

PRACTICAL-1

* write a cpp program which explain the use of a scope resolution operator.

```
#include<iostream.h>
#include<conio.h>
int i=10;
int main()
{
    int i=20;
    {
        int k=i;
        int i=30;
        clrscr();
        cout<<"\n inner block";
        cout<<"\n\n value of k: "<<k;
        cout<<"\n value of i: "<<i;
        cout<<"\n Scope Resolution Operator::i: "<<::i;
    }
    {
        cout<<"\n\n\n outside block";
```

```
cout<<"\n\n value of i: "<<i;  
cout<<"\n Scope Resolution Operator::i: "<<::i;  
}  
getch();  
return 0;  
}
```

OUTPUT

inner block

value of k: 20

value of i: 30

Scope Resolution Operator::i: 10

Outside block

Value of i:20

Scope Resolution Operator::i:10

PRACTICAL-2

***write a cpp program which explain the use of a manipulators operator.**

```
#include<iostream.h>
#include<iomanip.h>
#include<conio.h>
main()
{

    int Basic=900,Allowance=100,Total=1000;
    clrscr();
    cout<<setfill('*')<<setw(11)<<"HNGU"<<setw(11)<<" "<<endl;
    cout<<setfill('*')<<setw(11)<<"D.C.S"<<setw(11)<<" "<<endl<<
    <<endl;

    cout<<setw(15)<<setfill(' ')<<" Basic="<<setw(5)
    <<Basic<<endl;

    cout<<setw(15)<<setfill(' ')<<"Allowance="<<setw(5)
    <<Allowance<<endl;

    cout<<setw(15)<<setfill(' ')<<"Total="<<Total<<setw(5)<<endl;
    getch();
    return 0;
}
```

OUTPUT

*****HNGU*****

*****D . C . S*****

Basic	=	900
Allowance	=	100
Total	=	1000

PRACTICAL-3

*write a cpp program to swap two integer numbers with use of reference variable.

```
#include<iostream.h>
```

```
#include<conio.h>
```

```
void swap(int &x,int &y)
```

```
{
```

```
int temp;
```

```
temp=x;
```

```
x=y;
```

```
y=temp;  
}
```

```
int main()  
{  
    int a,b;  
    cout<<"Enter The Value of a:";  
    cin>>a;  
    cout<<"Enter The value of b:";  
    cin>>b;  
    cout<<"Before Swapping:"<<endl;  
    cout<<"a= "<<a<<endl;  
    cout<<"b= "<<b<<endl;  
  
    swap(a,b);  
  
    cout<<"After swapping:"<<endl;  
    cout<<"a="<<a<<endl;  
    cout<<"b="<<b<<endl;  
    getch();
```

```
    return 0;  
}
```

Output

Enter The Value of a:10

Enter The Value of b:20

Before Swapping:

a=10

b=20

After swapping:

a=20

b=10

PRACTICAL-4

***write a cpp program to calculate factorial using inline function.**

```
#include<iostream.h>
```

```
#include<conio.h>
```

```
inline int fact(int n)
```

```
{
```

```
    long int fact=1;
```

```
    while(n>0)
```

```
{
```

```
    fact=fact*n;
    n--;
}
cout<<"factorial :"<<fact<<endl;
}
int main()
{
    long int a;
    clrscr();
    cout<<"Enter the value of a:";
    cin>>a;
    fact(a);
    getch();
    return 0;
}
```

EXTRA PRACTICAL-1

***Arithmetic**

```
#include<iostream.h>
```

```
#include<conio.h>
```

```
main()
{
    int add,sub,mul,div,mod,p,q;
    float a,b,div;
    clrscr();
    cout<<"\n a= ";
    cin>>a;
    cout<<"\n b= ";
    cin>>b;

    add=a+b;
    sub=a-b;
    mul=a*b;

    p=a;
    q=b;
    mod=p%q;
    div=a/b;

    cout<<"\n add= "<<add;
```



```
cout<<"\n sub="<<sub;
cout<<"\n mul="<<mul;
cout<<"\n div="<<div;
cout<<"\n mod="<<mod;
getch();
}
```

Output

a=10

b=20

add=30

sub=-10

mul=200

div=0.5

mod=0

EXTRA PRACTICAL-2

*palindrome number

```
#include<iostream.h>
#include<conio.h>
int main()
{
    int no,n,temp;
    clrscr();
    cout<<"\n Enter The Number";
    cin>>no;
    temp=no;
    while(no>0)
    {
        n=no%10;
        no=no/10;
    }

    if(no==temp)
    {
        cout<<"This Number Is palindrome Number";
    }
    else
```

```
{  
    cout<<"This Number Is Not palindrome Number";  
}  
getch();  
return 0;  
}
```

Output

Enter The Number 123321

This Number Is palindrome Number

Enter The Number 12342

This Number Is Not palindrome Number