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Question 1:

```
Code:
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```
#include <iostream>
#include <cmath>
using namespace std;
double S_A(double a,double d,double n);
double S_G(double a,double r, double d);
double S_I_G(double a,double r);
struct Z
{
        double X;
        double Y;
};
Z display(Z b)
{
        cout<<"{ "<<b.X<<","<<b.Y<<" }"<<endl;
        return b;
}
int main()
{
        int c;
        double ans1,ans2;
        double a=3,d=4,r=5,n=6;
       cout<<"Sum of Arithmetic series: "<<S_A(a,d,n)<<endl;</pre>
        cout<<"Sum of Geometric series: "<<S_G(a,r,n);</pre>
```

```
cout << "\nSum of Infinite Geometric series: " << S_I\_G(a,r) << endl;
        ans1=S_G(a,r,n);
        ans2=S_I_G(a,r);
        struct Z p;
        p.X=ans1;
       p.Y=ans2;
       p=display(p);
}
double S_A(double a,double d,double n)
{
        return (n/2)*(2*a+(n-1)*d);
}
double S_G(double a,double r,double n)
{
        double s,s1;
       if(r>1)
          s=(a*(pow(r,n)-1))/(r-1);
                return s;
       }
       else if (r<1)
       {
                s1=(a*(1-pow(r,n)))/(1-r);
                return s1;
        }
}
double S_I_G(double a,double r)
{
```

```
if(r>1)
{
    return a/(r-1);
}
else if (r<1)
{
    return a/(1-r);
}</pre>
```

Output:

Question 2:

Code:

```
#include <iostream>
#include <cmath>
using namespace std;

double S_A(double a,double d,double n);
double S_G(double a,double r, double d);
double S_I_G(double a,double r);
```

```
struct Z
{
        double X;
        double Y;
};
Z display(Z b)
{
        cout<<"{ "<<b.X<<","<<b.Y<<" }"<<endl;
        return b;
}
int main()
{
        int c;
        double ans1,ans2;
        double a,d,r,n,a1,r1;
        char t='y';
        do
        {
        cout<<"Enter 1 for Arthimatic sum\n";</pre>
        cout<<"Enter 2 for Geometeric sum\n";</pre>
        cout<<"Enter 3 for Infinite Geometeric sum\n";</pre>
        cout<<"Enter 4 for function that returns struct \n";</pre>
        cin>>c;
        if(c==1)
        {
                cout<<"Enter the values of a,d,n respectively\n";
                cin>>a>>d>>n;
```

```
cout<<"Sum of Arithmetic series: "<<S_A(a,d,n)<<endl;</pre>
}
else if (c==2)
{
        cout<<"Enter the values of a,r,n \n";
  cout<<"r should be greater or less than 1\n";
        cin>>a>>r>>n;
        cout<<"sum of Geometric series: "<<S_G(a,r,n)<<endl;</pre>
}
else if (c==3)
{
        cout<<"Enter the value a,r \n";
        cout<<"r should be greater or less than 1\n";
        cin>>a>>r;
        cout<<"Sum of infinite Geometric series: "<<S_I_G(a,r)<<endl;</pre>
}
else if (c==4)
{
        cout<<"\nEnter the values of a,r,n,for geometric sum \n";</pre>
        cin>>a>>r>>n;
        cout<<"Enter the values of a,r for infinite geometric sum \n";</pre>
        cin>>a1>>r1;
        ans1=S_G(a,r,n);
  ans2=S_I_G(a1,r1);
        struct Z p;
  p.X=ans1;
p.Y=ans2;
p=display(p);
```

```
}
        else
        {
                 cout<<"Invalid input.Enter 1,2,3 or 4 for respective functions";</pre>
        }
        cout<<"\nEnter y for another calculation"<<endl;</pre>
        cin>>t;
} while( t='y');
}
double S_A(double a,double d,double n)
{
        return (n/2)*(2*a+(n-1)*d);
double S_G(double a,double r,double n)
{
        double s,s1;
        if(r>1)
           s=(a*(pow(r,n)-1))/(r-1);
                 return s;
        }
        else if (r<1)
        {
                s1=(a*(1-pow(r,n)))/(1-r);
                 return s1;
        }
}
```

```
double S_I_G(double a,double r)
{
     if(r>1)
     {
        return a/(r-1);
     }
     else if (r<1)
     {
        return a/(1-r);
     }
}</pre>
```

Output:

```
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Enter 1 for Arthimatic sum
Enter 2 for Geometeric sum
Enter 3 for Infinite Geometeric sum
Enter 4 for function that returns struct

Inter the values of a,d,n respectively

Enter y for another calculation

Y
Enter 1 for Arthimatic sum
Enter 2 for Geometeric sum
Enter 3 for Infinite Geometeric sum
Enter 4 for function that returns struct

Enter be values of a,r,n

The should be greater or less than 1

Enter y for another calculation

Enter 1 for Arthimatic sum
Enter 1 for Arthimatic sum
Enter 1 for Arthimatic sum
Enter 2 for Geometeric sum
Enter 3 for Infinite Geometeric sum
Enter 4 for function that returns struct

Enter the values of a,r,n

The should be greater or less than 1

Enter 1 for Arthimatic sum
Enter 1 for Arthimatic sum
Enter 2 for Geometeric sum
Enter 3 for Infinite Geometeric sum
Enter 3 for Infinite Geometeric sum
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