

OBJECT ORIENTED PROGRAMMING LAB



Lab Manual # 02

Operators, Strings, Math and Booleans in C++

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OBJECT ORIENTED PROGRAMMING LANGUAGE

Table of Contents

Operators	1
Types of Operators	1
Arithmetic Operators in C++	2
Relational/Comparison Operators	4
Logical Operators	5
C++ Strings	9
String Concatenation	10
Append	11
C++ String Length	13
Access Strings	13
Changing String Characters	14
User Input String	14
C++ Math	16
C++ <cmath> Headers	16
Other Math Functions	17
C++ Booleans	19
Boolean Values	19
Boolean Expressions	20
Local and Global Variables	21
1. Local Variables	21
2. Global Variable	22
References	23

Operators

- ❖ Operator is a symbol which is used to perform some operation. Operators are used to perform operations on variables and values. In the example below, we use the + **operator** to add together two values:
- ❖ `int x = 100 + 50;`
- ❖ Although the + operator is often used to add together two values, like in the example above, it can also be used to add together a variable and a value, or a variable and another variable:

Example

```
int sum1 = 100 + 50;    // 150 (100 + 50)
int sum2 = sum1 + 250;   // 400 (150 + 250)
int sum3 = sum2 + sum2;  // 800 (400 + 400)
```

Types of Operators

1. Unary operators
2. Binary operators
3. Ternary operators

1. Unary Operator

1. Increment (++)
2. Decrement (--)
3. Negation (!)

2. Binary Operator

1. Arithmetic (+, -, *, /, %)
2. Relational (>, <, >=, <=, !=, ==)
3. Logical (&&, ||)
4. Assignment (=)
5. Arithmetic Assignment operator (+=, -=, *=, /=, %=)

3. Ternary Operator

Conditional operator (?:)

Example (condition) ? statement 1 : statement 2;

```
int result= (n1>n2) ? n1 : n2;
```

```
#include<iostream>

using namespace std;

int main()
{
    int time = 20;
    string result = (time < 18) ? "Good day." : "Good evening.";
    cout << result;
    return 0;
}

/*
Output
Output: Good evening.
*/
```

Arithmetic Operators in C++

Arithmetic operators are used to perform common mathematical operations.

Operator	Name	Description	Example
+	Addition	Adds together two values	x + y
-	Subtraction	Subtracts one value from another	x - y
*	Multiplication	Multiplies two values	x * y
/	Division	Divides one value by another	x / y
%	Modulus	Returns the division remainder	x % y

Adding two integers

```
#include<iostream>
using namespace std;
int main()
{
    int n1, n2, sum;
    cout<<"Enter first number:\t";
    cin>>n1;
    cout<<"Enter 2nd number:\t";
    cin>>n2;
    sum=n1+n2;
    cout<<"The sum is:\t"<<sum<<endl;
}
/*
Output
Enter first number: 3
Enter 2nd number: 6
The sum is : 9
*/
```

Assignment Operator

Assignment operators are used to assign values to variables. In the example below, we use the assignment operator (=) to assign the value 10 to a variable called x:

Example

```
int x = 10;
```

The **addition assignment** operator (+=) adds a value to a variable:

Example

```
int x = 10;
x += 5;      // x = x+5
```

A list of all arithmetic assignment operators:

Operator	Example	Same As
=	x = 5	x = 5
+=	x += 3	x = x + 3
-=	x -= 3	x = x - 3
*=	x *= 3	x = x * 3
/=	x /= 3	x = x / 3
%=	x %= 3	x = x % 3

Relational/Comparison Operators

- ❖ Comparison operators are used to compare two values.
- ❖ **Note:** The return value of a comparison is either true (1) or false (0).
- ❖ In the following example, we use the **greater than** operator (>) to find out if 5 is greater than 3:

Example

```
int x = 5;
int y = 3;
cout << (x > y); // returns 1 (true) because 5 is greater than 3
```

A list of all relational operators:

Operator	Name	Example
==	Equal to	x == y
!=	Not equal	x != y

>	Greater than	$x > y$
<	Less than	$x < y$
>=	Greater than or equal to	$x \geq y$
<=	Less than or equal to	$x \leq y$

Logical Operators

Logical operators are used to determine the logic between variables or values:

Operator	Name	Description	Example
&&	Logical and	Returns true if both statements are true	$x < 5 \ \&\& \ x < 10$
	Logical or	Returns true if one of the statements is true	$x < 5 \ \ x < 4$
!	Logical not	Reverse the result, returns false if the result is true	$!(x < 5 \ \&\& \ x < 10)$

Increment and Decrement Operators

1) Increment Operator:

The operators that is used to add 1 to the value of a variable is called increment operator.

2) Decrement Operator :

The operator that is used to subtract 1 from the value of a variable is called decrement operator.

1) The Increment Operator (++)

- ❖ The increment operator is represented by a double plus (++) sign.
- ❖ It is used to add 1 to the value of an integer variable.

- ❖ This variable can be used before or after the variable name.
- ❖ For example, to add 1 to a value of variable xy, it is normally written as

```
xy = xy + 1;
```

- ❖ By using increment operator “++” it is written as

```
xy++
```

- ❖ The increment operator can be written either before or after the variable.
- ❖ If it is written before the variable, it is known as **prefixing**.
- ❖ If it is written after the variable, it is known as **post fixing**.
- ❖ Prefix and postfix operators have different effects when they are used in expressions.

i) Prefix Increment Operator

When an increment operator is used in prefix mode in an expression, it adds 1 to the value of the variable before the values of the variable is used in the expression.

```
#include<iostream>

using namespace std;

int main()
{
    int a=2;
    int b=3;
    int c=2;
    int result=a+b(++c);
    cout<<"Result is: "<<result;
    cout<<"\nValue of c is: "<<c;

}
/*
Output
Result is:8
nValue of c is : 3
*/
```

- ❖ In the above program, 1 will be added to the value of c before it is used in the expression.
- ❖ Thus, after execution, the result will be equal to 8 and the value of c will be 3.

ii) Postfix Increment Operator

- ❖ When an increment operator is used in postfix mode in an expression, it adds 1 to the value of the variable after the value of the variable is used in the expression.
- ❖ For Example, if in the above example, increment operator is used in postfix mode, the result will be different. The statement will be shown below:
 - `result =a + b + c++;`
- ❖ In this case, 1 will be added to the value of c after its existing value has been used in the expression. Thus, after execution, the result will be equal to 7 and the value of c will be 3.

```
#include<iostream>

using namespace std;

int main()
{
    int a=2;
    int b=3;
    int c=2;
    int result=a+b+(c++);
    cout<<"Result is: "<<result;
    cout<<"\nValue of c is: "<<c;

}
/*
Output
Result is:7
nValue of c is : 3
*/
```

2) The Decrement Operator (--)

- ❖ The decrement operator is represented by a double minus (--) sign.
- ❖ It is used to subtract 1 from the value of an integer variable.
- ❖ This variable can be used before or after the variable name.
- ❖ For example, to subtract 1 from the value of variable xy, the decrement statement is written as

xy--; or --xy;

i) Prefix Decrement Operator

- ❖ When decrement operator is used in prefix mode in an expression, it subtracts 1 from the value of the variable **before** the values of the variable is used in the expression.

```
#include<iostream>

using namespace std;

int main()
{
    int a=2;
    int b=3;
    int c=2;
    int result=a+b+(--c);
    cout<<"Result is: "<<result;
    cout<<"\nValue of c is: "<<c;

}

/*
Output
Result is:6
nValue of c is : 1
*/
```

- ❖ In the above program, 1 will be subtracted from the value of **c** before it is used in the expression.
- ❖ Thus, after execution, the result will be equal to 6 and the value of **c** will be 1.

ii) Postfix Decrement Operator

- ❖ When a decrement operator is used in postfix mode in an expression, it subtracts 1 from the value of the variable **after** the values of the variable is used in the expression.
- ❖ For Example, if in the above example, decrement operator is used in postfix mode, the result will be different. The statement will be shown below:

result =a + b + c--;

- ❖ In this case, 1 will be subtracted from the value of **c** after its existing value has been used in the expression. Thus, after execution, the result will be equal to 7 and the value of **c** will be 1.

```
#include<iostream>

using namespace std;

int main()
{
    int a=2;
    int b=3;
    int c=2;
    int result=a+b+(c--);
    cout<<"Result is: "<<result;
    cout<<"\nValue of c is: "<<c;

}

/*
Output
Result is:7
nValue of c is : 1
*/
```

C++ Strings

- ❖ Strings are used for storing text.
- ❖ A string variable contains a collection of characters surrounded by double quotes:
- ❖ Example
- ❖ Create a variable of type string and assign it a value:
- ❖ `string greeting = "Hello";`
- ❖ To use strings, you must include an additional header file in the source code, the `<string>` library:

❖ Example

- ❖ `// Include the string library`
`#include <string>`
- `// Create a string variable`
`string greeting = "Hello";`

```
#include <iostream>
#include <string>
```

```
using namespace std;
int main() {
    string greeting = "Hello";
    cout << greeting;
    return 0;
}

/*
Output
Hello
*/
```

String Concatenation

The + operator can be used between strings to add them together to make a new string. This is called concatenation:

Example

```
string firstName = "John ";
string lastName = "Doe";
string fullName = firstName + lastName;
cout << fullName;
```

```
#include<iostream>

using namespace std;

int main()
{
    string firstName="John ";
    string lastName="Doe";
    string fullName =firstName+lastName;
    cout<<fullName;
}

/*
Output
John Doe
*/
```

In the example above, we added a space after firstName to create a space between John and Doe on output. However, you could also add a space with quotes (" " or ' '):

Example

```
string firstName = "John";
string lastName = "Doe";
string fullName = firstName + " " + lastName;
cout << fullName;
```

```
#include<iostream>
using namespace std;
int main()
{
    string firstName="John";
    string lastName="Doe";
    string fullName =firstName+" "+lastName;
    cout<<fullName;
}

/*
Output
John Doe
*/
```

Append

A string in C++ is actually an object, which contain functions that can perform certain operations on strings. For example, you can also concatenate strings with the append() function:

Example

```
string firstName = "John ";
string lastName = "Doe";
string fullName = firstName.append(lastName);
cout << fullName;
```

It is up to you whether you want to use + or append(). The major difference between the two, is that the append() function is much faster.

However, for testing and such, it might be easier to just use +.

```
#include<iostream>

using namespace std;
```

```
int main()
{
    string firstName="Asad ";
    string lastName="Ullah";

    string fullName =firstName.append(lastName);
    cout<<fullName;
}

/*
Output
Asad Ullah
*/
```

Adding Numbers and Strings

WARNING!

C++ uses the + operator for both **addition** and **concatenation**.

Numbers are added. Strings are concatenated.

If you add two numbers, the result will be a number:

Example

```
int x = 10;
int y = 20;
int z = x + y;    // z will be 30 (an integer)
```

If you add two strings, the result will be a string concatenation:

Example

```
string x = "10";
string y = "20";
string z = x + y; // z will be 1020 (a string)
```

If you try to add a number to a string, an error occurs:

Example

```
string x = "10";  
int y = 20;  
string z = x + y;
```

C++ String Length

To get the length of a string, use the `length()` function:

Example

```
#include <iostream>  
#include <string>  
using namespace std;  
int main() {  
    string txt = "ABCDEFGHIJKLMNOPQRSTUVWXYZ";  
    cout << "The length of the txt string is: " << txt.length();  
    return 0;  
}  
/*  
Output  
The length of the txt string is: 26  
*/
```

Tip: You might see some C++ programs that use the `size()` function to get the length of a string. This is just an alias of `length()`. It is completely up to you if you want to use `length()` or `size()`:

```
#include <iostream>  
#include <string>  
using namespace std;  
int main() {  
    string txt = "ABCDEFGHIJKLMNOPQRSTUVWXYZ";  
    cout << "The length of the txt string is: " << txt.size();  
    return 0;  
}  
/*  
Output  
The length of the txt string is: 26  
*/
```

Access Strings

You can access the characters in a string by referring to its index number inside square brackets `[]`.

This example prints the first character in myString:

Example

```
string myString = "Hello";  
cout << myString[0];  
// Outputs H
```

Note: String indexes start with 0:

[0] is the first character.

[1] is the second character, etc.

Changing String Characters

To change the value of a specific character in a string, refer to the index number, and use single quotes:

Example

```
string myString = "Hello";  
myString[0] = 'J';  
cout << myString;  
  
// Outputs Jello instead of Hello
```

```
#include<iostream>  
using namespace std;  
int main()  
{  
    string myString="Aalim";  
  
    myString[0]='H';  
  
    cout<<myString;  
    return 0;  
}  
/*  
Output  
Halim  
*/
```

User Input String

It is possible to use the extraction operator >> on cin to display a string entered by a user:

Example

```
string firstName;  
cout << "Type your first name: ";  
cin >> firstName; // get user input from the keyboard  
cout << "Your name is: " << firstName;
```

// Type your first name: John

// Your name is: John

However, cin considers a space (whitespace, tabs, etc) as a terminating character, which means that it can only display a single word (even if you type many words):

Example

```
#include<iostream>  
using namespace std;  
  
int main()  
{  
    string fullName;  
    cout<<"Enter full name: ";  
    cin>>fullName;  
    cout<<"Your name is: "<<fullName;  
    return 0;  
}  
/*  
Output  
Enter full name: John Doe  
Your name is: John  
*/
```

- ❖ From the example above, you would expect the program to print "John Doe", but it only prints "John".
- ❖ That's why, when working with strings, we often use the getline() function to read a line of text. It takes cin as the first parameter, and the string variable as second:

```
#include<iostream>  
using namespace std;  
  
int main()  
{  
    string fullName;  
    cout<<"Enter full name: ";
```

```
    getline(cin, fullName);  
    cout<<"Your name is: "<<fullName;  
    return 0;  
}  
/*  
Output  
Enter full name: John Doe  
Your name is: John Doe  
*/
```

C++ Math

C++ has many functions that allows you to perform mathematical tasks on numbers.

Max and min

The max(x,y) function can be used to find the highest value of x and y:

Example

```
cout << max(5, 10);
```

And the min(x,y) function can be used to find the lowest value of x and y:

Example

```
cout << min(5, 10);
```

Max and min Example

```
#include<iostream>  
using namespace std;  
int main()  
{  
    cout<<"Maximum Number is: "<<max(5,8)<<endl;  
    cout<<"Minimum Number is: "<<min(5,8)<<endl;  
  
    return 0;  
}  
/*  
Output  
Maximum Number is: 8  
Minimum Number is: 5  
*/
```

C++ <cmath> Headers

Other functions, such as sqrt (square root), round (rounds a number) and log (natural logarithm), can be found in the <cmath> header file:

Example

```
// Include the cmath library
#include <cmath>
cout << sqrt(64);
cout << round(2.6);
cout << log(2);
```

C++ <cmath> Headers Example

```
#include<iostream>
using namespace std;
#include<cmath>
int main()
{
    cout<<"Square root of 64 is: "<<sqrt(64)<<endl;
    cout<<"log of 2 is: "<<log(2)<<endl;
    cout<<"Round of 2.6 is: "<<round(2.6)<<endl;
    return 0;
}

/*
Output
Square root of 64 is:8
log of 2 is: 0.693147
Round of 2.6 is:3
*/
```

Other Math Functions

A list of other popular Math functions (from the <cmath> library) can be found in the table below:

Function	Description
abs(x)	Returns the absolute value of x
acos(x)	Returns the arccosine of x
asin(x)	Returns the arcsine of x

atan(x)	Returns the arctangent of x
cbrt(x)	Returns the cube root of x
ceil(x)	Returns the value of x rounded up to its nearest integer
cos(x)	Returns the cosine of x
cosh(x)	Returns the hyperbolic cosine of x
exp(x)	Returns the value of E^x
expm1(x)	Returns $e^x - 1$
fabs(x)	Returns the absolute value of a floating x
fdim(x, y)	Returns the positive difference between x and y
floor(x)	Returns the value of x rounded down to its nearest integer
hypot(x, y)	Returns $\sqrt{x^2 + y^2}$ without intermediate overflow or underflow
fma(x, y, z)	Returns $x*y+z$ without losing precision
fmax(x, y)	Returns the highest value of a floating x and y
fmin(x, y)	Returns the lowest value of a floating x and y
fmod(x, y)	Returns the floating point remainder of x/y
pow(x, y)	Returns the value of x to the power of y
sin(x)	Returns the sine of x (x is in radians)
sinh(x)	Returns the hyperbolic sine of a double value

tan(x)	Returns the tangent of an angle
tanh(x)	Returns the hyperbolic tangent of a double value

C++ Booleans

Very often, in programming, you will need a data type that can only have one of two values, like:

- YES / NO
- ON / OFF
- TRUE / FALSE

For this, C++ has a bool data type, which can take the values true (1) or false (0).

Boolean Values

A boolean variable is declared with the bool keyword and can only take the values true or false:

Example

```
bool isCodingFun = true;
```

```
bool isFishTasty = false;
```

```
cout << isCodingFun; // Outputs 1 (true)
```

```
cout << isFishTasty; // Outputs 0 (false)
```

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

int main()
{
    bool isCodingFun=true;
    bool isFishTasty=false;

    cout<<isCodingFun<<endl;
    cout<<isFishTasty<<endl;
    return 0;
}
```

```
/*  
Output  
1  
0  
*/
```

- ❖ From the example above, you can read that a true value returns 1, and false returns 0. However, it is more common to return boolean values from boolean expressions (see next page).

Boolean Expressions

A Boolean expression is a C++ expression that returns a boolean value: 1 (true) or 0 (false).

You can use a comparison operator, such as the greater than (>) operator to find out if an expression (or a variable) is true:

Example

```
int x = 10;  
int y = 9;  
cout << (x > y); // returns 1 (true), because 10 is higher than 9
```

```
#include<iostream>  
using namespace std;  
#include<cmath>  
  
int main()  
{  
    int n1=10;  
    int n2=7;  
    cout<<(n1>n2);  
    return 0;  
}  
  
/*  
Output  
1  
*/
```

Or even easier:

Example

```
cout << (10 > 9); // returns 1 (true), because 10 is higher than 9
```

In the examples below, we use the equal to (==) operator to evaluate an expression:

Example

```
int x = 10;
cout << (x == 10); // returns 1 (true), because the value of x is equal to 10
```

Example

```
cout << (10 == 15); // returns 0 (false), because 10 is not equal to 15
```

Local and Global Variables

A scope is a region of the program and broadly speaking there are three places, where variables can be declared –

- Inside a function or a block which is called local variables.
- In the definition of function parameters which is called formal parameters.
- Outside of all functions which are called global variables.

1. Local Variables

Local variables can be used only by statements that are inside that function or block of code. Local variables are not known to functions on their own.

```
#include <iostream>
using namespace std;
int main () {
    // Local variable declaration:
    int a, b;
    int c;

    // actual initialization
    a = 10;
    b = 20;
    c = a + b;
    cout << c;
    return 0;
}
```

```
/*  
Output  
This will give the output:  
30  
*/
```

2. Global Variable

Global variables are defined outside of all the functions, usually on top of the program. The global variables will hold their value throughout the lifetime of your program. A global variable can be accessed by any function.

```
#include <iostream>  
using namespace std;  
// Global variable declaration:  
int g;  
int main () {  
    // Local variable declaration:  
    int a, b;  
    // actual initialization  
    a = 10;  
    b = 20;  
    g = a + b;  
  
    cout << g;  
    return 0;  
}  
/*  
Output  
This will give the output:  
30    */
```

Note

- ❖ A program can have the same name for local and global variables but the value of a local variable inside a function will take preference.
- ❖ For accessing the global variable with same name, you'll have to use the scope resolution operator.

```
#include <iostream>  
using namespace std;  
// Global variable declaration:  
int g = 20;
```



```
int main () {  
    // Local variable declaration:  
    int g = 10;  
  
    cout<<"Local variable g: "<<g<<endl;    // Local  
    cout<<"Global variable g: "<<::g<<endl; // Global  
    return 0;  
}  
/*
```

Output:

```
Local variable g: 10  
Global variable g: 20  
*/
```

References

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