Video #21

Example #1 - Addition assignment operator

#include <iostream>

using namespace std;

int main()

{

int x = 10;

x += 10;

cout << x << endl;

return 0;

}

Example #2 - Subtraction assignment operator

#include <iostream>

using namespace std;

int main()

{

int x = 10;

x -= 5;

cout << x << endl;

return 0;

}

Example #3 - Multiplication assignment operator

#include <iostream>

using namespace std;

int main()

{

int x = 10;

x \*= 5;

cout << x << endl;

return 0;

}

Example #4 - Division assignment operator

#include <iostream>

using namespace std;

int main()

{

int x = 10;

x /= 5;

cout << x << endl;

return 0;

}

Example #5 - Modulus assignment operator

#include <iostream>

using namespace std;

int main()

{

int x = 10;

x %= 3;

cout << x << endl;

return 0;

}

Example #6 - Increment operator put after

#include <iostream>

using namespace std;

int main()

{

int x = 20;

cout << x++ << endl;

cout << x << endl;

return 0;

}

Example #7 - Increment operator after

#include <iostream>

using namespace std;

int main()

{

int x = 20;

cout << ++x << endl;

cout << x << endl;

return 0;

}

Video #26

Example #1 - Multiple conditions without logical operators

#include <iostream>

using namespace std;

int main()

{

int age = 23;

int money = 650;

if (age > 21){

if (money > 500){

cout << "you are allowed in" << endl;

}

}

return 0;

}

Example #2 - Multiple conditions with logical operators

#include <iostream>

using namespace std;

int main()

{

int age = 23;

int money = 650;

if (age > 21 && money > 500){ // just putting “and” works too

cout << "you are allowed in" << endl;

}

return 0;

}

Example #3 - Or logical operator

#include <iostream>

using namespace std;

int main()

{

int age = 26;

int money = 4;

if (age > 21 || money > 500){ // just putting “or” works too

cout << "you are allowed in" << endl;

}

return 0;

}

Video #27

Example #1 Random RNG

#include <iostream>

#include <cstdlib>

using namespace std;

int main()

{

for (int x = 1; x < 25; x++) {

cout << rand() << endl;

}

return 0;

}

Example #2 - Incomplete dice roll

#include <iostream>

#include <cstdlib>

using namespace std;

int main()

{

for (int x = 1; x < 25; x++) {

cout << rand() %6 << endl;

}

return 0;

}

Example #3 - Dice Roll

#include <iostream>

#include <cstdlib>

using namespace std;

int main()

{

for (int x = 1; x < 25; x++) {

cout << 1 + (rand()) %6 << endl;

}

return 0;

}

Example #4 - srand

#include <iostream>

#include <cstdlib>

using namespace std;

int main()

{

srand(67);

for (int x = 1; x < 25; x++) {

cout << 1 + (rand()) %6 << endl;

}

return 0;

}

Example #5 - Time based RNG

#include <iostream>

#include <cstdlib>

#include <ctime>

using namespace std;

int main()

{

srand(time(0));

for (int x = 1; x < 25; x++) {

cout << 1 + (rand()) %6 << endl;

}

return 0;

}