

Q1:-

```
#include<iostream>
using namespace std;
int main(){
    int a;
    cout<<"Hello MySirG";
    return 0;
}
```

Q2:-

```
#include<iostream>
using namespace std;
int main(){
    int a;
    cout<<"Hello"<<endl<<"MySirG";
    return 0;
}
```

Q3:-

```
#include<iostream>
using namespace std;
int main(){
    int a,b;
    cout<<"Enter two numbers:-"<<endl;
    cin>>a>>b;
    cout<<"The sum of two numbers is "<<a+b;
    return 0;
}
```

Q4:-

```
#include<iostream>
using namespace std;
int main(){
    float r,a;
    cout<<"Enter the radius of a circle"<<endl;
    cin>>r;
    a=3.14*r*r;
```

```
    cout<<"The area of a circle is:- "<<a;  
    return 0;  
}
```

Q5:-

```
#include<iostream>  
using namespace std;  
int main(){  
    int h,w,l;  
    cout<<"Enter the height width and length of a  
cuboid"<<endl;  
    cin>>h>>w>>l;  
    cout<<"The volume of a cuboid is "<<h*w*l;  
    return 0;  
}
```

Q6:-

```
#include<iostream>  
using namespace std;  
int main(){
```

```
float a,b,c;  
cout<<"Enter the three numbers"<<endl;  
cin>>a>>b>>c;  
cout<<"The average is "<<(a+b+c)/3.0;  
return 0;  
}
```

Q7:-

```
#include<iostream>  
using namespace std;  
int main(){  
    int a;  
    cout<<"Enter a number"<<endl;  
    cin>>a;  
    cout<<"The square of "<<a<<" is "<<a*a;  
    return 0;  
}
```

Q8:-

```
#include<iostream>
using namespace std;
int main(){
    int a,b;
    cout<<"Enter two numbers"<<endl;
    cin>>a>>b;
    a=a^b;
    b=a^b;
    a=a^b;
    cout<<"After swapping "<<a<<" and "<<b;
    return 0;
}
```

Q9:-

```
#include<iostream>
using namespace std;
int main(){
    int a,b;
```

```
    cout<<"Enter two numbers"<<endl;
    cin>>a>>b;
    cout<<"The maximum number is "<<(a>=b?a:b);
    return 0;
}
```

Q10:-

```
#include <iostream>
using namespace std;
int main()
{
    int i,arr[10],sum=0;
    cout<<"Enter 10 elements:";
    for(i=0;i<10;++i)
        cin>>arr[i];

    for(i=0;i<10;++i)
        sum=sum+arr[i];
}
```

```
cout<<"Sum of numbers is:"<<sum;
```

```
return 0;
```

```
}
```