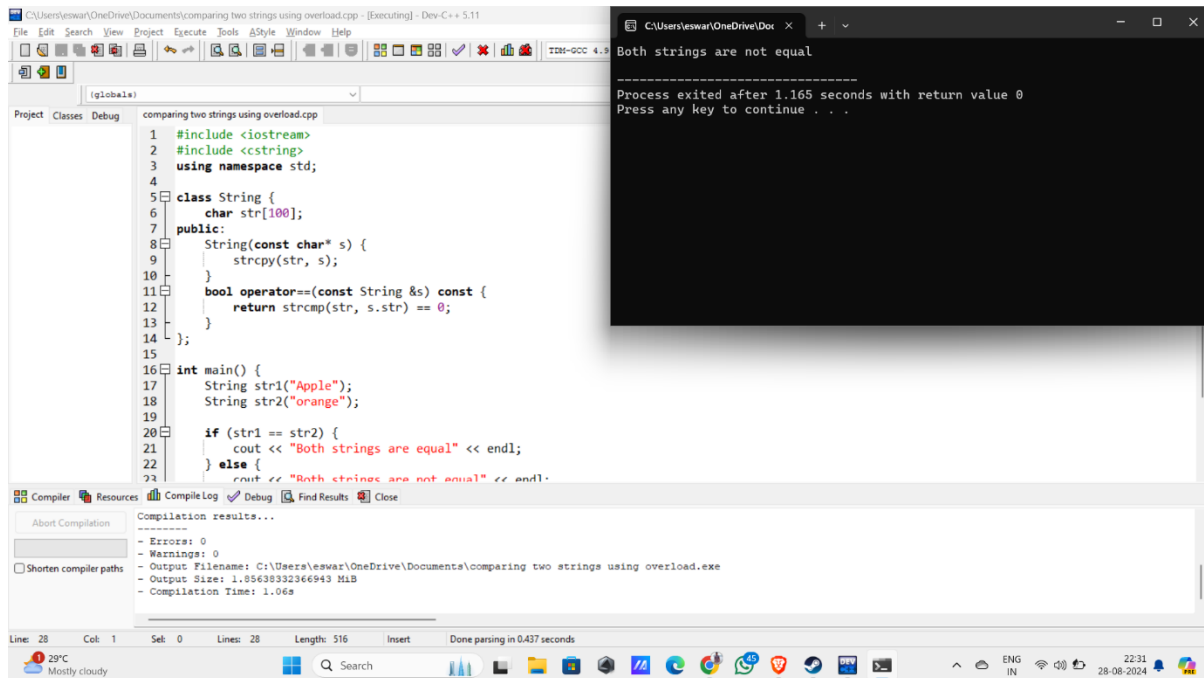


1.Comparison of strings using overload



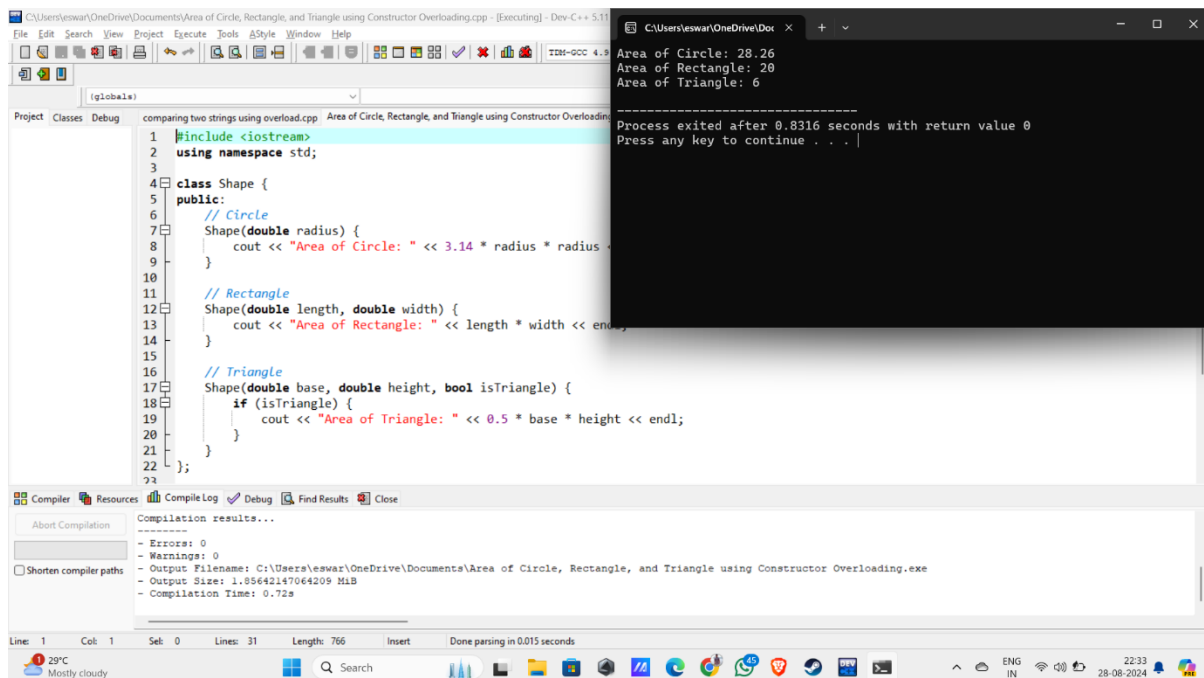
The screenshot shows a C++ IDE with a project named "comparing two strings using overload.cpp". The code defines a `String` class with a `str` array and an overloaded `operator==` that compares the strings using `strcmp`. The `main` function creates two `String` objects, `str1` ("Apple") and `str2` ("orange"), and checks if they are equal. The output window shows the message "Both strings are not equal" and the process exit details.

```
1 #include <iostream>
2 #include <cstring>
3 using namespace std;
4
5 class String {
6     char str[100];
7 public:
8     String(const char* s) {
9         strcpy(str, s);
10    }
11    bool operator==(const String &s) const {
12        return strcmp(str, s.str) == 0;
13    }
14 };
15
16 int main() {
17     String str1("Apple");
18     String str2("orange");
19
20     if (str1 == str2) {
21         cout << "Both strings are equal" << endl;
22     } else {
23         cout << "Both strings are not equal" << endl;
24     }
25 }
```

Both strings are not equal

Process exited after 1.165 seconds with return value 0
Press any key to continue . . .

2.Area of triangle , circle, rectangle using constructor



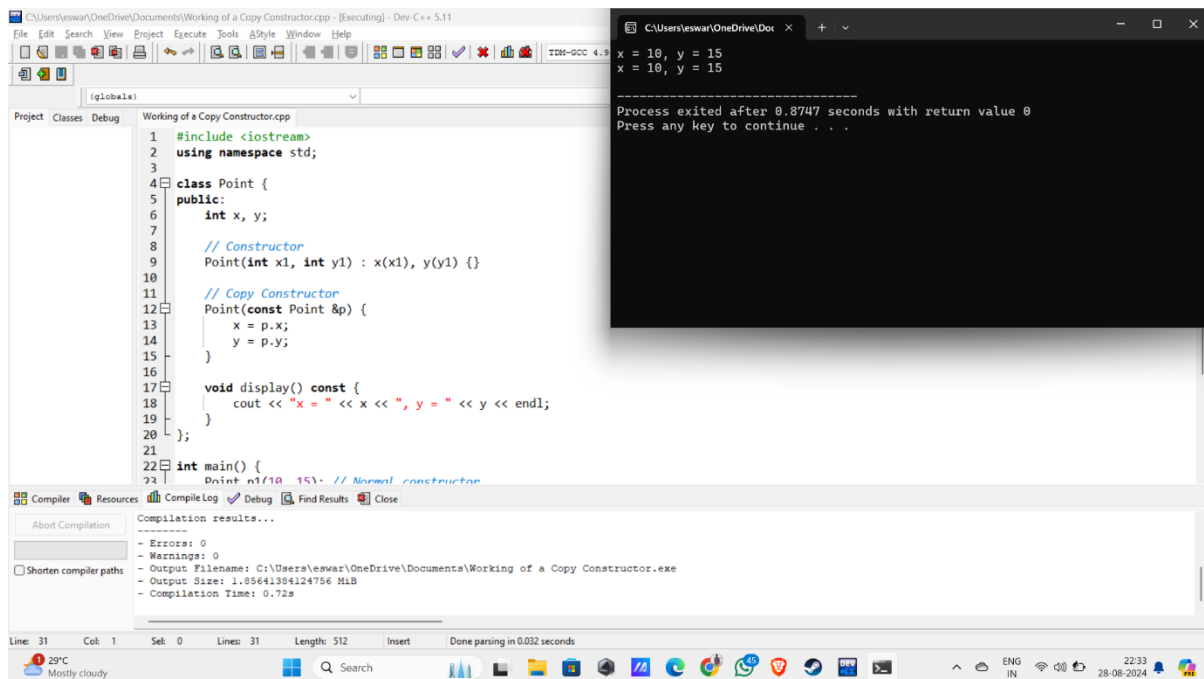
The screenshot shows a C++ IDE with a project named "Area of Circle, Rectangle, and Triangle using Constructor Overloading.cpp". The code defines a `Shape` class with three constructors: `Circle` (calculates area using $3.14 \times \text{radius}^2$), `Rectangle` (calculates area using $\text{length} \times \text{width}$), and `Triangle` (calculates area using $0.5 \times \text{base} \times \text{height}$). The `main` function creates three `Shape` objects and prints their areas. The output window shows the calculated areas: 28.26 for the circle, 20 for the rectangle, and 6 for the triangle.

```
1 #include <iostream>
2 using namespace std;
3
4 class Shape {
5 public:
6     // Circle
7     Shape(double radius) {
8         cout << "Area of Circle: " << 3.14 * radius * radius << endl;
9     }
10
11     // Rectangle
12     Shape(double length, double width) {
13         cout << "Area of Rectangle: " << length * width << endl;
14     }
15
16     // Triangle
17     Shape(double base, double height, bool isTriangle) {
18         if (isTriangle) {
19             cout << "Area of Triangle: " << 0.5 * base * height << endl;
20         }
21     }
22 };
23
```

Area of Circle: 28.26
Area of Rectangle: 20
Area of Triangle: 6

Process exited after 0.8316 seconds with return value 0
Press any key to continue . . .

3. Working of copy constructor



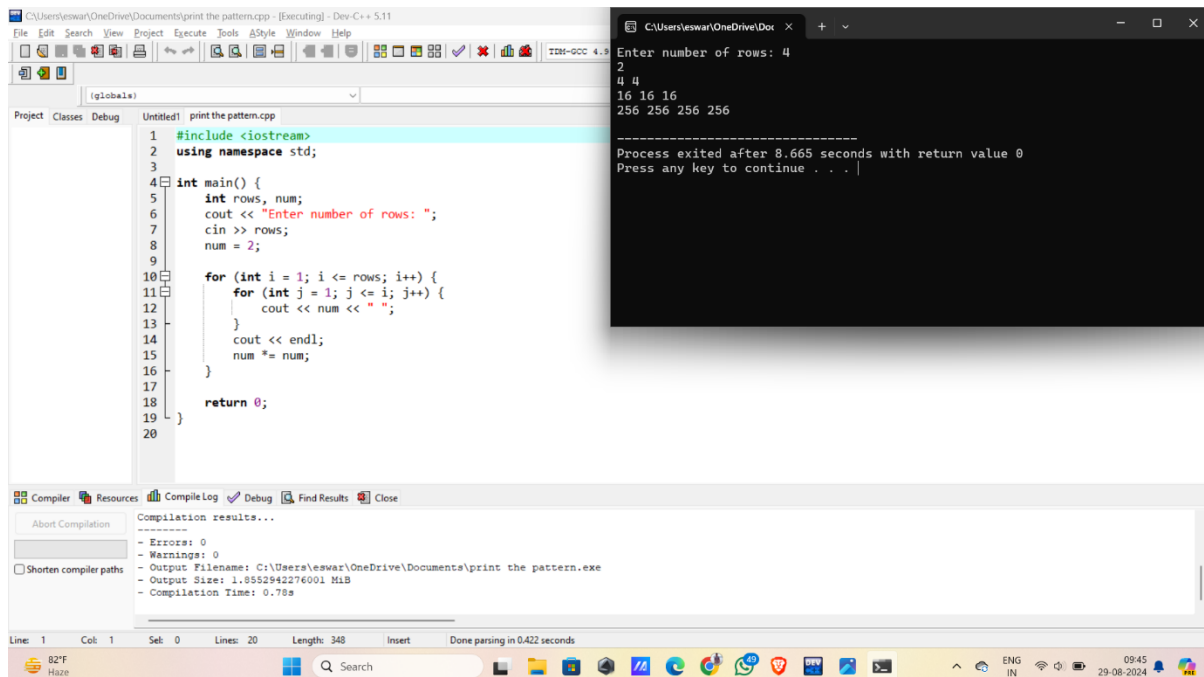
```
1 #include <iostream>
2 using namespace std;
3
4 class Point {
5 public:
6     int x, y;
7
8     // Constructor
9     Point(int x1, int y1) : x(x1), y(y1) {}
10
11     // Copy Constructor
12     Point(const Point &p) {
13         x = p.x;
14         y = p.y;
15     }
16
17     void display() const {
18         cout << "x = " << x << ", y = " << y << endl;
19     }
20 };
21
22 int main() {
23     Point p1(10, 15); // Normal constructor
24     Point p2(p1); // Copy constructor
25     p2.display();
26 }
```

Compilation results...

- Errors: 0
- Warnings: 0
- Output Filename: C:\Users\eswar\OneDrive\Documents\Working of a Copy Constructor.exe
- Output Size: 1.85641384124756 MiB
- Compilation Time: 0.72s

Process exited after 0.8747 seconds with return value 0
Press any key to continue . . .

4. Print the pattern



```
1 #include <iostream>
2 using namespace std;
3
4 int main() {
5     int rows, num;
6     cout << "Enter number of rows: ";
7     cin >> rows;
8     num = 2;
9
10    for (int i = 1; i <= rows; i++) {
11        for (int j = 1; j <= i; j++) {
12            cout << num << " ";
13        }
14        cout << endl;
15        num *= num;
16    }
17
18    return 0;
19 }
20
```

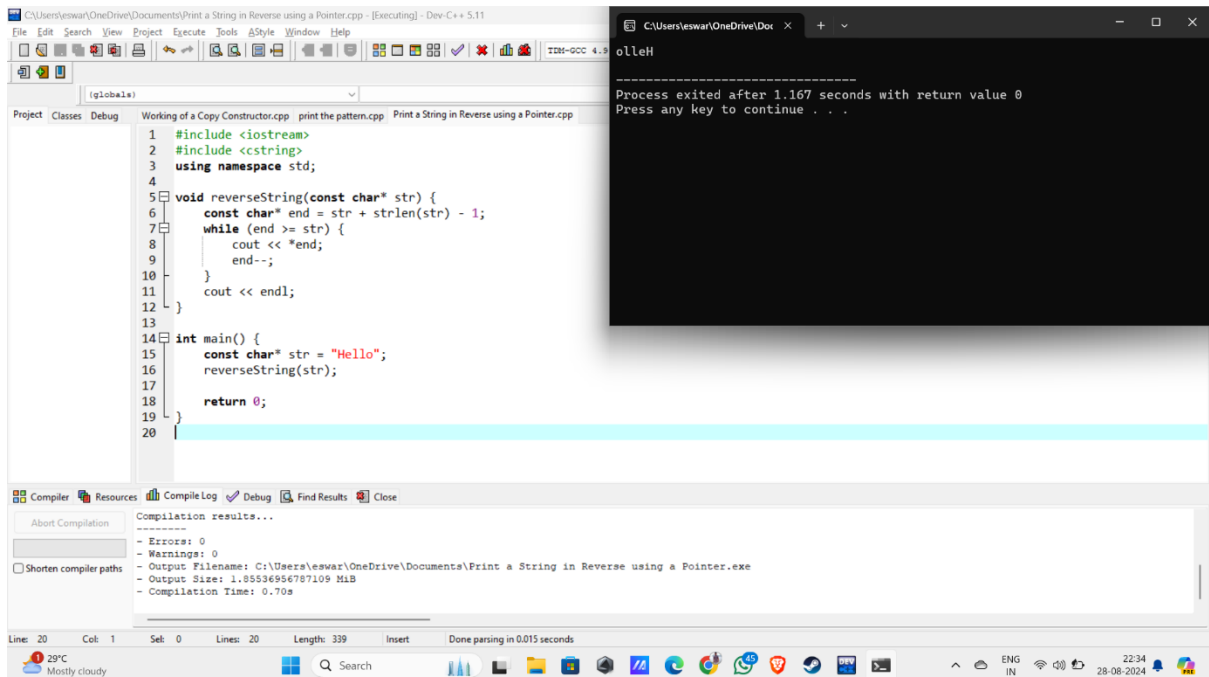
Compilation results...

- Errors: 0
- Warnings: 0
- Output Filename: C:\Users\eswar\OneDrive\Documents\print the pattern.exe
- Output Size: 1.8552942276001 MiB
- Compilation Time: 0.78s

Enter number of rows: 4
2
4 4
16 16 16
256 256 256 256

Process exited after 8.665 seconds with return value 0
Press any key to continue . . .

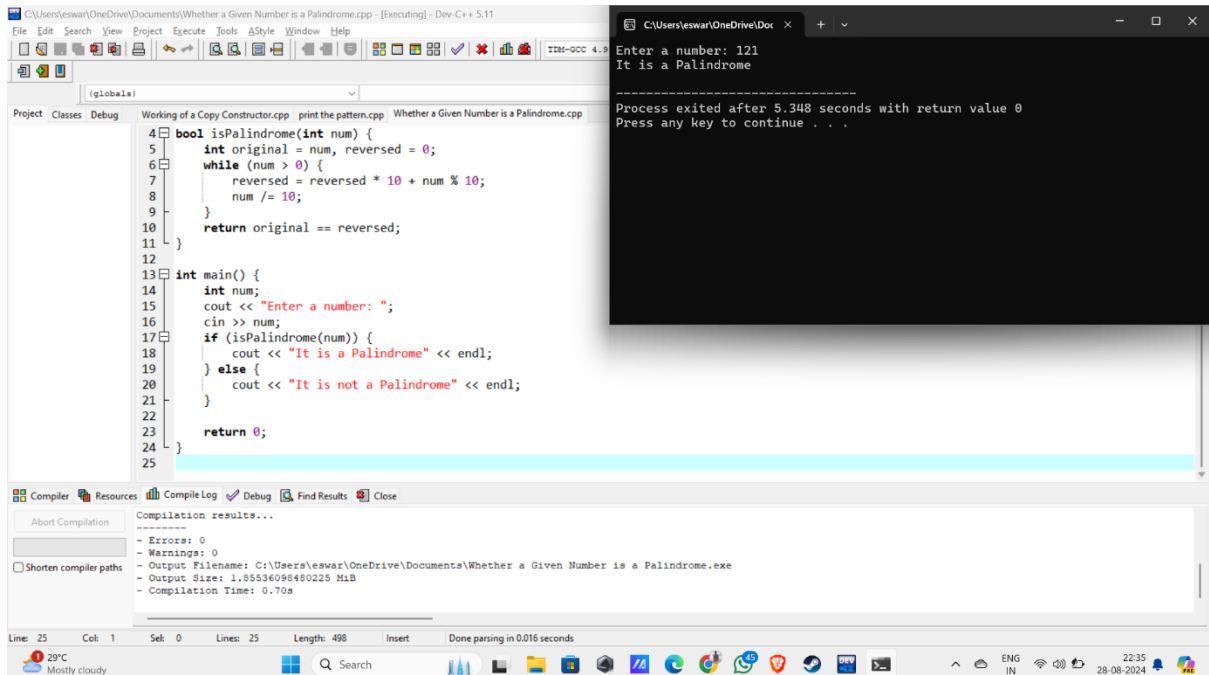
5.Reverse a string using pointer



```
1 #include <iostream>
2 #include <string>
3 using namespace std;
4
5 void reverseString(const char* str) {
6     const char* end = str + strlen(str) - 1;
7     while (end >= str) {
8         cout << *end;
9         end--;
10    }
11    cout << endl;
12 }
13
14 int main() {
15     const char* str = "Hello";
16     reverseString(str);
17
18     return 0;
19 }
20
```

Process exited after 1.167 seconds with return value 0
Press any key to continue . . .

6.Palindrome

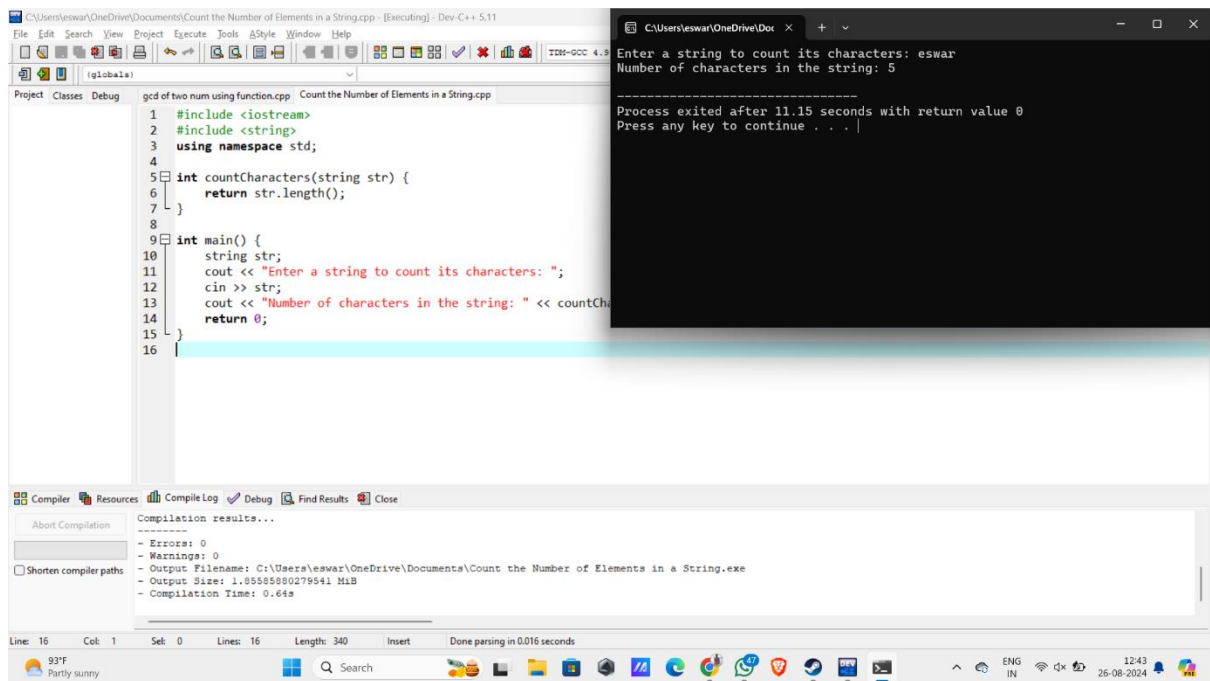


```
4 bool isPalindrome(int num) {
5     int original = num, reversed = 0;
6     while (num > 0) {
7         reversed = reversed * 10 + num % 10;
8         num /= 10;
9     }
10    return original == reversed;
11 }
12
13 int main() {
14     int num;
15     cout << "Enter a number: ";
16     cin >> num;
17     if (isPalindrome(num)) {
18         cout << "It is a Palindrome" << endl;
19     } else {
20         cout << "It is not a Palindrome" << endl;
21     }
22
23     return 0;
24 }
25
```

Enter a number: 121
It is a Palindrome

Process exited after 5.348 seconds with return value 0
Press any key to continue . . .

7. Non Negative integer



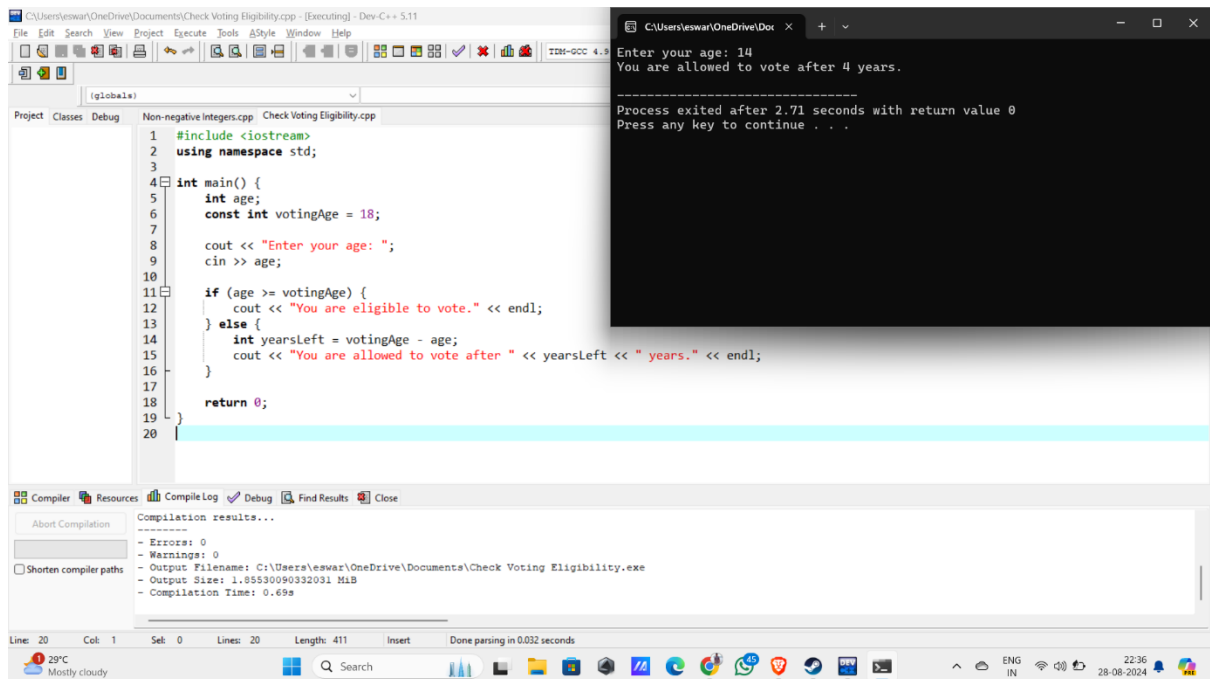
The screenshot shows a C++ program in Dev-C++ titled "Count the Number of Elements in a String.cpp". The code defines a function `countCharacters` that takes a string and returns its length. The `main` function prompts the user to enter a string and displays the character count. The output window shows the user input "eswar" and the resulting output "Number of characters in the string: 5". The compilation results show no errors or warnings.

```
1 #include <iostream>
2 #include <string>
3 using namespace std;
4
5 int countCharacters(string str) {
6     return str.length();
7 }
8
9 int main() {
10     string str;
11     cout << "Enter a string to count its characters: ";
12     cin >> str;
13     cout << "Number of characters in the string: " << countCharacters(str);
14     return 0;
15 }
```

Compilation results...

- Errors: 0
- Warnings: 0
- Output Filename: C:\Users\eswar\OneDrive\Documents\Count the Number of Elements in a String.exe
- Output Size: 1.8558580279541 MiB
- Compilation Time: 0.64s

8. Vote



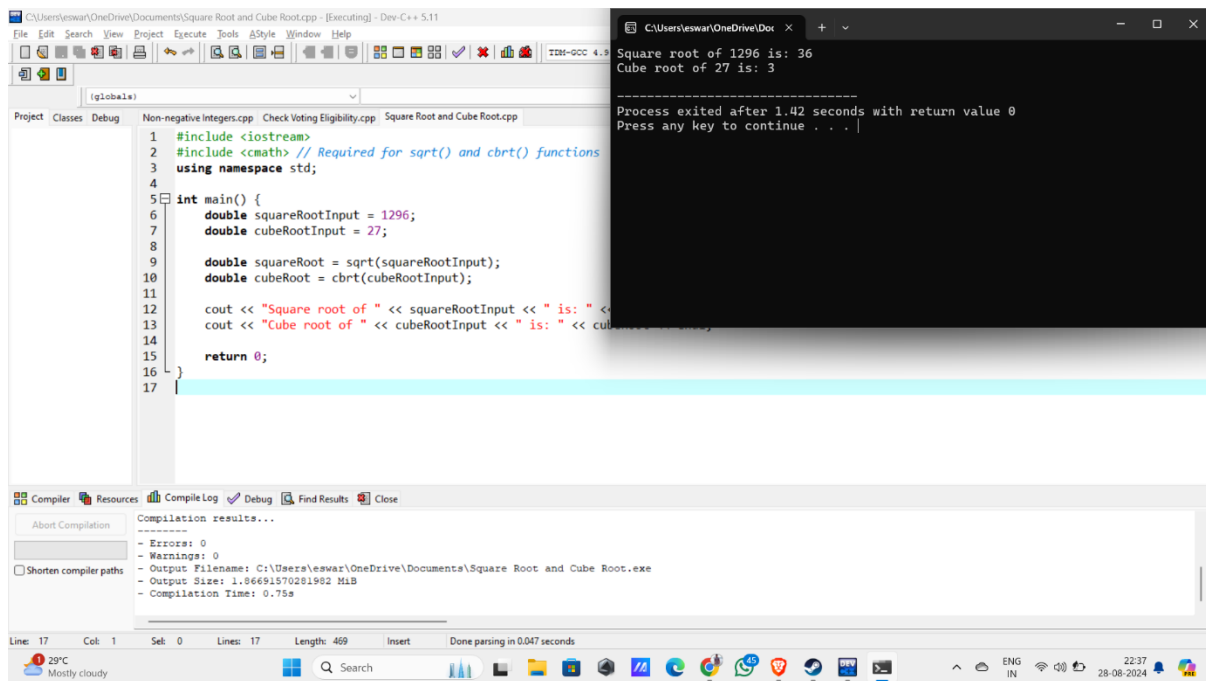
The screenshot shows a C++ program in Dev-C++ titled "Check Voting Eligibility.cpp". The code defines a `main` function that prompts the user for their age. It checks if the age is greater than or equal to the voting age (18). If eligible, it says "You are eligible to vote."; otherwise, it calculates the years left until eligibility and says "You are allowed to vote after X years." The output window shows the user input "14" and the resulting output "You are allowed to vote after 4 years." The compilation results show no errors or warnings.

```
1 #include <iostream>
2 using namespace std;
3
4 int main() {
5     int age;
6     const int votingAge = 18;
7
8     cout << "Enter your age: ";
9     cin >> age;
10
11     if (age >= votingAge) {
12         cout << "You are eligible to vote." << endl;
13     } else {
14         int yearsLeft = votingAge - age;
15         cout << "You are allowed to vote after " << yearsLeft << " years." << endl;
16     }
17
18     return 0;
19 }
20
```

Compilation results...

- Errors: 0
- Warnings: 0
- Output Filename: C:\Users\eswar\OneDrive\Documents\Check Voting Eligibility.exe
- Output Size: 1.85530090332031 MiB
- Compilation Time: 0.69s

9. Square root and cube root



The screenshot shows a C++ IDE with a project named "Square Root and Cube Root.cpp". The code is as follows:

```
1 #include <iostream>
2 #include <cmath> // Required for sqrt() and cbrt() functions
3 using namespace std;
4
5 int main() {
6     double squareRootInput = 1296;
7     double cubeRootInput = 27;
8
9     double squareRoot = sqrt(squareRootInput);
10    double cubeRoot = cbrt(cubeRootInput);
11
12    cout << "Square root of " << squareRootInput << " is: " << squareRoot << endl;
13    cout << "Cube root of " << cubeRootInput << " is: " << cubeRoot << endl;
14
15    return 0;
16 }
```

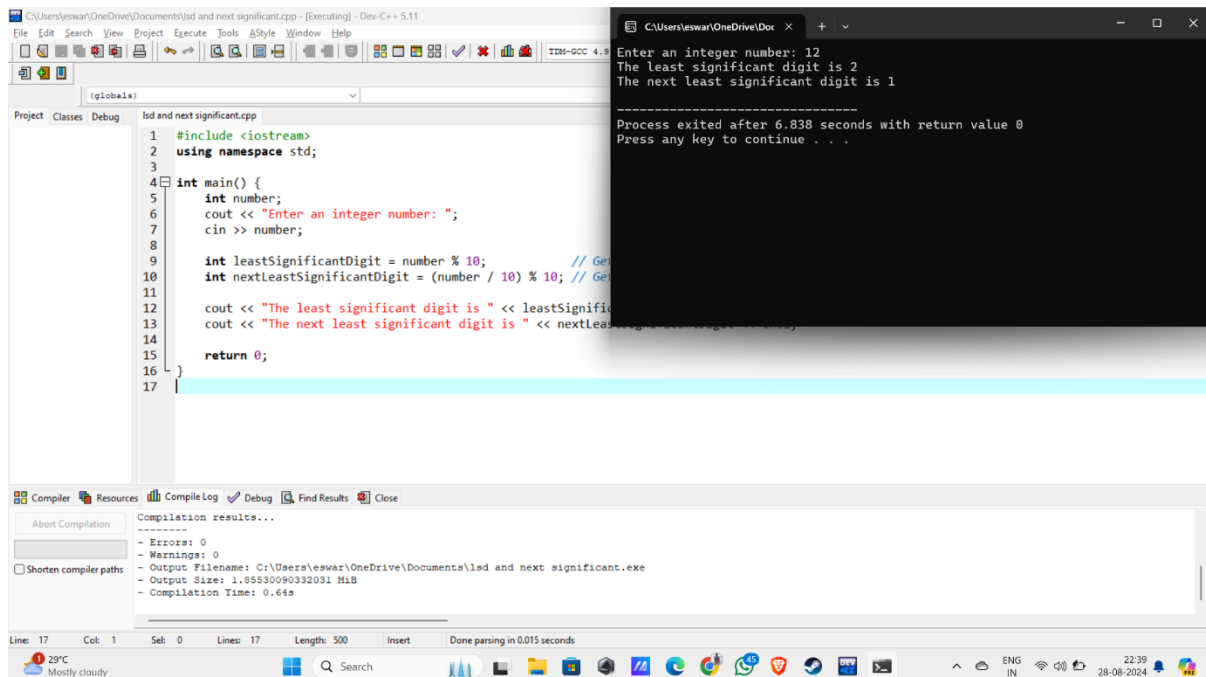
The terminal window shows the output:

```
Square root of 1296 is: 36
Cube root of 27 is: 3

-----
Process exited after 1.42 seconds with return value 0
Press any key to continue . . .
```

The compilation results show 0 errors and 0 warnings. The output file is "Square Root and Cube Root.exe" with a size of 1.86691570281982 MiB and a compilation time of 0.75s.

10. LSD and next significant



The screenshot shows a C++ IDE with a project named "Lsd and next significant.cpp". The code is as follows:

```
1 #include <iostream>
2 using namespace std;
3
4 int main() {
5     int number;
6     cout << "Enter an integer number: ";
7     cin >> number;
8
9     int leastSignificantDigit = number % 10; // Get the least significant digit
10    int nextLeastSignificantDigit = (number / 10) % 10; // Get the next least significant digit
11
12    cout << "The least significant digit is " << leastSignificantDigit << endl;
13    cout << "The next least significant digit is " << nextLeastSignificantDigit << endl;
14
15    return 0;
16 }
```

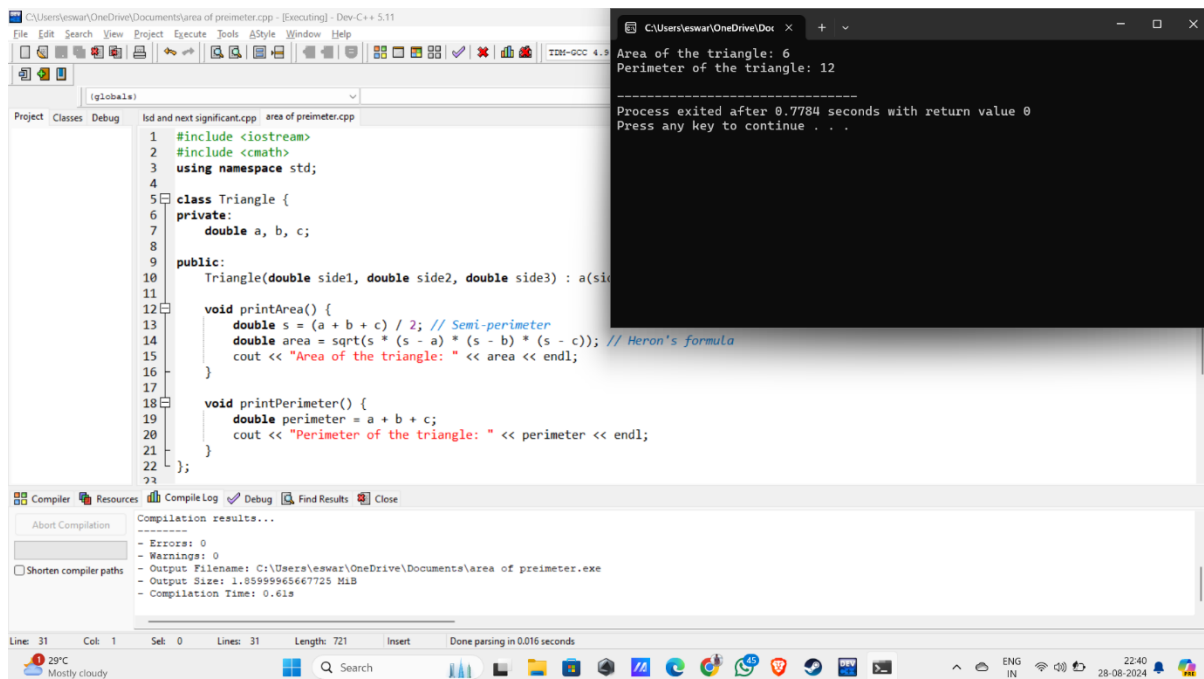
The terminal window shows the output:

```
Enter an integer number: 12
The least significant digit is 2
The next least significant digit is 1

-----
Process exited after 6.838 seconds with return value 0
Press any key to continue . . .
```

The compilation results show 0 errors and 0 warnings. The output file is "Lsd and next significant.exe" with a size of 1.85530090332031 MiB and a compilation time of 0.64s.

11. Area of triangle and area of perimeter

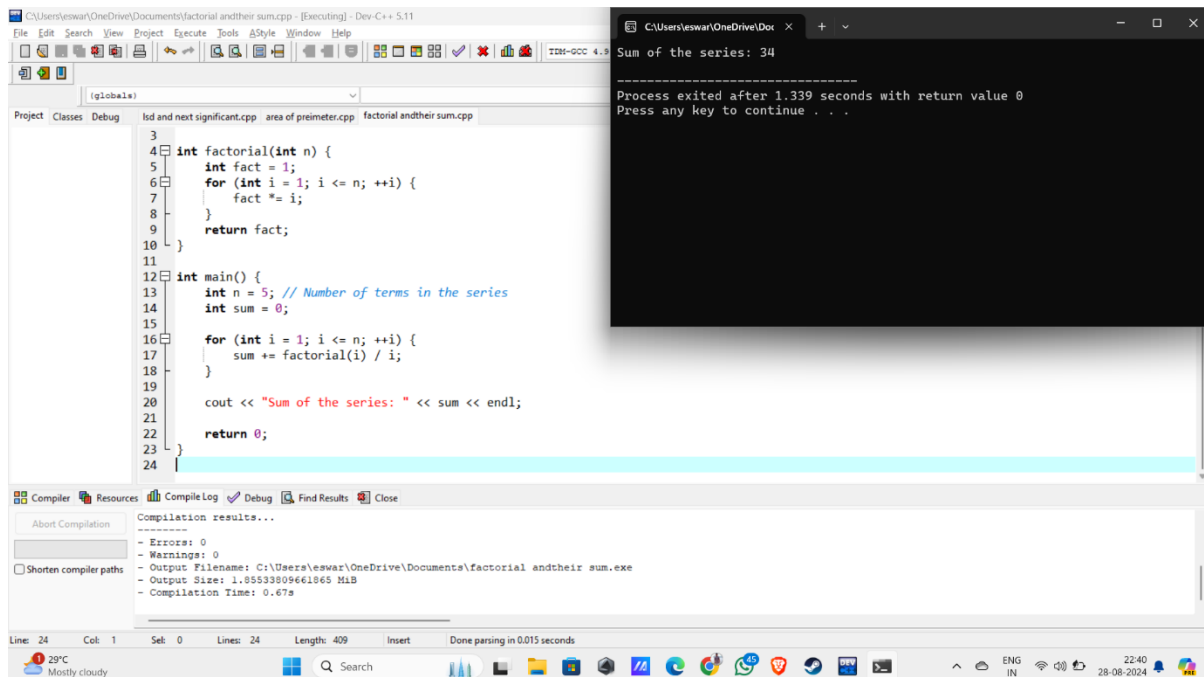


```
1 #include <iostream>
2 #include <cmath>
3 using namespace std;
4
5 class Triangle {
6 private:
7     double a, b, c;
8
9 public:
10     Triangle(double side1, double side2, double side3) : a(side1), b(side2), c(side3) {}
11
12     void printArea() {
13         double s = (a + b + c) / 2; // Semi-perimeter
14         double area = sqrt(s * (s - a) * (s - b) * (s - c)); // Heron's formula
15         cout << "Area of the triangle: " << area << endl;
16     }
17
18     void printPerimeter() {
19         double perimeter = a + b + c;
20         cout << "Perimeter of the triangle: " << perimeter << endl;
21     }
22 };
23
24 int main() {
25     Triangle t(3, 4, 5);
26     t.printArea();
27     t.printPerimeter();
28     return 0;
29 }
```

Area of the triangle: 6
Perimeter of the triangle: 12

Process exited after 0.7784 seconds with return value 0
Press any key to continue . . .

12. Sum of the series

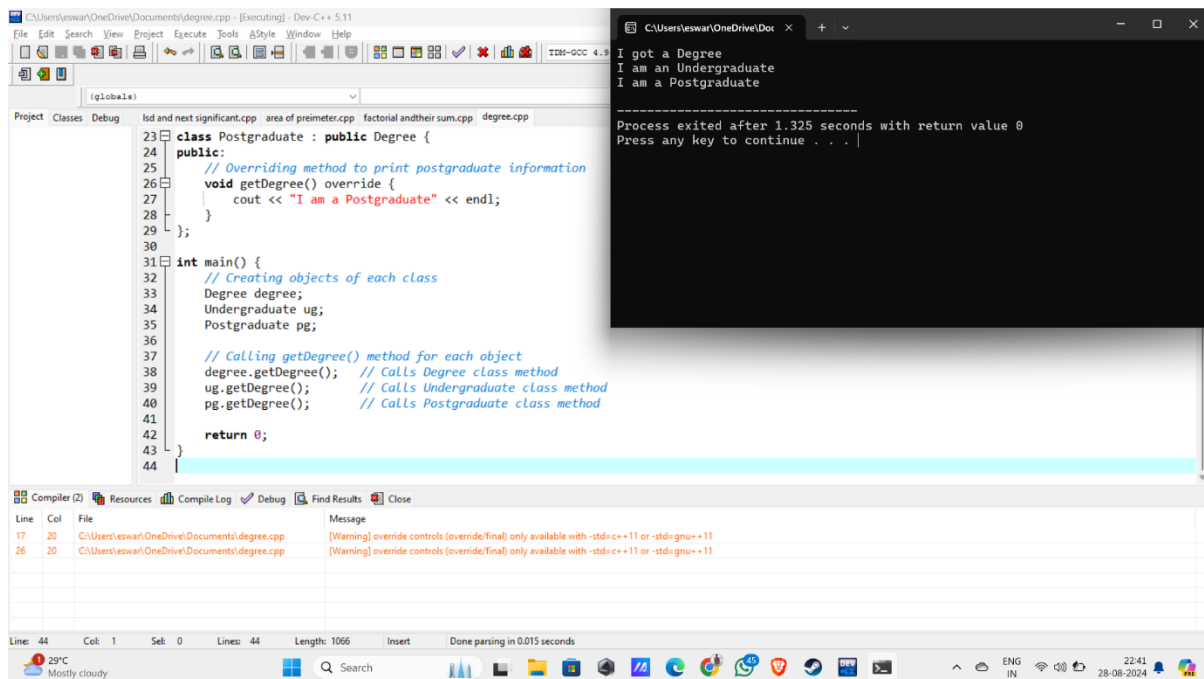


```
1
2
3
4 int factorial(int n) {
5     int fact = 1;
6     for (int i = 1; i <= n; ++i) {
7         fact *= i;
8     }
9     return fact;
10 }
11
12 int main() {
13     int n = 5; // Number of terms in the series
14     int sum = 0;
15
16     for (int i = 1; i <= n; ++i) {
17         sum += factorial(i) / i;
18     }
19
20     cout << "Sum of the series: " << sum << endl;
21
22     return 0;
23 }
24
```

Sum of the series: 34

Process exited after 1.1339 seconds with return value 0
Press any key to continue . . .

13. Class degree



The screenshot shows a C++ IDE with a project named 'degree.cpp'. The code defines a base class 'Degree' and a derived class 'Postgraduate'. The 'Postgraduate' class overrides the 'getDegree()' method to print 'I am a Postgraduate'. The 'main()' function creates objects of 'Degree', 'Undergraduate', and 'Postgraduate' classes and calls their 'getDegree()' methods. The output window shows the execution results: 'I got a Degree', 'I am an Undergraduate', and 'I am a Postgraduate'. The process exited after 1.325 seconds with a return value of 0.

```
23 class Postgraduate : public Degree {
24 public:
25 // Overriding method to print postgraduate information
26 void getDegree() override {
27     cout << "I am a Postgraduate" << endl;
28 }
29 };
30
31 int main() {
32 // Creating objects of each class
33 Degree degree;
34 Undergraduate ug;
35 Postgraduate pg;
36
37 // Calling getDegree() method for each object
38 degree.getDegree(); // Calls Degree class method
39 ug.getDegree(); // Calls Undergraduate class method
40 pg.getDegree(); // Calls Postgraduate class method
41
42 return 0;
43 }
44 }
```

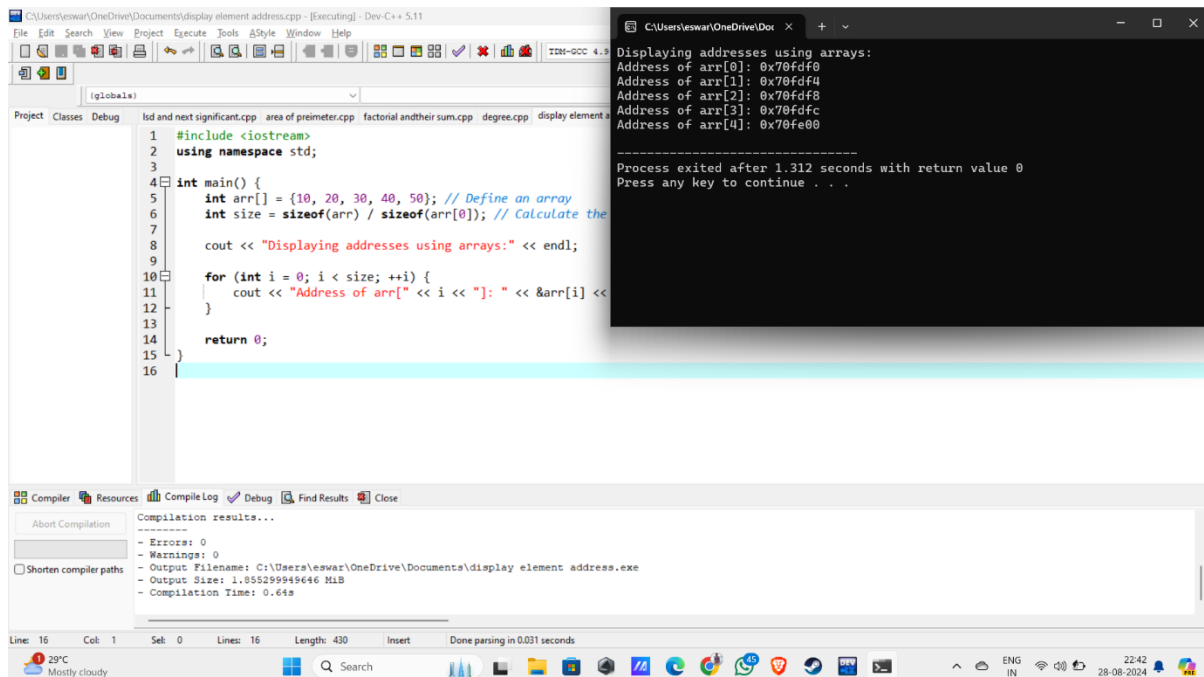
Compiler (2) Resources Compile Log Debug Find Results Close

Line	Col	File	Message
17	20	C:\Users\eswar\OneDrive\Documents\degree.cpp	[Warning] override controls (override/final) only available with -std:c++11 or -std:gnu++11
26	20	C:\Users\eswar\OneDrive\Documents\degree.cpp	[Warning] override controls (override/final) only available with -std:c++11 or -std:gnu++11

Line: 44 Col: 1 Sel: 0 Lines: 44 Length: 1066 Insert Done parsing in 0.015 seconds

29°C Mostly cloudy

14. Display the element address



The screenshot shows a C++ IDE with a project named 'display element address.cpp'. The code includes <iostream> and uses the std namespace. The 'main()' function defines an array 'arr' with values {10, 20, 30, 40, 50} and calculates its size. It then prints the addresses of each element in the array. The output window shows the execution results: 'Displaying addresses using arrays:', 'Address of arr[0]: 0x70fd0', 'Address of arr[1]: 0x70fd4', 'Address of arr[2]: 0x70fd8', 'Address of arr[3]: 0x70fdc', and 'Address of arr[4]: 0x70fe0'. The process exited after 1.312 seconds with a return value of 0.

```
1 #include <iostream>
2 using namespace std;
3
4 int main() {
5     int arr[] = {10, 20, 30, 40, 50}; // Define an array
6     int size = sizeof(arr) / sizeof(arr[0]); // Calculate the
7
8     cout << "Displaying addresses using arrays:" << endl;
9
10    for (int i = 0; i < size; ++i) {
11        cout << "Address of arr[" << i << "]: " << &arr[i] <<
12    }
13
14    return 0;
15 }
16 }
```

Compiler (2) Resources Compile Log Debug Find Results Close

Compilation results...

- Errors: 0
- Warnings: 0
- Output Filename: C:\Users\eswar\OneDrive\Documents\display element address.exe
- Output Size: 1.85529949646 MiB
- Compilation Time: 0.64s

Line: 16 Col: 1 Sel: 0 Lines: 16 Length: 430 Insert Done parsing in 0.031 seconds

29°C Mostly cloudy

