Don Bosco Institute of Technology, Kurla(W)
Department of Electronics and Tele-Communication Engineering
ECL304 - Skill Lab: C++ and Java Programming
Sem III
2021-22

Lab Number:	**1**
Student Name:	**Anushk Sawant**
Roll No :	**06**

Title:

To Add Two Numbers, Print Number Entered by User, Swap Two Numbers, check Whether Number is Even or Odd

1.1 Implement using C++

1.2 Implement using Java

Learning Objective:

- Students will be able to write C++ and java program for simple arithmetic operations and take input from user.

Learning Outcome:

- Ability to execute a simple C++ and Java program with and without any inputs to the program.
- Understanding the constructs in C++ and Java.

Course Outcome:

ECL304.1	Understand object-oriented programming concepts and implement using C++ and Java

Theory:

Difference between procedural and object oriented language

Application of object orientation

Brief introduction to C++ and Java

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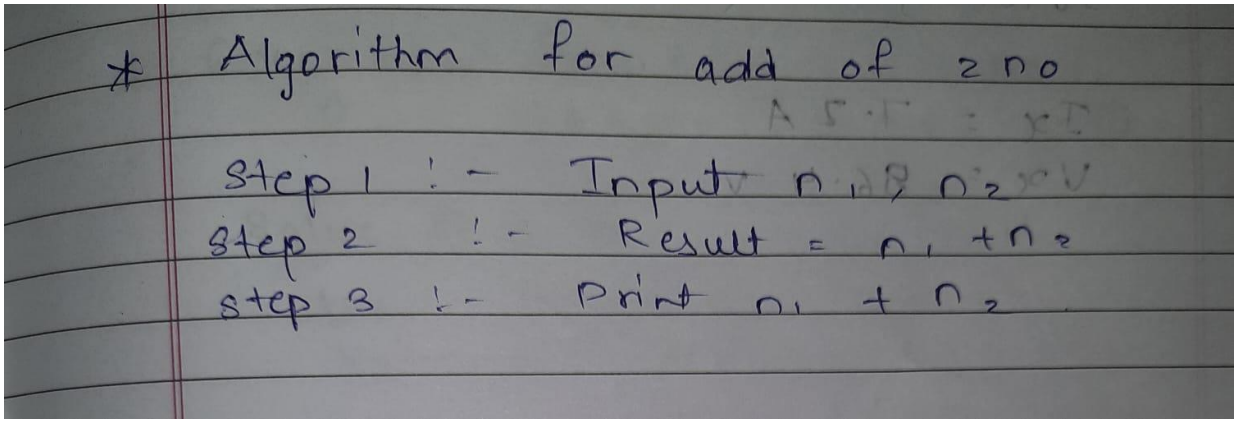
C++ PROGRAMS

1. TO ADD TWO NUMBERS

ALGORITHM:



PROGRAM:

```
//To Add Two Numbers
int main()
{
  int n1,n2,result;
  n1=10; n2=5;
  result=n1+n2;
  // cout<<"n1+n2=result",n1,n2,result;
  cout<< n1 <<" + "<< n2 <<" = "<< result;
  return 0;

  int num1,num2;
  cout<<"enter 2 number";
  cin>> num1;
  cin>> num2;
  cout<< num1 <<"user entrerd number are: "<< num1 <<" and " << num2;
  return 0;
}
```

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OUTPUT SCREENSHOT:

```
PS C:\Users\win\Desktop\C C++> cd "c:\Users\win\Desktop\C C++\" ; if ($?) { g++ sem3_1lab.c++ -o sem3_1lab } ; if ($?) { .\sem3_1lab }
10 + 5 = 15
```

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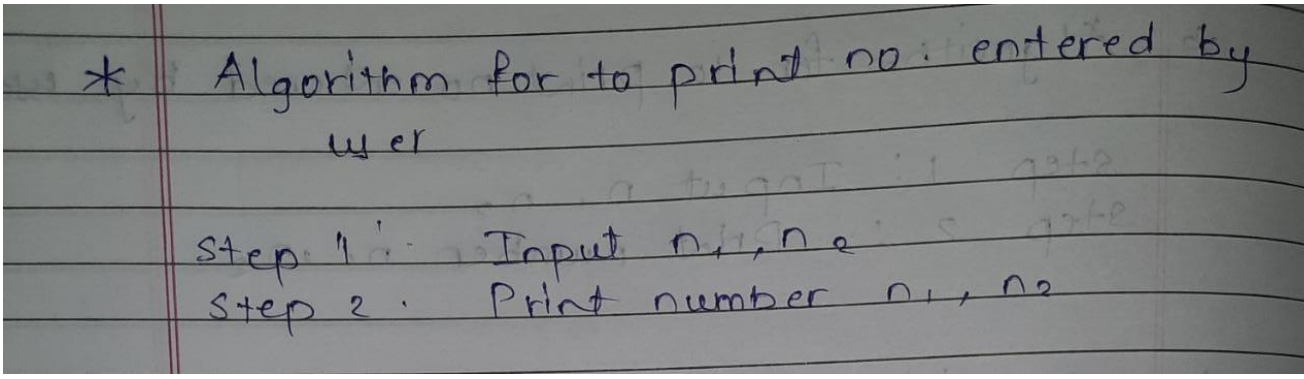
2. TO PRINT NUMBERS ENTERED BY USER

ALGORITHM:



PROGRAM:

```cpp
//Print Number Entered by user
#include<iostream>
using namespace std;

int main()
{
  int num1,num2;
  cout<<"enter 2 number";
  cin>> num1;
  cin>> num2;
  cout<< num1 <<"user entrerd number are: "<< num1 <<" and " << num2;
  return 0;
}
```

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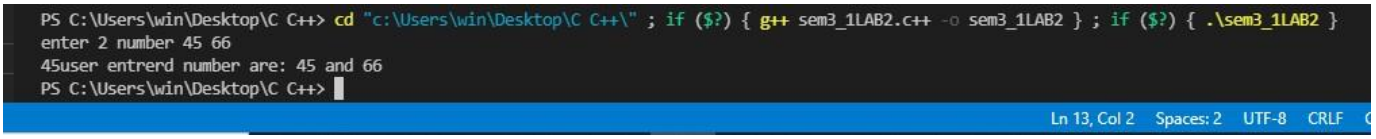
OUTPUT SCREENSHOT:



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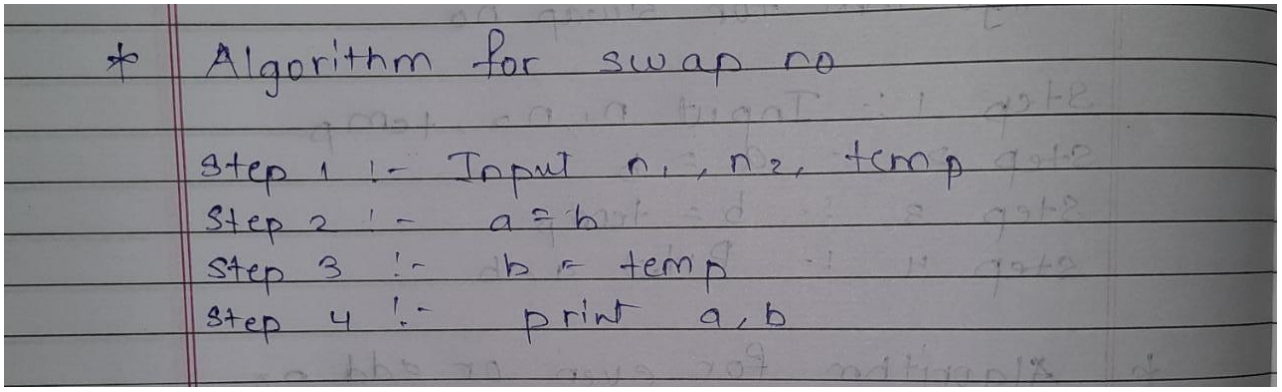
3. TO SWAP TWO NUMBERS

ALGORITHM:



PROGRAM:

```
//Swap Two Numbers
#include <iostream >
using namespace std;
int main()
{
 int a = 1, b = 2, temp;
 temp = a;
 a = b;
 b = temp;
 cout << "Value of a is " <<a<<endl;
 cout << "Value of b is " <<b;
 return 0;
}
```

OUTPUT SCREENSHOT:

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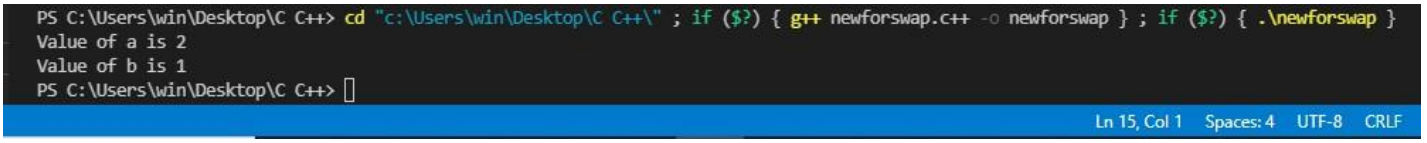

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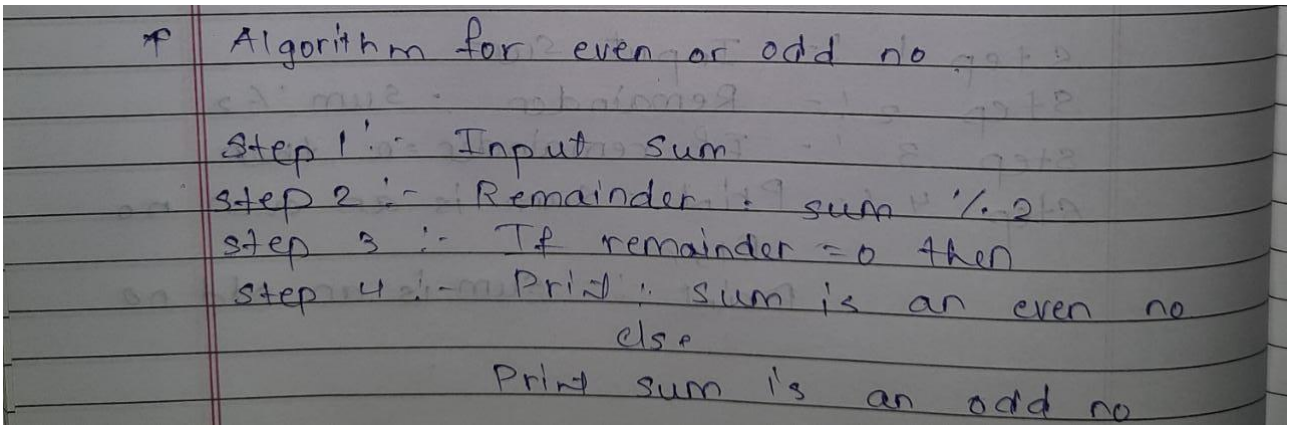
4. TO CHECK WHETHER NUMBER IS EVEN OR ODD

ALGORITHM:



PROGRAM:

```
//to check whether no is even or odd
#include <iostream>
using namespace std;
int main()
{
 int num = 56; if(num %
 2 == 0) cout<<num<<" is
 even"; else
  cout<<num<<" is odd"; return 0;
}
```

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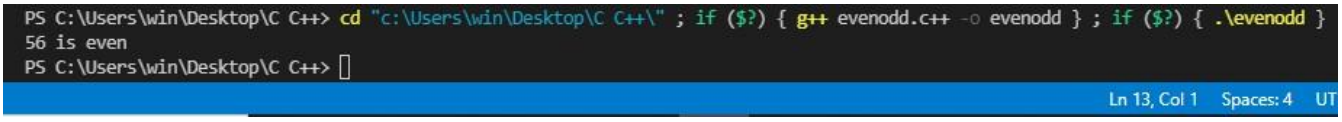
OUTPUT SCREENSHOT:



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