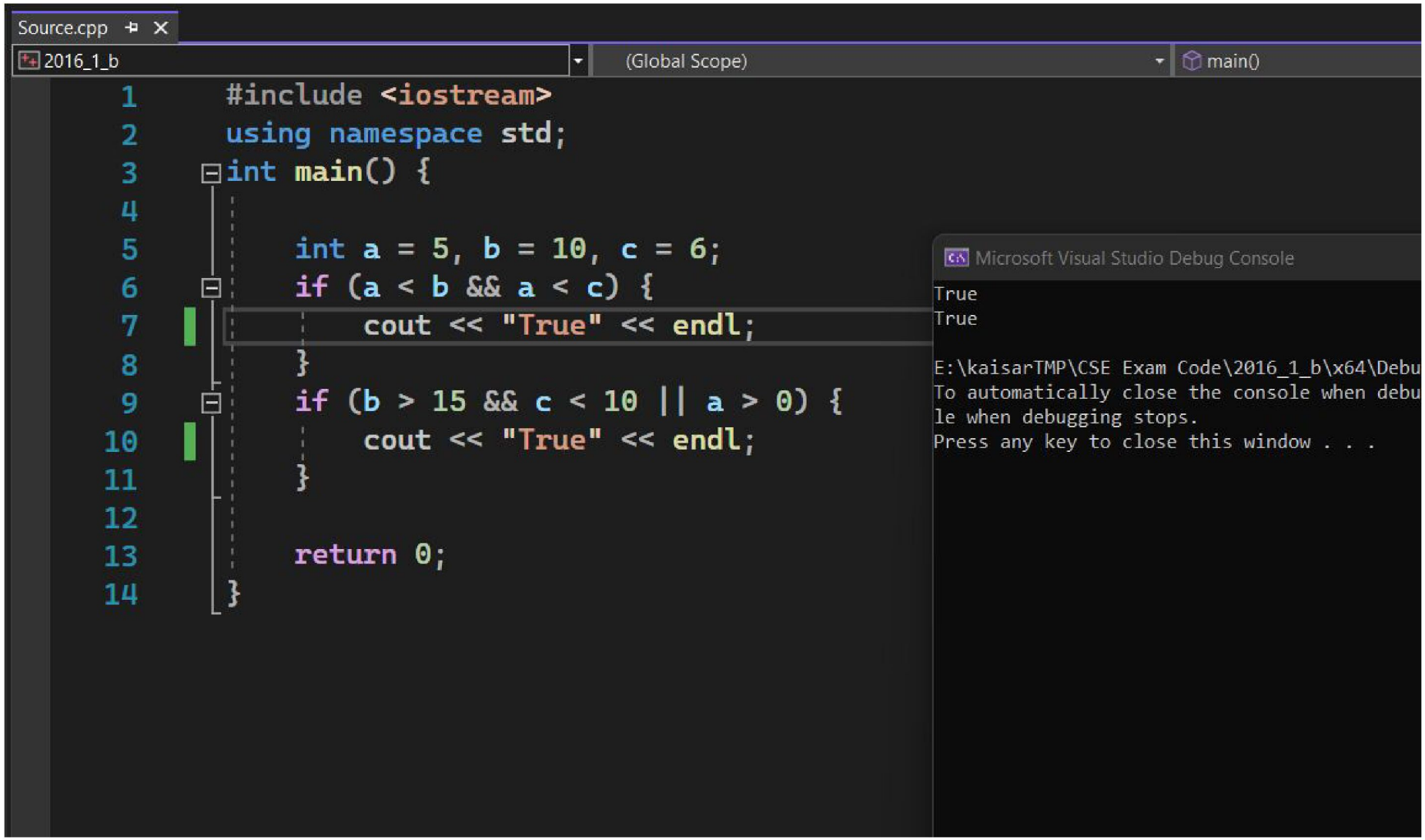
# 2016 - 1 - b


Source.cpp
2016_1_b
(Global Scope)
main()
#include <iostream>
using namespace std;
int main() {
int a = 5, b = 10, c = 6;
if (a < b && a < c) {
cout << "True" << endl;
}
if (b > 15 && c < 10 || a > 0) {
cout << "True" << endl;
}
return 0;
}
Microsoft Visual Studio Debug Console
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le when debugging stops.
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# 2016 - 1 - c

Source.cpp

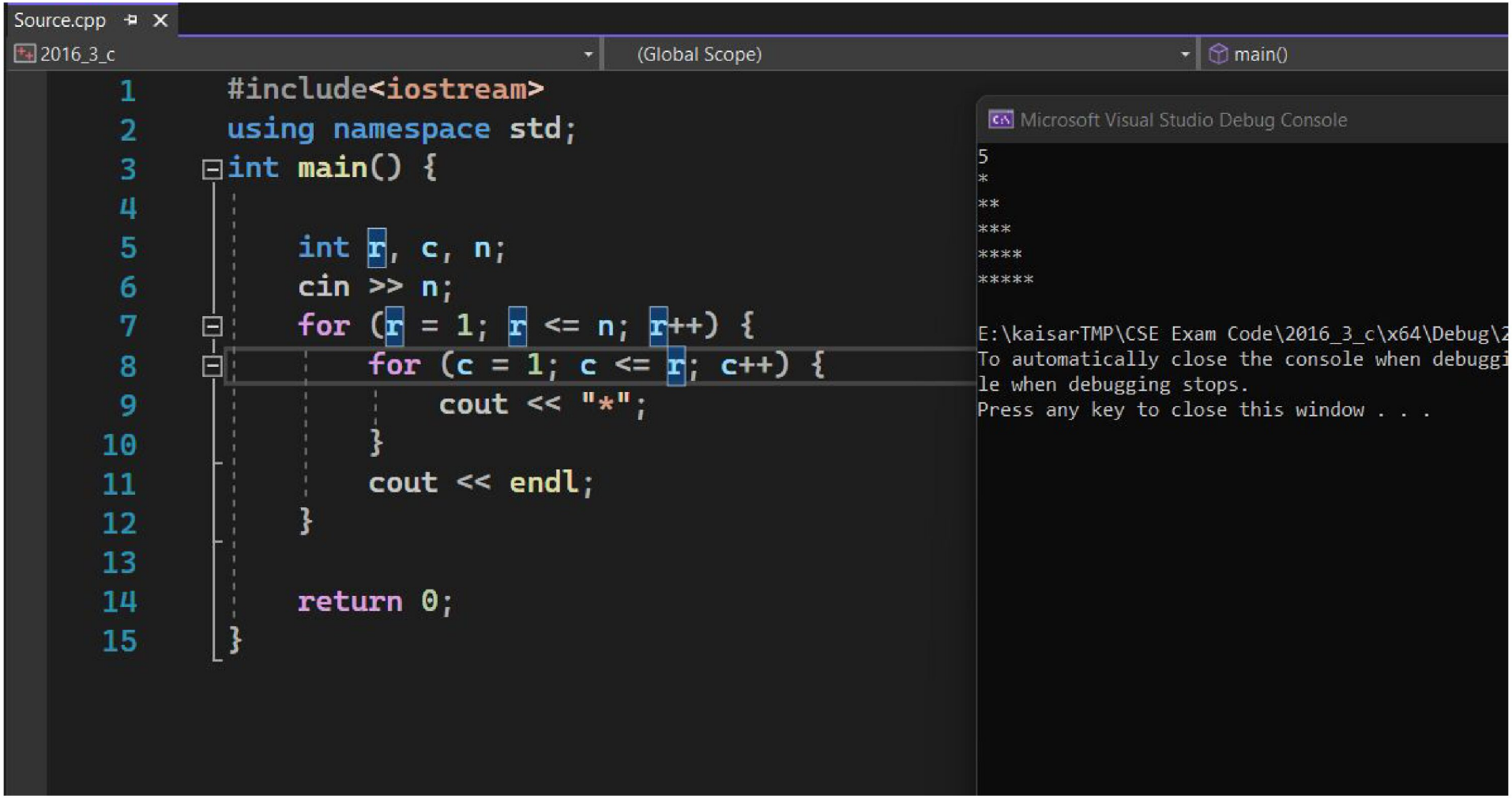
2016_1_c | (Global Scope) | main()

```cpp
#include<iostream>
#include<string>
using namespace std;
int main() {

    char vowels[10] = { 'a','A','e','E','i','I','o','O','u','U' };
    string input;
    cin >> input;
    for (int i = 0; i <= input.length(); i++) {
        for (int j = 0; j < 10; j++) {
            if (input[i] == vowels[j]) {
                cout << input[i] << " is a Vowel" << endl;
            }
        }
    }

    return 0;
}
```

# 2016 - 3 - c


Source.cpp
2016_3_c
(Global Scope)
main()
#include<iostream>
using namespace std;
int main() {
int r, c, n;
cin >> n;
for (r = 1; r <= n; r++) {
for (c = 1; c <= r; c++) {
cout << "*";
}
cout << endl;
}
return 0;
}
Microsoft Visual Studio Debug Console
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le when debugging stops.
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# 2016 - 4 - a

Source.cpp

2016_4_a | (Global Scope) | main()

```cpp
#include <iostream>
using namespace std;

int addition(int a, int b) {
    return a + b;
}

int main() {

    int x, y;
    cout << "Enter X: ";
    cin >> x;
    cout << "Enter Y: ";
    cin >> y;
    cout << "Result: " << addition(x, y) << endl;
    return 0;
}
```

# 2016 - 5 - b

Source.cpp

2016_5_b | (Global Scope) | main()

```cpp
#include<iostream>
using namespace std;
struct Cricketers
{
    char name[20];
    char team[10];
    double strike_rate;
};

int main() {

    struct Cricketers cck[10];
    for (int i = 0; i < 10; i++) {
        cout << "Name of the Player: ";
        cin >> cck[i].name;
        cout << "Name of the Team: ";
        cin >> cck[i].team;
        cout << "Strike-rate: ";
        cin >> cck[i].strike_rate;
    }

    for (int i = 0; i < 10; i++) {
        cout << "Player name: " << cck[i].name << "\tPlayer's Team: " << cck[i].team << "\tStrike-rate: " << cck[i].strike_rate << endl;
    }

    return 0;
}
```

# 2016 - 6 - b

Source.cpp

2016_6_b | (Global Scope) | main()

```cpp
#include<iostream>
using namespace std;
int main() {

    int a, b, c;
    int z[3][4] = { 1,2,3,4,5,6,7,8,9,10,11,12 };
    for (a = 0; a < 3; a++) {
        c = 999;
        for (b = 0; b < 4; b++) {
            if (z[a][b] < c) {
                c = z[a][b];
                cout << c << endl;
            }
        }
    }

    return 0;
}
```

Microsoft Visual Studio Debug Console

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```

# 2016 - 6 - c

Source.cpp

2016_6_c (Global Scope)

```cpp
#include<iostream>
using namespace std;
int main()
{
    int i, j, temp;
    int a[10];

    cout << "Input 10 digit: ";

    for (i = 0; i < 10; i++) {
        cin >> a[i];
    }

    cout << endl;
    for (i = 0; i < 10; i++) {
        for (j = i + 1; j < 10; j++)
        {
            if (a[j] < a[i]) {
                temp = a[i];
                a[i] = a[j];
                a[j] = temp;
            }
        }
    }

    cout << "Sorted Ascended Order Element List ...\n";
    for (i = 9; i >= 0; i--) {
        cout << a[i] << " ";
    }
    return 0;
}
```

# 2016 - 7 - b

Source.cpp

2016_7_b | (Global Scope) | main()

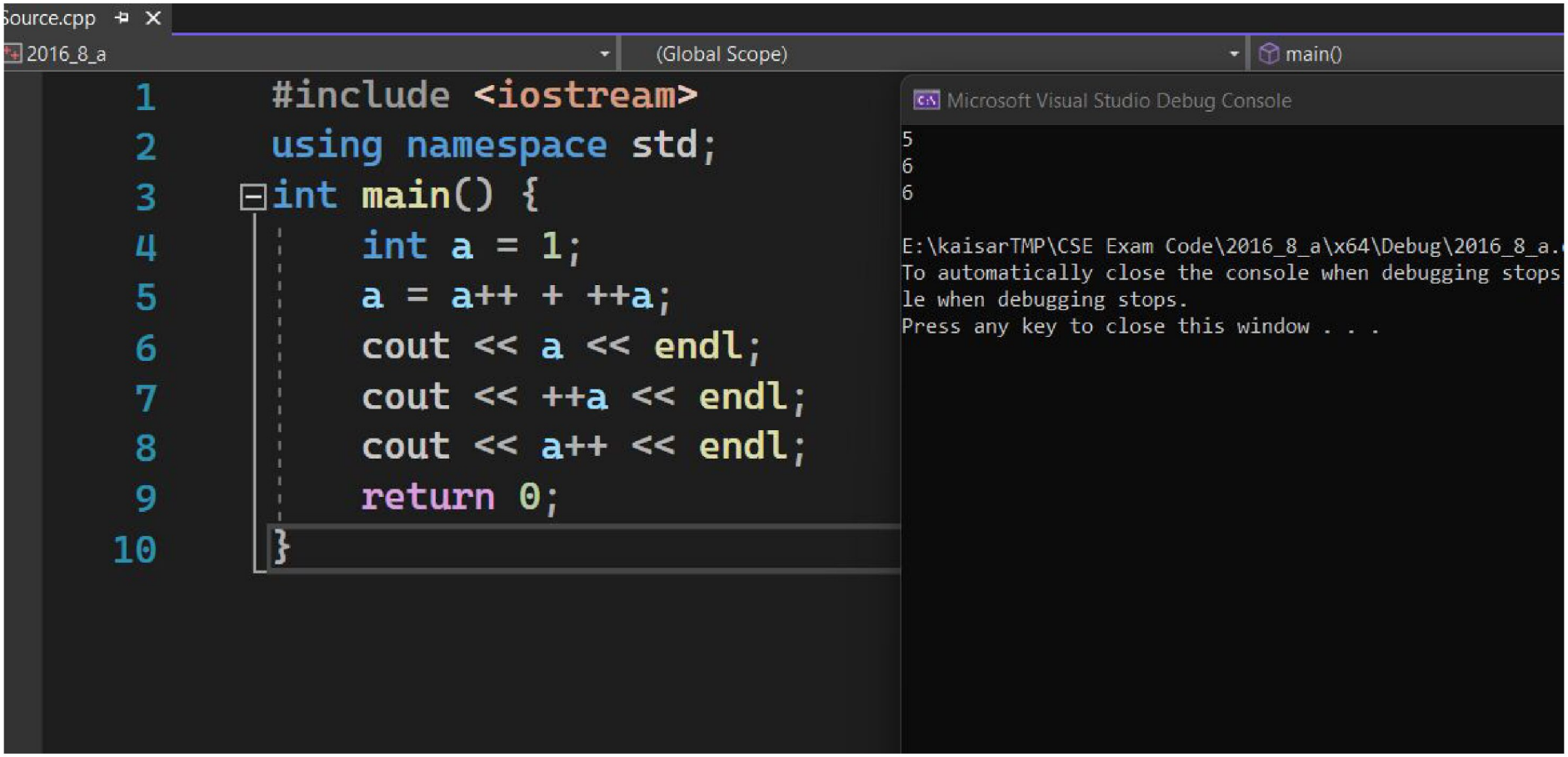
```cpp
#include <iostream>
#include <string>
using namespace std;
int main() {

    string str;
    int i = 0, alphabet[26] = {0}, j;

    getline(cin, str);

    while (str[i] != '\0') {
        if (str[i] >= 'a' && str[i] <= 'z' || str[i] >= 'A' && str[i] <= 'Z') {
            j = tolower(str[i]) - 'a';
            ++alphabet[j];
        }
        ++i;
    }
    cout<<"Frequency of all alphabets in the string is:"<<endl;
    for (i = 0; i < 26; i++)
    cout<< char(i + 'a') << " : " << alphabet[i] << endl;
    return 0;
}
```

# 2016 - 8 - a


ource.cpp
2016_8_a
(Global Scope)
main()
#include <iostream>
using namespace std;
int main() {
int a = 1;
a = a++ + ++a;
cout << a << endl;
cout << ++a << endl;
cout << a++ << endl;
return 0;
}
Microsoft Visual Studio Debug Console
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le when debugging stops.
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