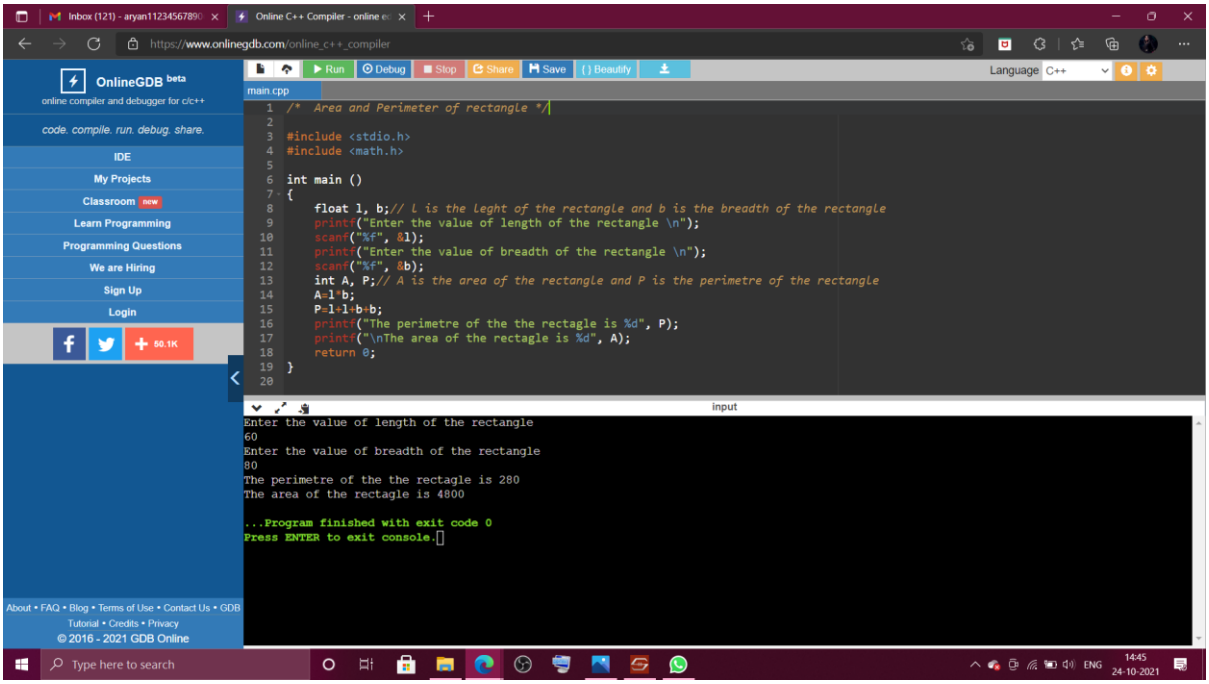
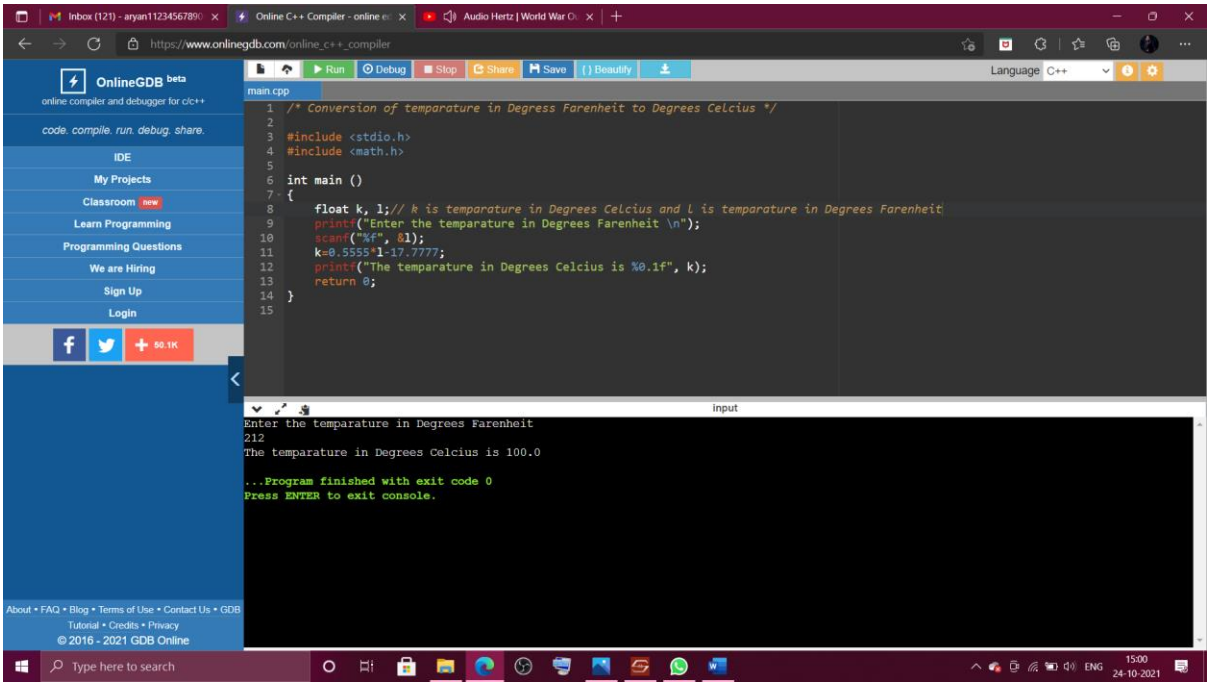
Computer Practice assignment-2

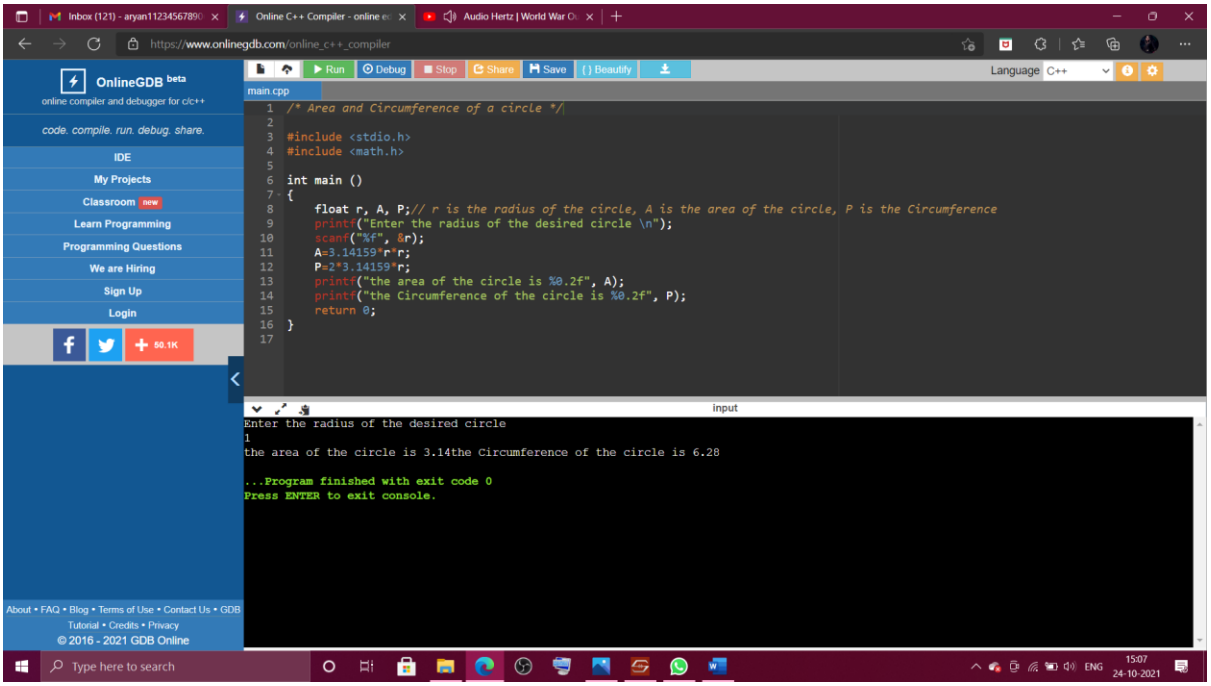
1. *To calculate the area and perimeter of a rectangle…*



2. *Conversion of temperatures in various units of temperature…*



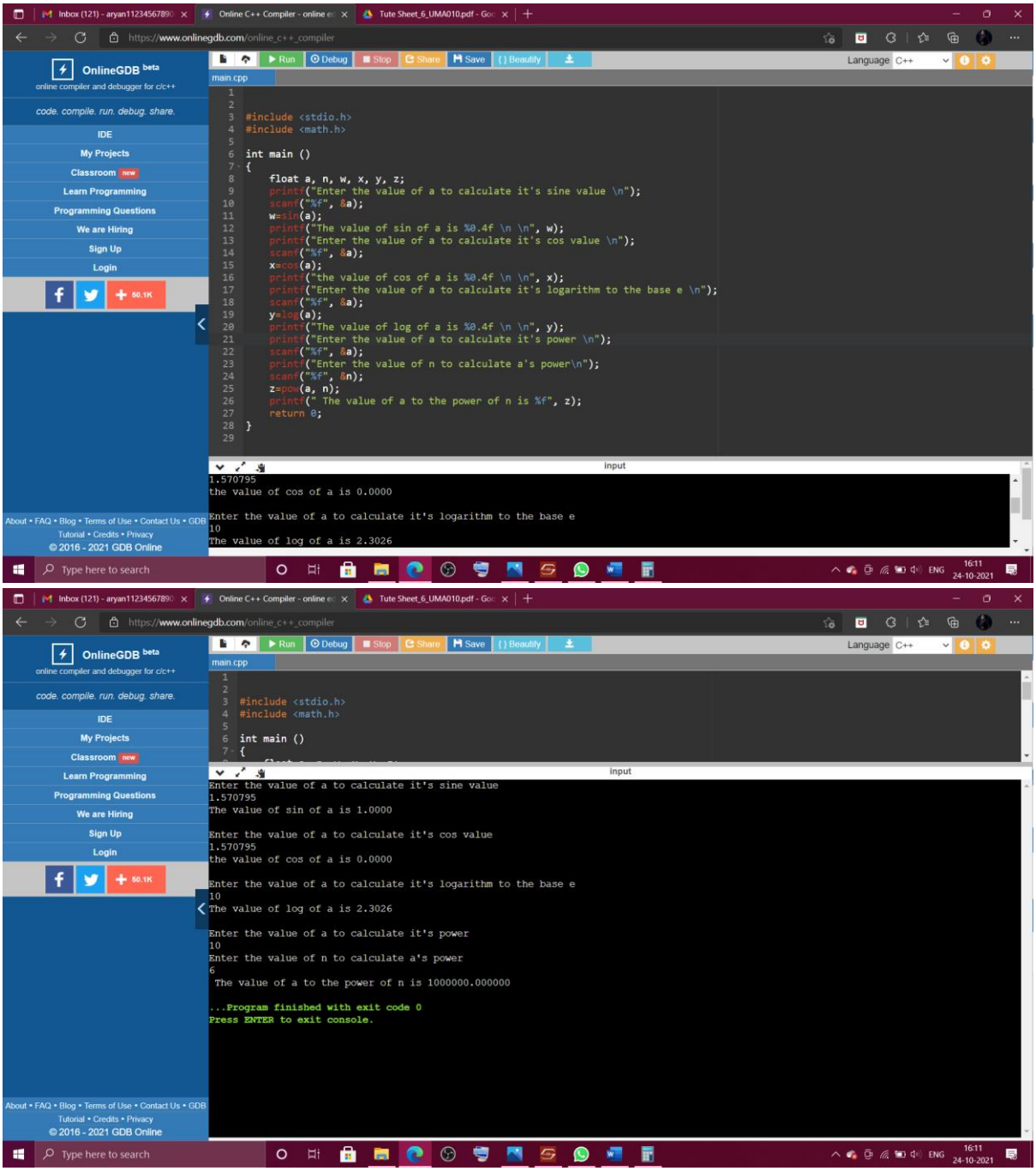
3. *To calculate area and circumference of a circle in real time…*



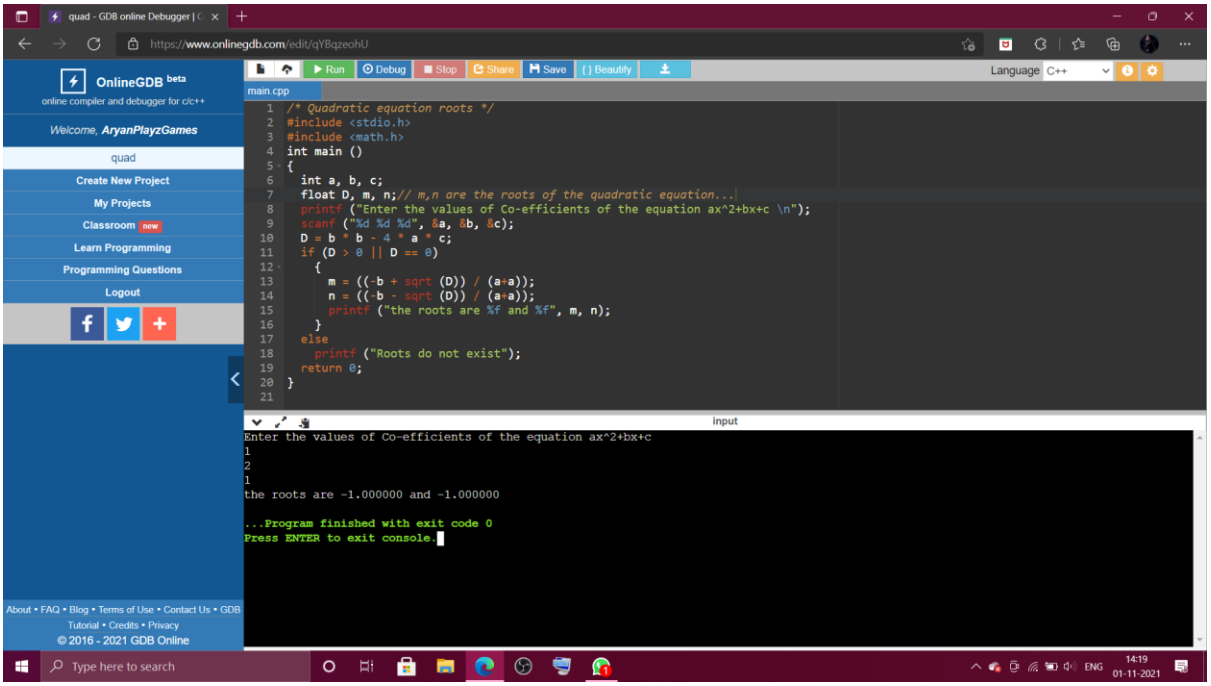
4. *Use of mathematical operators like sin, cos, log and power of a number…*

Here 1.570795 is pi/2 that is 90 degrees.

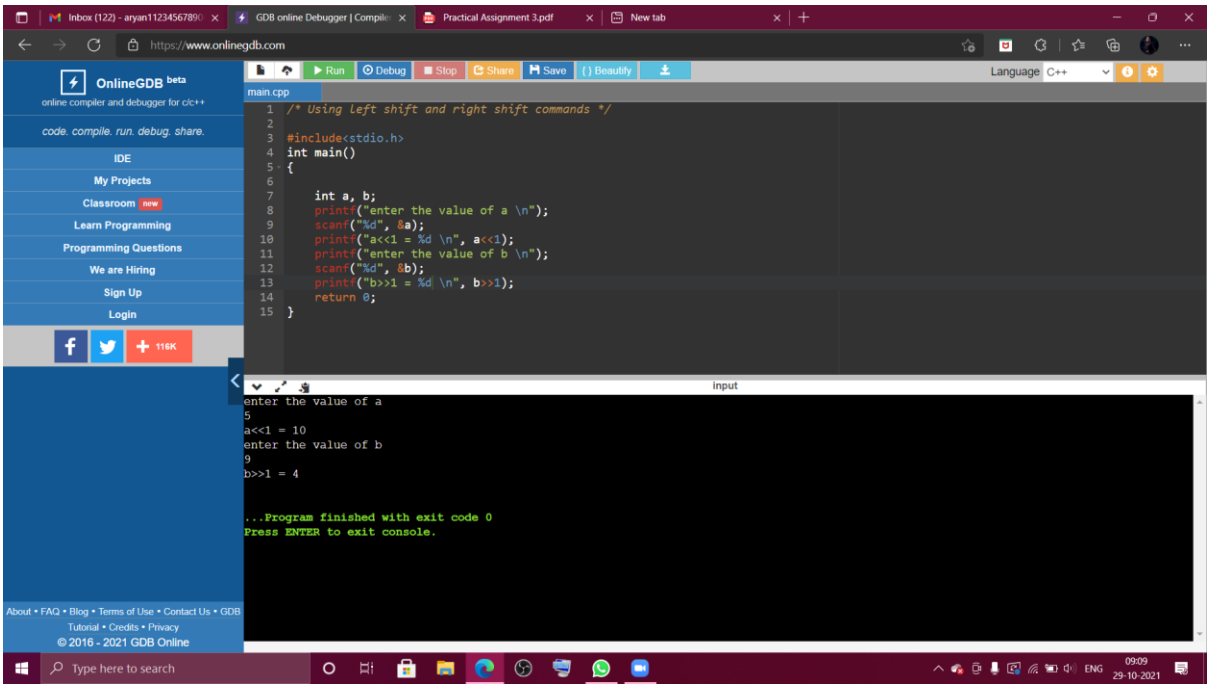
Output of question no. 4 is in the next page due to space constraints…



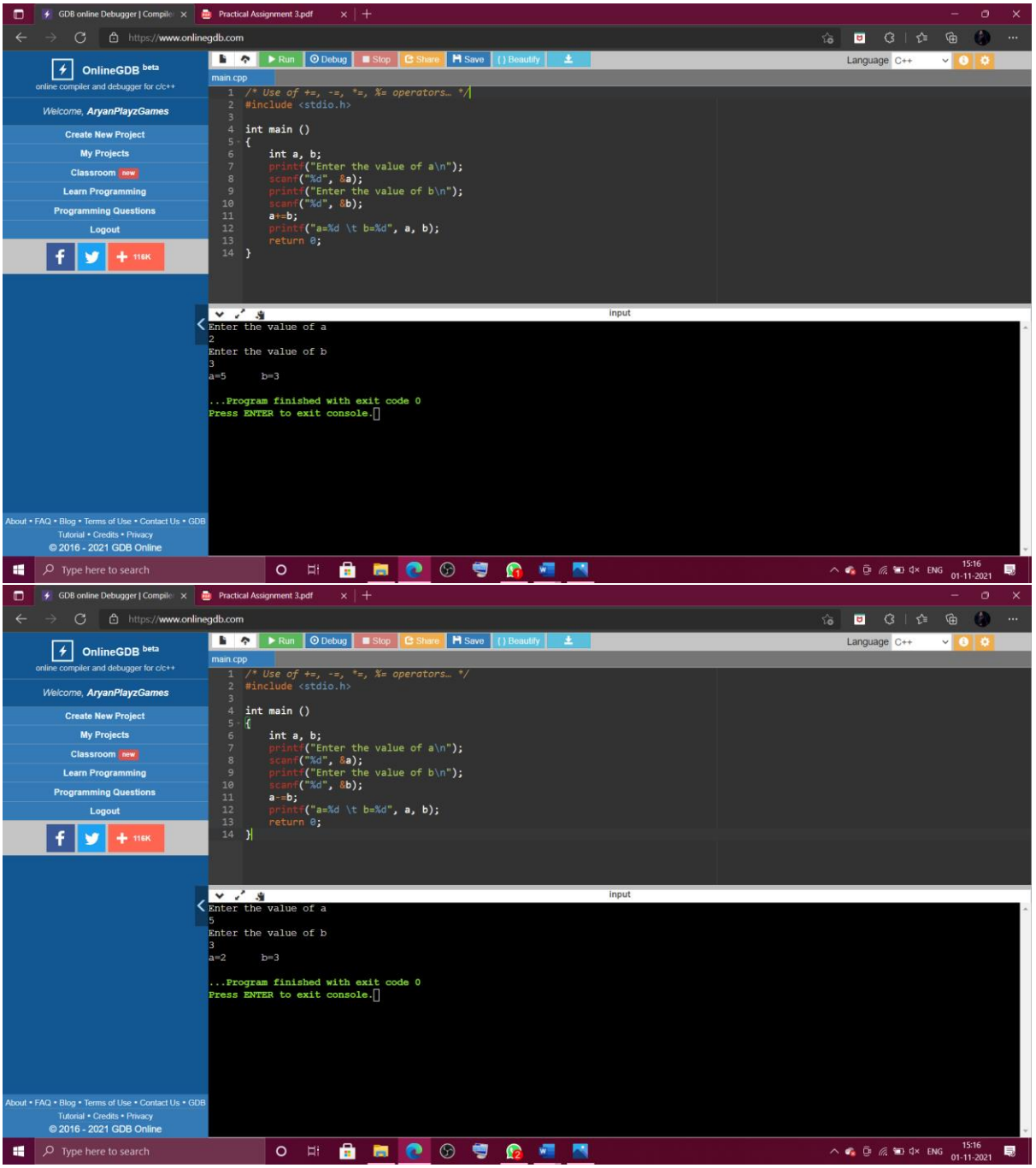
5. *Roots of Quadratic Equations… PTO for the output and code of this program…*



6. *Use of left shift and right shift operators…*



7. *Use of +=, -=, *=, %=, /= operators…*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{ } Beautify
Language C++
main.cpp
/* Use of +=, -=, *=, %= operators… */
#include <stdio.h>
int main ()
{
int a, b;
printf("Enter the value of a\n");
scanf("%d", &a);
printf("Enter the value of b\n");
scanf("%d", &b);
a+=b;
printf("a=%d \t b=%d", a, b);
return 0;
}
input
Enter the value of a
2
Enter the value of b
3
a=5 b=3
...Program finished with exit code 0
Press ENTER to exit console.
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Language C++
main.cpp
/* Use of +=, -=, *=, %= operators… */
#include <stdio.h>
int main ()
{
int a, b;
printf("Enter the value of a\n");
scanf("%d", &a);
printf("Enter the value of b\n");
scanf("%d", &b);
a-=b;
printf("a=%d \t b=%d", a, b);
return 0;
}
input
Enter the value of a
5
Enter the value of b
3
a=2 b=3
...Program finished with exit code 0
Press ENTER to exit console.
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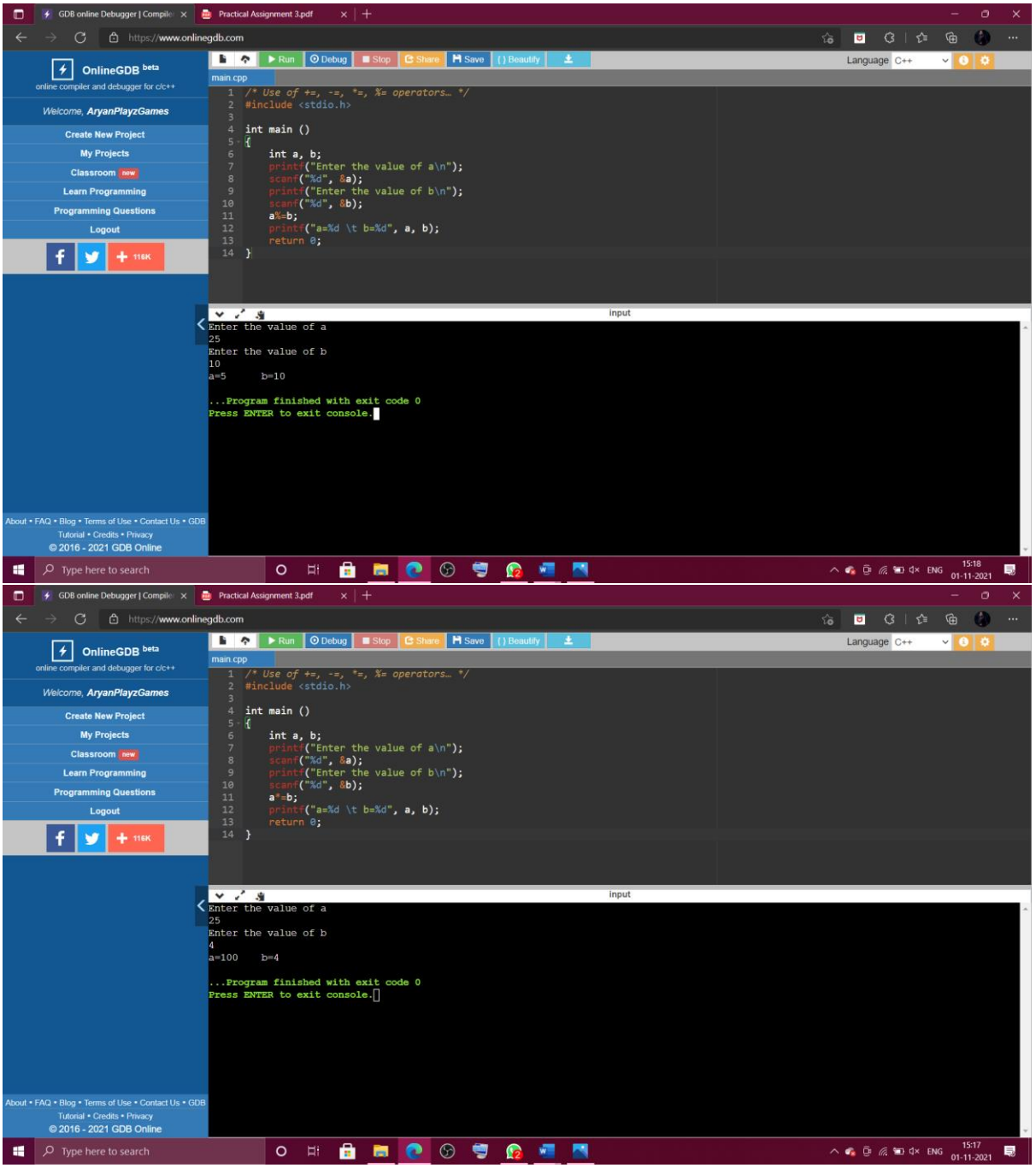
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Language C++
main.cpp
/* Use of +=, -=, *=, %= operators… */
#include <stdio.h>
int main ()
{
int a, b;
printf("Enter the value of a\n");
scanf("%d", &a);
printf("Enter the value of b\n");
scanf("%d", &b);
a%=b;
printf("a=%d \t b=%d", a, b);
return 0;
}
input
Enter the value of a
25
Enter the value of b
10
a=5 b=10
...Program finished with exit code 0
Press ENTER to exit console.
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Save
{ } Beautify
Language C++
main.cpp
/* Use of +=, -=, *=, %= operators… */
#include <stdio.h>
int main ()
{
int a, b;
printf("Enter the value of a\n");
scanf("%d", &a);
printf("Enter the value of b\n");
scanf("%d", &b);
a*=b;
printf("a=%d \t b=%d", a, b);
return 0;
}
input
Enter the value of a
25
Enter the value of b
4
a=100 b=4
...Program finished with exit code 0
Press ENTER to exit console.
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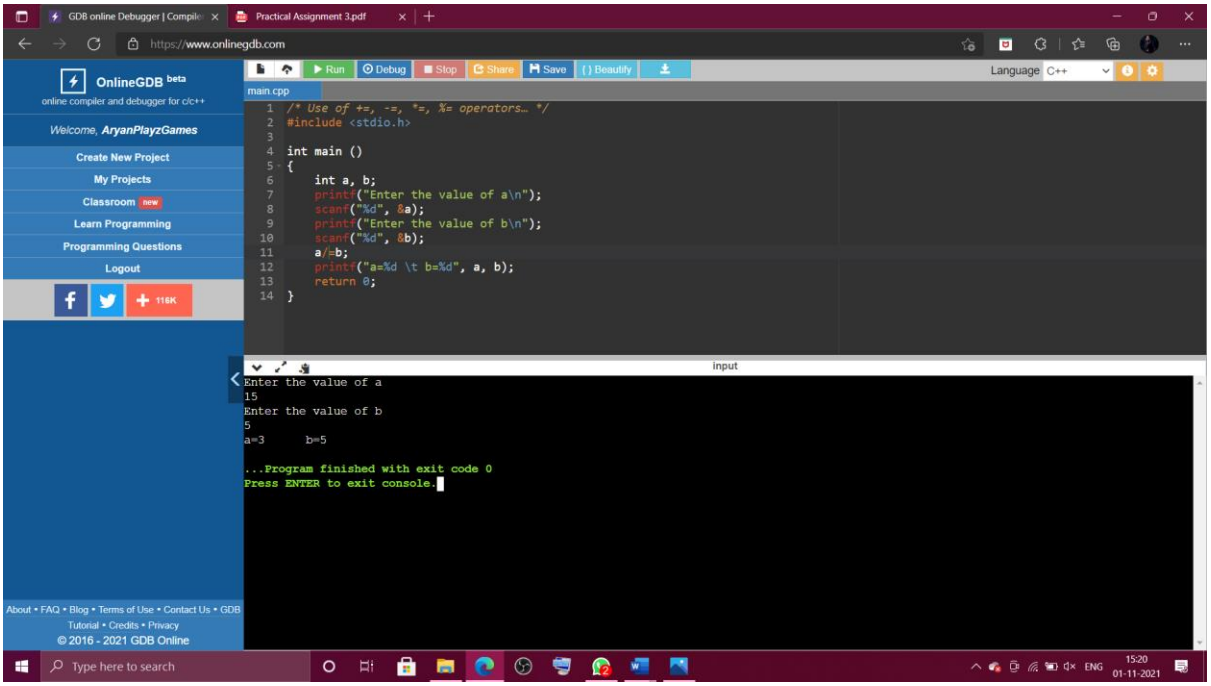
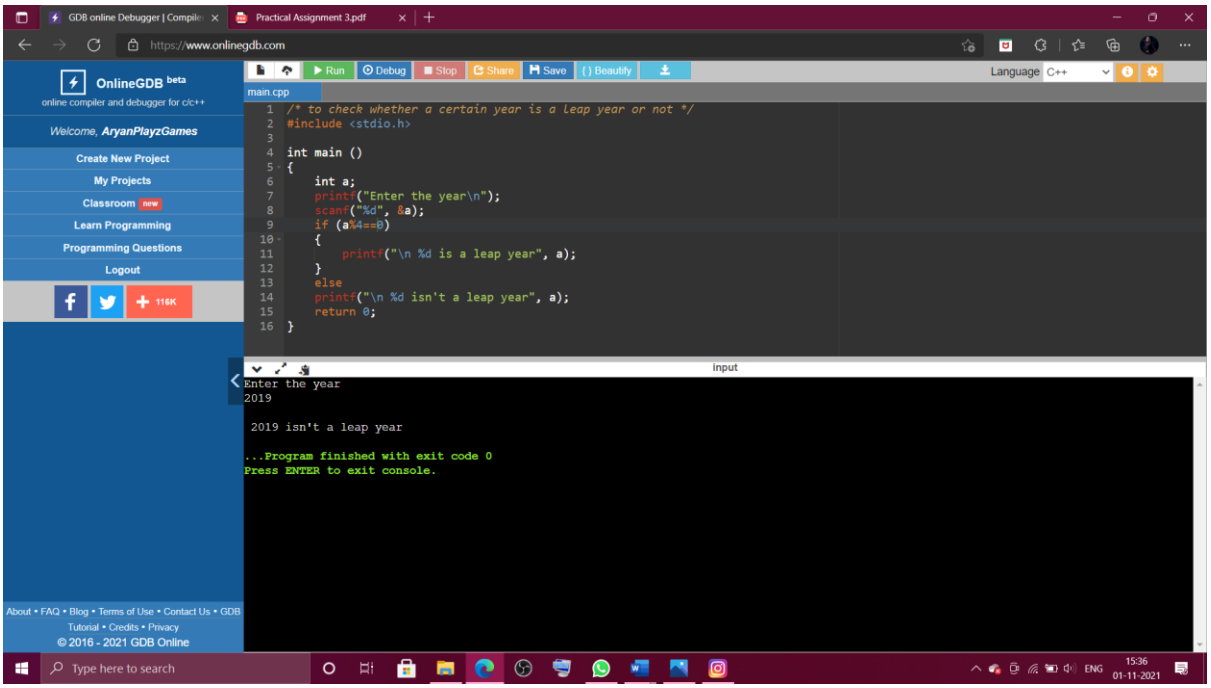
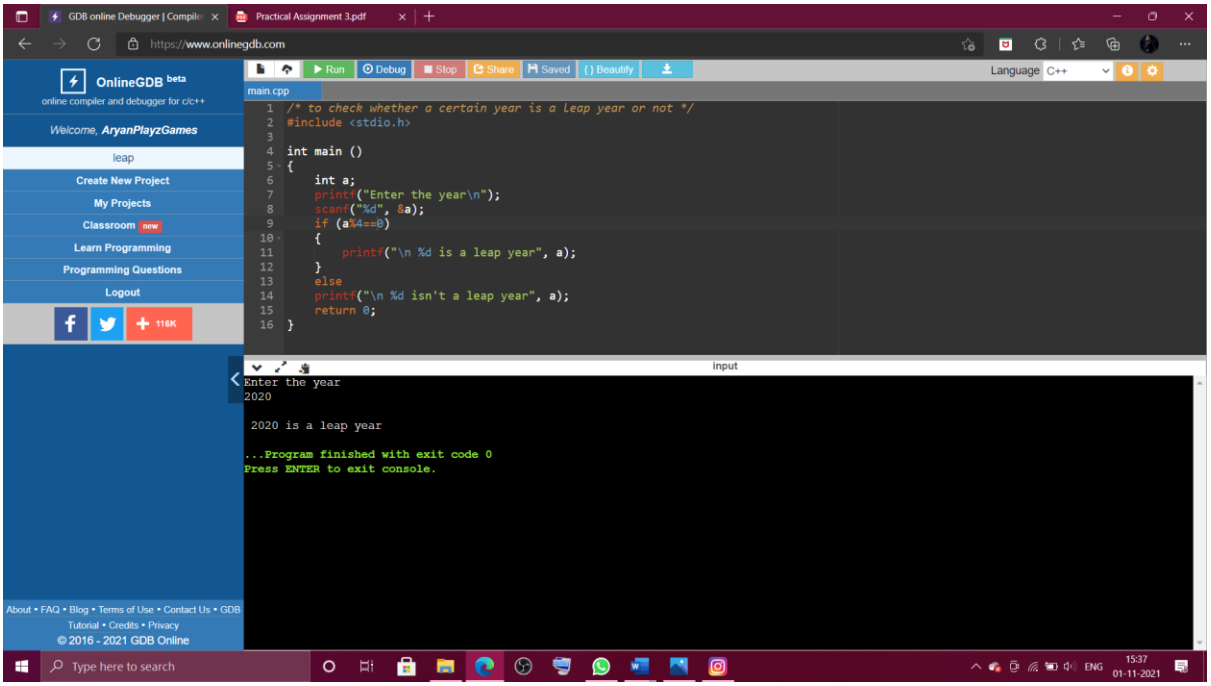


8. *To check whether a year is a leap year or not…*





9. *Swapping values of two variables without using a third variable…*