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

int main()
{
    int x;
    cin>>x;
```

Your code has Passed Execution!

```cpp
    try
    {
        if(x==1)
            throw 10;
        else
            throw 'a';
    }
    catch (char param)
    {
        cout << "default exception\n";
    }
    catch (int param)
    {
        cout << "int exception\n";
    }
```

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ont Size   Language   Editor Theme

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

Your code has Passed Execution!

```
template <class T>
void fun(T a, T b)
{
    cout<<a+b<<endl;
}
```

```
main()
{
int a,b;
float c,d;
cin>>a>>b;
fun(a,b);
cin>>c>>d;
fun(c,d);
}
```

Save   Pause Test

```
                    else if(i==3)
                    {
                                    throw 2.0;
                    }
                    else if(i==4)
                    {
                                    throw 'a';
                    }
    }
```

Your code has Passed Execution!

```
catch(int i){
    cout<<"I catch all types of exceptions";
}
catch (float i){
    cout<<"I catch all types of exceptions";
}
catch (double i){
    cout<<"I catch all types of exceptions";
}
catch (char i){
    cout<<"I catch all types of exceptions";
}
```

```
}
```

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

class ring{
    public:
    int rad;
    float ar;
    void get(){
        cin>>rad;
    }
    void compute_Area(){
        ar=3.14*rad*rad;
    }
};
class box{
    private:
    int l,b,h,ar;
    public:
    void get(){
        cin>>l>>b>>h;
    }
    void compute_Top_Area(){
        ar=l*b;
    }
    int add_Ring(class ring r){
        if(ar>r.ar)
            return 1;
        else return 0;
    }
};
```
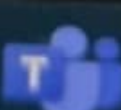
```cpp
#include<iostream>
#include<iomanip>
#include<math.h>
using namespace std;
bool cannot_Add = false;
bool invalid_Flag = false;
class date
{
        int day;
        int month;
        int year;
        static int months[12];
        public:
        date ret_Date(int);
        void get();
        void print();
};
```

1

```
void one::get()
{
cin>>a;

}
void one::print()
{
        cout<<a<<endl;

}
```

Your code has Passed Execution

```
one one::add_To_Itself(one& o2)
{
        one x;
        x.a = this->a+o2.a;
        return x;
}
```

```
int main()
{
one o1,o2,o3;
o1.get();
```

CAT2 - D1 (1)

Fix the bug in the following program.

Font Size

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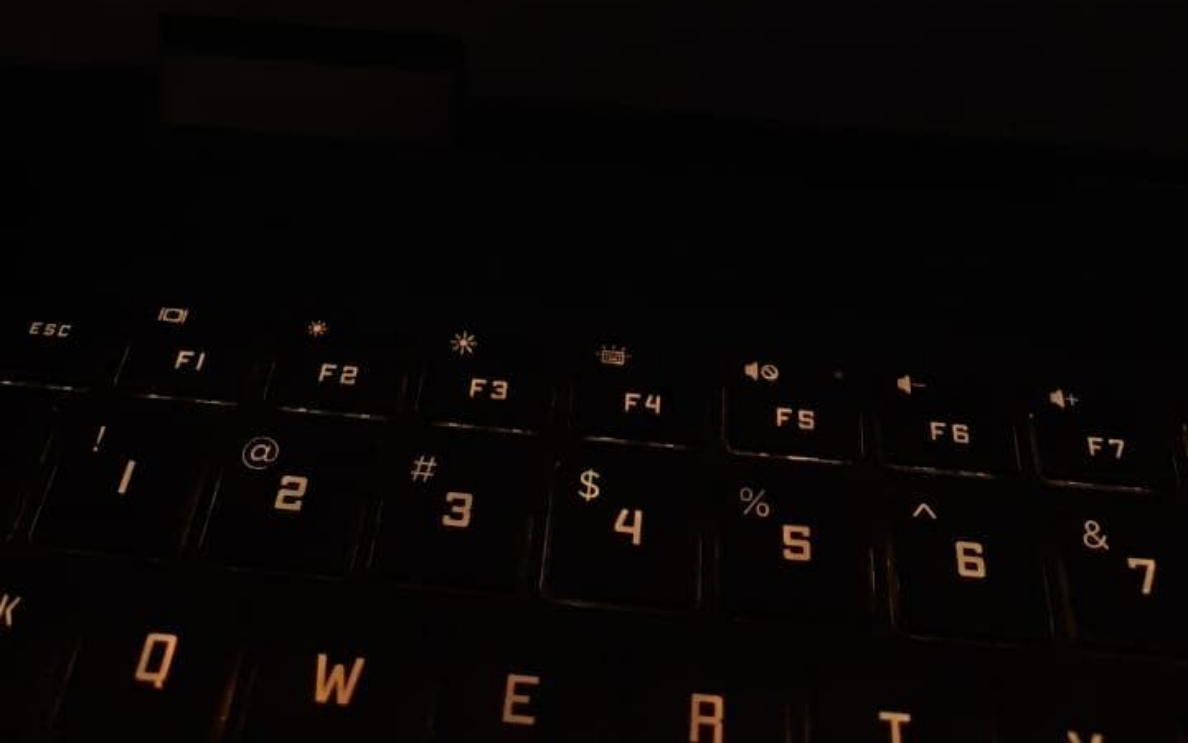
```cpp
#include <iostream>
using namespace std;
```

Your code has Passed Execution!

```cpp
int main()
{
    int i;
    cin>>i;
    int fun(int x );
```

```cpp
cout << fun(i);
```

⊞ 🔍 Type here to search

Select a Theme ◆

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

Your code has Passed Execution!

```cpp
int Max(int Var1,int Var2)
{
        return Var1 > Var2 ? Var1:Var2;

}
float Max(float Var3,float Var4)
{
    return Var3 > Var4 ? Var3:Var4;
}
```

```cpp
int main()
{

int p.q.r:
```

```
public:
            Rectangle(int w = 1, int h
            friend void display(Rectang
};
void display(Rectangle &r) {
            cout<<r.width * r.height<<er
}
int main () {
```

Your code has Passed Execution!

```
    int l,b;
            cin>>l>>b;
            Rectangle rect(l,b);
            display(rect);
            return 0;
```

Name: **SAKSHI MASKE**

Registration number: **20BCT034?**

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```cpp
#include<iostream>
using namespace std;
class one
{
        int a;
        static int b;
        public:
        void initialize();
        void print();
};
```

Your code has Passed Execution!

```cpp
void one::initialize()
{
        cin>>a;
        cin>>b;
}
void one::print()
{
        cout<<a<<endl;
        cout<<b<<endl;
}
int one::b=1;
```

```cpp
int main()
{
one o;
o initialize();
```

```cpp
#include<iostream>
using namespace std;
void totalAmount(int n, int a[])
{
    int i,total=0;
    for(i=0;i<n;i++)
        total+=a[i];
    if(total>5000)
        cout<<total;
    else
    {
        total+=100;
        cout<<total;
    }
}

int main ()
{
    int i,x,n,a[50];
    cin>>n;
    for(i=0;i<n;i++)
    {
        cin>>x;
        if (x>0)
            a[i]=x;
    }
    totalAmount(n,a);
    return 0;
}
```

```
public:
            Rectangle(int w = 1, int h
            friend void display(Rectang.
};
void display(Rectangle &r) {
            cout<<r.width * r.height<<en
}
int main () {
```

Your code has Passed Execution

```
int l,b;
            cin>>l>>b;
            Rectangle rect(l,b);
            display(rect);
            return 0;
```

```cpp
#include<iostream>
using namespace std;
void totalAmount(int n, int a[])
{
    int i,total=0;
    for(i=0;i<n;i++)
        total+=a[i];
    if(total>5000)
        cout<<total;
    else
    {
        total+=100;
        cout<<total;
    }
}

int main ()
{
    int i,x,n,a[50];
    cin>>n;
    for(i=0;i<n;i++)
    {
        cin>>x;
        if (x>0)
            a[i]=x;
    }
    totalAmount(n,a);
    return 0;
}
```

```
        {
            val[i] = x++;
            cout << val[i] << endl;
        }
    }
```

Your code has Passed Execution!

```
int main()
{
    loop<float> 1;
    float xx;
        cin>>xx;
    1.loopIt(xx,3);
        loop<int> l1;
        int yy;
        cin>>yy;
        l1.loopIt(yy,4);
}
```

Save   Pause Test

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Name: **CHINMAY BANSAL**

Registration number: **20BCE0445**

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

Your code has Passed Execution!

```cpp
template<class T>
void fun(T a, T b)
{
    cout<<a+b<<endl;
}
```

```cpp
main()
{
int a,b;
float c,d;
cin>>a>>b;
fun(a,b);
cin>>c>>d;
fun(c,d);
```

```
                else if(i==3)
                {
                        throw 2.0;
                }
                else if(i==4)
                {
                        throw 'a';
                }
        }
```

Your code has Passed Execution!

```
catch(int i){
    cout<<"I catch all types of exceptions";
}
catch (float i){
    cout<<"I catch all types of exceptions";
}
catch (double i){
    cout<<"I catch all types of exceptions";
}
catch (char i){
    cout<<"I catch all types of exceptions";
}

}
```

CAT2 - D1 (1)

Fix the bug in the following program.

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18

```
using namespace std;
```

```
int fun(int x);
int main()
{
    int i;
    cin>>i;
```

```
cout << fun(i);
    return 0;
}
int fun(int x) { return x; }
```

Save   Pause Test

Submit Code

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```cpp
        Rectangle(int a    1,  int b                           ){
        friend void display(Rectangle
};
void display(Rectangle &r) {
        cout<<r.width * r.height<<endl;
}
int main () {
```

Your code has Passed Execution!

```cpp
int l,b;
        cin>>l>>b;
        Rectangle rect(l,b);
        display(rect);
        return 0;
}
```

Save   Pause Test

Type here to search

```cpp
#include <iostream>
using namespace std;
int Add(int X, int Y, int Z)
{
return X + Y+Z;
}
double Add(double X, double Y, double Z)
{
    return X + Y+Z;
}
int main()
{
```

Your code has Passed Execution!

```cpp
int a,b,c;
double e,f,d;
cin>>a>>b>>c>>d>>e>>f;
```

```cpp
cout<< Add(a,b,c)<<endl;
cout<< Add(e,f,d)<<endl;
return 0;
}
```

Save   Pause Test

```
#include<iostream>
using namespace std;
class one
{
        int a;
        static int b;
        public:
        void initialize();
        void print();
};
```

Your code has Passed Execution!

```
void one::initialize()
{
        cin>>a;
        cin>>b;
}
void one::print()
{
        cout<<a<<endl;
        cout<<b<<endl;
}
int one::b=1;
```

```
int main()
{
one o;
o.initialize();
```

2 - D2 (2)

the following code so that the function accessB can access datamembers of class Example2

Language

Editor Theme

Select a Theme ⬍

```
class Example2
{
        int b;
        public:
        Example2(int b=10){
                this->b=b;
        }
        friend void accessB(Example2 &b);
};
```

```
ccessB(Example2 &b) {
    cout<<b.b<<endl;

in()

    Example2 e2(100);
    accessB(e2);
    int n;
```

type here to search

Name: **NIKHIL KAMESHWARAN**

Registration number: **20BCE1914**

Time Remaining: 01:10:46

Your code has Passed Execution!

```cpp
#include <iostream>
using namespace std;
int main()
{
float m1, c1, m2, c2;
float intersection_X, intersection_Y;
cin >> m1;
cin >> c1;
cin >> m2;
cin >> c2;
if((m1-m2) == 0)
{
cout<<"Lines cannot be parallel\n";
}
else
{
intersection_X =(c2-c1)/(m1-m2);
intersection_Y=m1*intersection_X+c1;
cout<<intersection_X<<endl;
cout<<intersection_Y;
}
return 0;
}
```

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

Your code has Passed Execution!

```cpp
template<class T>
void fun(T a, T b)
{
    cout<<a+b<<endl;
}
```

```cpp
main()
{
int a,b;
float c,d;
cin>>a>>b;
fun(a,b);
cin>>c>>d;
fun(c,d);
```

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

int main()
{
    int x;
    cin>>x;
```

Your code has Passed Execution!

```cpp
    try
    {
        if(x==1)
            throw 10;
        else
            throw 'a';
    }
    catch (char param)
    {
        cout << "default exception\n";
    }
    catch (int param)
    {
        cout << "int exception\n";
    }
```

```cpp
};

istream& operator>>(istream& in,vector& v)
{
        int i;
        in>>v.num;
        for(i=0;i<v.num;i++)
        in>>v.ele[i];
        return in;
}
```

Your code has Passed Execution!

```cpp
//Add the reason of error
//Why we should not do so?
int vector::operator[](int i)
{
        return ele[i-1];
}
```

```cpp
int main()
{
        vector v1;
        int i;
        cin>>v1;
        cin>>i;
        cout<<v1[i]<<endl;
}
```

2 - D2 (2)

the following code so that the function accessB can access datamembers of class Example2

Language	Editor Theme
	Select a Theme ⬍

```
class Example2
{
        int b;
        public:
        Example2(int b=10){
                this->b=b;
        }
        friend void accessB(Example2 &b);
};
```

```
ccessB(Example2 &b) {
    cout<<b.b<<endl;

in()

    Example2 e2(100);
    accessB(e2);
    int n;
```

```
        {
            val[i] = x++;
            cout << val[i] << endl;
        }
    }
}
```

Your code has Passed Execution!

```cpp
int main()
{
    loop<float> l;
    float xx;
        cin>>xx;
    l.loopIt(xx,3);
        loop<int> l1;
        int yy;
        cin>>yy;
        l1.loopIt(yy,4);
}
```

```cpp
    return X + Y+Z;
}
int main()
{
```

```cpp
    int a,b,c;
    double d,e,f;
    cin>>a;
    cin>>b;
    cin>>c;
    cin>>d;
    cin>>e;
    cin>>f;
```

```cpp
    cout<< Add(a,b,c)<<endl;
    cout<< Add(e,f,d)<<endl;
    return 0;
}
```

Save   Pause Test

Submit Code

```cpp
int main()
{
        cloth_Length cl1, cl2,cl3;
        cin>>cl1>>cl2;
        cl3 = cl1-cl2;
        cout<<cl3;
}
```

☐ Click here to check code with your own input/output

Execute Code   Save   Pause Test

```cpp
void one::print()
{
        cout<<a<<endl;

}
```

Your code has Passed Execution!

```cpp
one one::add_To_Itself(one& o2)
{
        this->a = a+o2.a;
        return *this;
}
```

```cpp
int main()
{
one o1,o2,o3;
o1.get();
o2.get();
o3 = o1.add_To_Itself(o2);
o3.print();
return 0;
}
```

Select a Theme ↕

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

Your code has Passed Execution!

```cpp
int Max(int Var1,int Var2)
{
        return Var1 > Var2 ? Var1:Var2;

}
float Max(float Var3,float Var4)
{
    return Var3 > Var4 ? Var3:Var4;
}
```

```cpp
int main()
{

int p.g.r:
```

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```cpp
int main()
{
        date travel_Date, ret_Date;
        int d;
        travel_Date.get();
        cin>>d;
        ret_Date = travel_Date.ret_Date(d);
        if(!cannot_Add&&!invalid_Flag)
        ret_Date.print();
        else if(cannot_Add)
        cout<<"Cannot find return date";
        else if(invalid_Flag)
        cout<<"Invalid input";
}
```

Click here to check code with your own input/output

```cpp
            Rectangle(int a = 1, int b = ... )
        friend void display(Rectangle ... );
};
void display(Rectangle &r) {
        cout<<r.width * r.height<<endl;
}
int main () {
```

Your code has Passed Execution!

```cpp
int l,b;
        cin>>l>>b;
        Rectangle rect(l,b);
        display(rect);
        return 0;
}
```

Save   Pause Test

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```
        {
            val[i] = x++;
            cout <<   val[i] << endl;
        }
}
```

Your code has Passed Execution!

```
int main()
{
    loop<float> l;
    float xx;
        cin>>xx;
    l.loopIt(xx,3);
        loop<int> l1;
        int yy;
        cin>>yy;
        l1.loopIt(yy,4);
}
```

Save   Pause Test

```cpp
if(i==4)

    throw 'a';
```

ecution!

```cpp
catch(int i){
    cout<<"Caught an int";
}
catch(float i){
    cout<<"Caught an float";
}
catch(double i){
    cout<<"Caught a double";
}
catch(char i){
    cout<<"Caught an char";
}
```

CAT2 - D1 (1)

Fix the bug in the following program.

Font Size   Language   Editor Theme

18   Select a Theme ▼

```
using namespace std;
```

```
Your code has passed Execution
```

```
int fun(int x);
int main()
{
    int i;
    cin>>i;
```

```
    cout << fun(i);
    return 0;
}
int fun(int x) { return x; }
```

Save   Pause Test

Submit Code

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

Your code has Passed Execution!

```cpp
template<class T>
void fun(T a, T b)
{
    cout<<a+b<<endl;
}
```

```cpp
main()
{
int a,b;
float c,d;
cin>>a>>b;
fun(a,b);
cin>>c>>d;
fun(c,d);
```