//1..WAP which takes the values of lenght and breadth from user and check if it is a square or not..

```
#include<iostream>
using namespace std;
int main()
{
  int len, breadth;
  cout<<"Enter the value of lenght and breadht:";
  cin>>len>>breadth;
  if(len==breadth)
    cout<<"it is sqaure"<<endl;</pre>
  }
  else{
    cout<<"it is not a square"<<endl;</pre>
  }
  return 0;
}
//2..WAP tp print absolute value of a number entered by the user..
#include<iostream>
using namespace std;
```

```
int main()
{
  int n;
  cout<<"Enter the value of n:";</pre>
  cin>>n;
  if(n<0)
    n=n*(-1);
  }
  cout<<"Absolute value is:"<<n<<endl;</pre>
  return 0;
}
//3..WAP to take input from user for cost price and selling price and calculate profit or loss..
#include<iostream>
using namespace std;
int main()
{
  int sp,cp;
  cout<<"Enter the value of sp:";</pre>
  cin>>sp;
  cout<<"Enter the value of cp:";
  cin>>cp;
```

```
if(sp>cp)
    cout<<"profit";
  }
  else
  {
    cout<<"loss";
 }
 return 0;
}
//4..WAP to print positive number enterd by the user, if user enterd a negative number it is skipped..
#include<iostream>
using namespace std;
int main()
{
 int n;
  cout<<"Enter the number:";
  cin>>n;
 if(n>0)
  {
    cout<<"Number is positive ";</pre>
  }
  else{
```

```
cout<<"Number is negative and skipped";</pre>
 }
  return 0;
}
//5..Create a calculation using switch statement to perform addition, susbstraction, multiplication and
division..
#include<iostream>
using namespace std;
int main()
{
  char op;
 float num1, num2;
  cout<<"Enter the operation:"<<endl;
  cin>>op;
  cout<<"Enter the value of num1 and num2:"<<endl;</pre>
  cin>>num1>>num2;
 switch(op)
  {
    case'+':
    cout<<num1<<"+"<<num2<<"="<<num1+num2;
    break;
```

```
cout<<num1<<"-"<<num2<<"="<<num1-num2;
    break;
    case'*':
    \verb|cout|<|num1|<|"*"<|num2|<|"="<|num1|*num2|;
    break;
    case'/':
    cout<<num1<<"/"<<num2<<"="<<num1/num2;
    break;
    default:
    cout<<"The operator is not correct";</pre>
    break;
    return 0;
 }
}
```

case'-':