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DAY-3 (WWC)
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Questions-

- 1. Add two numbers
- 2. Reverse the Linkedlist and return the reversed list
- 3. Write a function to check number is prime or not
- 4. Write a function to reverse the string
- 5. Implement the function that swipe to variable using pass by reference
- 6. Writer recursive function to compute the GCD of 2 numbers
- 7. Write function to check the given number is perfect or not
- 8. Fabonacci series
- 9. Difference between member function and non member function in C++

```
#include <iostream>
#include <string>
#include <cmath>
using namespace std;
int add(int a, int b) {
  return a + b;
}
struct Node {
  int data;
  Node* next;
};
Node* reverseList(Node* head) {
  Node* prev = nullptr;
  Node* curr = head;
  while (curr) {
    Node* next = curr->next;
    curr->next = prev;
    prev = curr;
    curr = next;
```

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}
  return prev;
}
bool isPrime(int n) {
  if (n < 2) return false;
  for (int i = 2; i \le sqrt(n); ++i) {
    if (n % i == 0) return false;
  }
  return true;
}
string reverseString(string s) {
  reverse(s.begin(), s.end());
  return s;
}
void swap(int& a, int& b) {
  int temp = a;
  a = b;
  b = temp;
}
int gcd(int a, int b) {
  if (b == 0) return a;
  return gcd(b, a % b);
}
bool isPerfect(int n) {
  int sum = 0;
  for (int i = 1; i \le n / 2; ++i) {
     if (n \% i == 0) sum += i;
  }
  return sum == n;
}
void fibonacci(int n) {
  int a = 0, b = 1;
```

```
for (int i = 0; i < n; ++i) {
    cout << a << " ";
    int next = a + b;
    a = b;
    b = next;
  }
  cout << endl;
}
struct Example {
  int value;
  void memberFunction() {
    cout << value << endl;
  }
};
void nonMemberFunction(Example e) {
  cout << e.value << endl;
}
int main() {
cout << add(5, 10) << endl;
Node* head = new Node{1, new Node{2, new Node{3, nullptr}}};
head = reverseList(head);
while (head)
{
cout << head->data << " "; head = head->next;
} cout << endl;</pre>
cout << (isPrime(17) ? "Prime" : "Not Prime") << endl;</pre>
cout << reverseString("hello") << endl;</pre>
int x = 5, y = 10;
swap(x, y);
cout << x << " " << y << endl;
cout << gcd(18, 24) << endl;
cout << (isPerfect(28) ? "Perfect" : "Not Perfect") << endl;</pre>
fibonacci(10);
Example e{42};
e.memberFunction();
nonMemberFunction(e);
  return 0;
```