



# LAB 2

**BS (CS) – I**

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### Exercise 1.

Purpose of this exercise: learn to use constants and printing them on console screen.

Write a program that defines an **integer** variable named *age*, a **double** variable named *weight*, a **string** variable named *name*. Store your age, weight and name, as constants, in the variables. The program should display these values on the screen in a manner similar to the following:

Program Output **My age is 26 and my weight is 168.5 pounds.**

(Feel free to lie to the computer about your age and weight. It will never know! :p)

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### Exercise 2.

Purpose of this exercise: attain more familiarity with the cout operation.

Write a program that displays the following pattern on the screen:

```

    *
  ***
 *****
*****
 *****
  ***
    *
```

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### Exercise 3.

Purpose: Attain more familiarity with arithmetic operations.

A computer company sells mother boards at a 40 percent profit. Write a program that calculates the selling price of a mother board that costs them \$52.67 to produce. Display the result on the screen.

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**Exercise 4.**

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Purpose of this exercise: attain more familiarity with arithmetic operations.

Write a program that computes the tax and tip on a restaurant bill for a patron with a \$44.50 meal charge. The tax should be 6.75 percent of the meal cost. The tip should be 15 percent of the total after adding the tax. Display the meal cost, tax amount, tip amount, and total bill on the screen.

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**Quote**

*\*\*\*First, solve the problem. Then, write the Code - John Johnson\*\*\**