

1. WRITE A PROGRAM to print Hello World.

```
#include <iostream>

using namespace std;

int main()
{
    cout << "Hello World!!!";

    return 0;
}
```

2. WRITE A PROGRAM for addition of 2 numbers.

```
#include <iostream>

using namespace std;

int main()
{
    int a, b;

    cout << "Enter first and second number: ";

    cin >> a >> b;

    cout << "Addition: " << a + b;

    return 0;
}
```

3. WRITE A PROGRAM to find factorial of a number.

```
#include <iostream>

using namespace std;

int main()
{
```

```

int num, fact=1;

cout << "Enter the number: ";

cin >> num;

for (int i = 1; i <= num; i++)
{
    fact *= i;
}

cout << "Factorial: " << fact;

return 0;
}

```

4. WRITE A PROGRAM for calculator using switch.

```

#include<iostream>

using namespace std;

int main(){

int num1,num2,res,ch;

cout<<"Enter the First Value: ";

cin>>num1;

cout<<"Enter the Second Value: ";

cin>>num2;

cout<<"Enter '1' for Addition, Enter '2' for Subtraction, Enter '3' for Multiplication , Enter '4'
for Division: ";

cin>>ch;

switch (ch)
{

case 1:

    res=num1+num2;

    cout<<"Addition: " << res;

    break;

```

case 2:

```
res=num1-num2;
```

```
cout<<"Subtraction: "<<res;
```

```
break;
```

case 3:

```
res=num1*num2;
```

```
cout<<"Multiplication: "<<res;
```

```
break;
```

case 4:

```
res=num1/num2;
```

```
cout<<"Division: "<<res;
```

```
break;
```

default:

```
cout<<"Invalid Choice"<<endl;
```

```
break;
```

```
}
```

```
return 0;
```

```
}
```

5. WRITE A PROGRAM for mathematical table.

```
#include <iostream>
```

```
using namespace std;
```

```
int main()
```

```
{
```

```
int num, res;
```

```
cout << "Enter the number: ";
```

```
cin >> num;
```

```

cout << "Table of " << num << " is:\n";
for (int i = 1; i <= 10; i++)
{
    res = i * num;
    cout << num << " * " << i << " = " << res << endl;
}
return 0;
}

```

6. WRITE A PROGRAM for voting age less than 18 , not applicable.

```

#include<iostream>

using namespace std;

int main(){
    int age;
    cout<<"Enter the age: ";
    cin>>age;
    if(age<18){
        cout<<"Person is not eligible to vote"<<endl;
    }
    else{
        cout<<"Person is eligible to vote"<<endl;
    }
    return 0;
}

```

7. WRITE A PROGRAM of swapping of using call by reference.

```

#include <iostream>

```

```
using namespace std;
```

```
// Call by reference
```

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

```
{
```

```
    int temp = x;
```

```
    x = y;
```

```
    y = temp;
```

```
}
```

```
int main()
```

```
{
```

```
    int num1;
```

```
    int num2;
```

```
    cout << "Enter the values of both the numbers" << endl;
```

```
    cin >> num1 >> num2;
```

```
    swap(num1, num2);
```

```
    cout << "After swapping" << endl;
```

```
    cout << "Num1: " << num1 << endl;
```

```
    cout << "Num2: " << num2;
```

```
    return 0;
```

```
}
```

8. WRITE A PROGRAM to multiply two numbers using pointers.

```
#include <iostream>
```

```
using namespace std;
```

```
int product(int &a, int &b)
```

```
{
```

```
    int *num1 = &a, *num2 = &b;
```

```
    return ((*num1) * (*num2));
```

```

}

int main()
{

    cout << "Enter the both values: ";

    int n1, n2;

    cin >> n1 >> n2;

    cout << "Product: " << product(n1, n2) << endl;


    return 0;
}

```

9. WRITE A PROGRAM to show the memory occupied by Structure and Union. Create enumerated data type for 7 days

```

#include <iostream>

using namespace std;

struct apna
{
    int i, age;
    double yes;
};

union sapna
{
    int one;
    double abc;
};

enum week
{
    Monday,

```

```

    Tuesday,
    Wednesday,
    Thursday,
    Friday,
    Saturday,
    Sunday
};

int main()

{
    cout << "The size of the union: " << sizeof(sapna) << endl;
    cout << "The size of the structure: " << sizeof(apna) << endl;
    cout << "The size of the Enum: " << sizeof(week) << endl;

    return 0;
}

```

10. WRITE A PROGRAM to store value in variable b and print that value.

```

#include <iostream>

using namespace std;

int main()
{
    int num1 = 120;

    int &b = num1;

    cout << "Value from the actual variable: " << num1 << endl;
    cout << "Value from b variable: " << b << endl;

    return 0;
}

```

```
}
```

11. WRITE A PROGRAM to print student details.

```
#include <iostream>

#include <string>

using namespace std;

int main()
{
    string name, phone_no, course, batch, address, dob, father_name, roll_no;

    cout << "\t\t\t\tEnter the details of the student";
    cout << "\nEnter the name of the student: ";
    getline(cin, name);
    cout << "Enter the Roll Number of the student: ";
    getline(cin, roll_no);
    cout << "Enter the Course of the student: ";
    getline(cin, course);
    cout << "Enter the Batch of the student: ";
    getline(cin, batch);
    cout << "Enter the Date of Birth of the student: ";
    getline(cin, dob);
    cout << "Enter the Father's name of the student: ";
    getline(cin, father_name);
    cout << "Enter the Address of the student: ";
    getline(cin, address);

    cout << "\n\n\t\t\t\tDetails of the student\n";
    cout << "Name: " << name << endl;
```



```

cout << "Roll Number: " << roll_no << endl;
cout << "Course: " << course << endl;
cout << "Batch: " << batch << endl;
cout << "Father's Name: " << father_name << endl;
cout << "Date of Birth: " << dob << endl;
cout << "Address: " << address << endl;

return 0;
}

```

12. Write a program that uses a class where the member functions are defined inside a class.

```

#include <iostream>
#include <string>
using namespace std;
class car
{
private:
    string car_name, car_num;

public:
    void getData()
    {
        cout << "Enter Car number: ";
        getline(cin, car_num);
        cout << "\nEnter Car name: ";
        getline(cin, car_name);
    }
    void displayData()
    {

```

```

        cout<<"Car Name: "<<car_num<<endl;
        cout<<"Car Number: "<<car_name<<endl;
    }
};

int main()
{
    car p;
    p.getData();
    p.displayData();
    return 0;
}

```

13. Write a program that uses a class where the member functions are outside a class.

```

#include <iostream>
#include <string>
using namespace std;
class car
{
private:
    string car_name, car_num;

public:
    void getData();

    void displayData();

};

int main()
{
    car p;
    p.getData();
    p.displayData();
    return 0;
}

void car::getData()
{

```

```
    cout << "Enter Car number: ";
    getline(cin, car_num);
    cout << "\nEnter Car name: ";
    getline(cin, car_name);
}
void car::displayData()
{
    cout<<"Car Name: "<<car_num<<endl;
    cout<<"Car Number: "<<car_name<<endl;
}
```