The G++ Programming Language

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The G++ Programming Language works the same way as C++,
but it has the following differences:
- no ";" at the end of each line
- replace "&&" with "and" and "||" with or
- whenever you have a statement you must always use "{" and "}"
PROBLEM 1
       compute the sum of 2 numbers
#include <iostream>
using namespace std
// compute the sum of 2 numbers
int main()
{
  int a, b
  cin >> a >> b
  cout << a + b
  return 0
}
PROBLEM 2
       in given number n, replace all occurrences of digit c1 with digit c2
#include <iostream>
using namespace std
long long a,n,c1,c2,nr,p=1
// replace c1 with c2(digits) in n
int main()
  cin>>n>>c1>>c2
  while(n != 0)
  {
    a = n\%10
    if(a==c1)
    {
         nr=nr+c2*p
    }
       else
    {
         nr=nr+a*p
```

n=n/10 p=p*10

}

```
if(n==0 && c1==0)
    cout<<c2
  else
      cout<<nr
  return 0
}
```

PROBLEM 3

find the biggest natural number that has the sum of it's digits and the total number of digits equal with the sum of digits of n

#include <iostream>

using namespace std

```
// find the biggest natural number that has the sum of it's digits and the total
// number of digits equal with the sum of digits of n
int main()
{
  int n, sumac=0, nrcif=0
  cin>>n
  while(n>0)
     sumac=sumac+n%10
    n=n/10;
  nrcif=sumac
  while(nrcif > 0)
    if(sumac>=9)
       cout<<9
       sumac=sumac-9
    }
     else
       cout<<sumac
       sumac=0
    }
    nrcif--
  }
  return 0
}
```

PROBLEM 4 - syntax errors

sort an array using quick_sort #include <bits/stdc++.h> using namespace std // sort an array using quick_sort void quick_sort(int v[100005],int st,int dr) int i=st,j=dr,p=v[(i+j)/2]while(i<=j) { while(v[i]<p) // missing "{" and "}" j++ while(v[j]>p) // missing "{" and "}" j-- $if(i \le j)$ swap(v[i],v[j]) j++ j--} } if(st<j) quick_sort(v,st,j) if(dr>i) quick_sort(v,i,dr) } int main() { int n, v[100005]; // wrong syntax cin>>n; // wrong syntax for(int i=1;i<=n;i++) { cin>>v[i] } quick_sort(v,1,n) for(int i=1;i<=n;i++) { cout<<v[i]<<' ' } return 0

}