

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
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Theory:

Difference between procedural and object oriented language

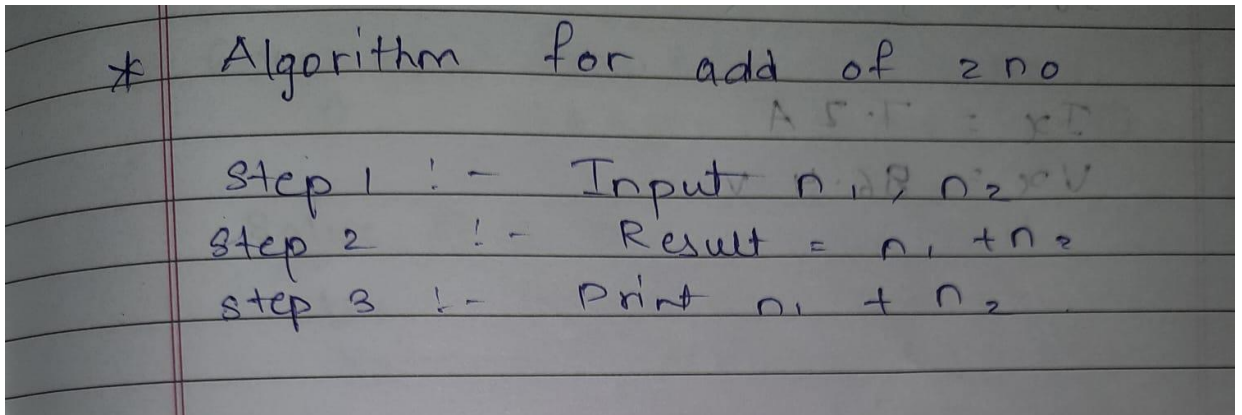
Application of object orientation

Brief introduction to C++ and Java

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 entered number are: "<< num1 <<" and " << num2;
    return 0;
}
```

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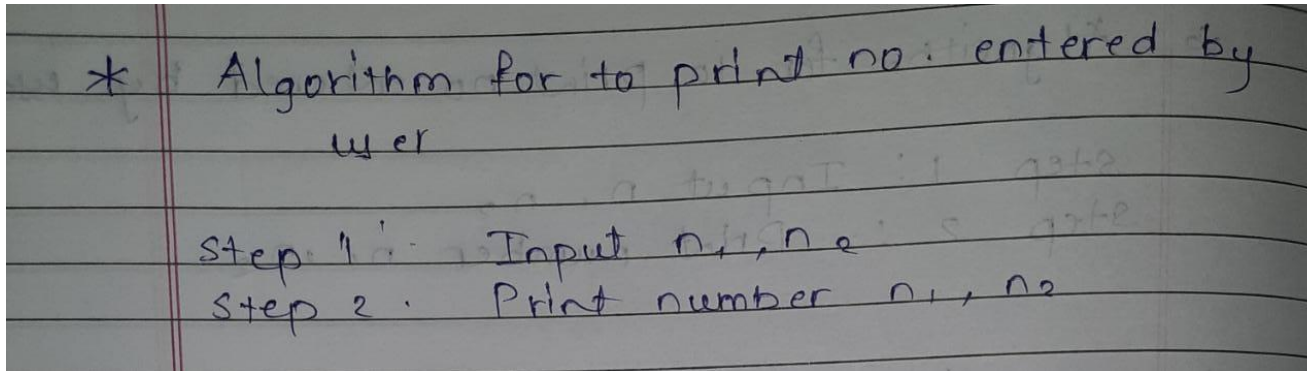
OUTPUT SCREENSHOT:

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

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2. TO PRINT NUMBERS ENTERED BY USER

ALGORITHM:



PROGRAM:

```
//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 entered number are: "<< num1 <<" and " << num2;
    return 0;
}
```

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OUTPUT SCREENSHOT:

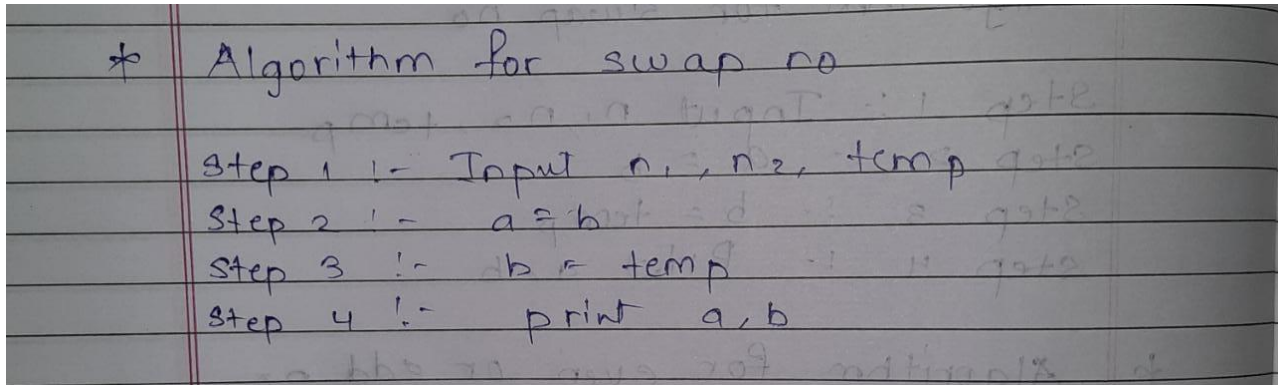
```
PS C:\Users\win\Desktop\C C++> cd "c:\Users\win\Desktop\C C++\" ; if ($?) { g++ sem3_1LAB2.c++ -o sem3_1LAB2 } ; if ($?) { .\sem3_1LAB2 }
enter 2 number 45 66
45user entrend number are: 45 and 66
PS C:\Users\win\Desktop\C C++> |
```

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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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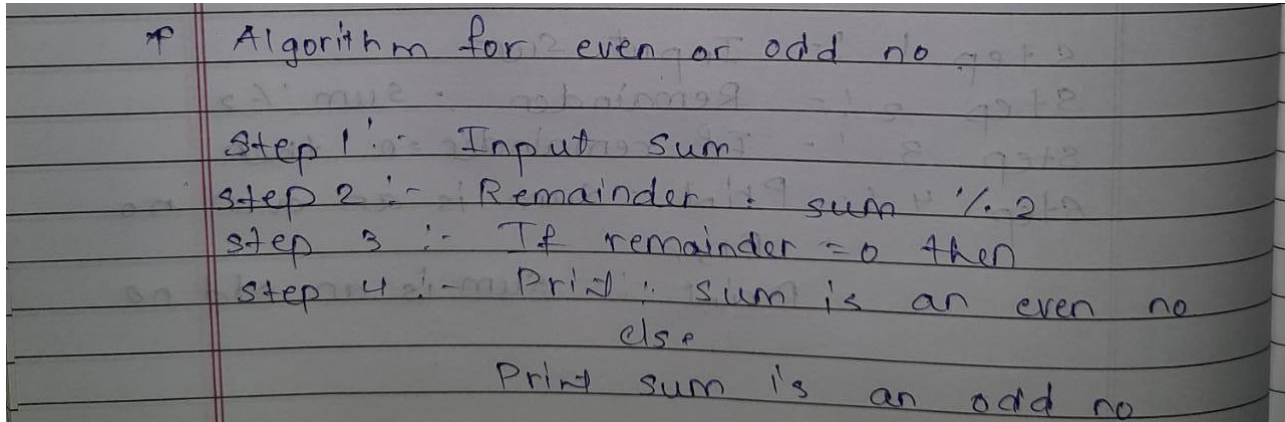
```
PS C:\Users\win\Desktop\C C++> cd "c:\Users\win\Desktop\C C++\" ; if ($?) { g++ newforswap.cpp -o newforswap } ; if ($?) { .\newforswap }  
Value of a is 2  
Value of b is 1  
PS C:\Users\win\Desktop\C C++> 
```

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4. TO CHECK WHETHER NUMBER IS EVEN OR ODD

ALGORITHM:



Algorithm for even or odd no

Step 1:- Input sum

Step 2:- Remainder = sum % 2

Step 3:- If remainder = 0 then

Step 4:- Print "sum is an even no" else

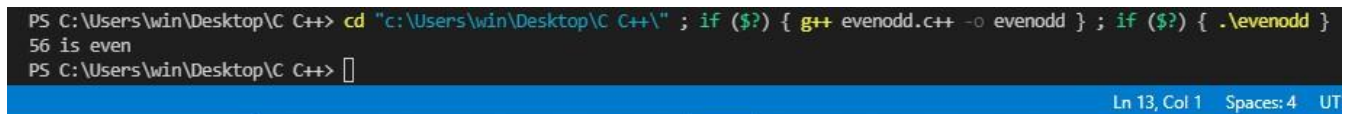
Print "sum is an odd no"

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:



```
PS C:\Users\win\Desktop\C C++> cd "c:\Users\win\Desktop\C C++\" ; if ($?) { g++ evenodd.cpp -o evenodd } ; if ($?) { .\evenodd }
56 is even
PS C:\Users\win\Desktop\C C++> 
```

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