1. Top three

//============================================================================

// Name : topThree.cpp

// Author :

// Version :

// Copyright : Your copyright notice

// Description : topThree in C++, Ansi-style

//============================================================================

#include <iostream>

#include <cstdlib>

#include <ctime>

using namespace std;

int main()

{

    srand((unsigned)time(NULL));

    int num[50];

    for(int i = 1; i<=50; i++)

        num[i] = rand()%1000;

    for(int i = 1; i<= 50;i++)

        cout<<"random number: "<<num[i]<<endl;

    int j,hold;

int pos,bound;

pos = 49;

while(pos)//passes

{

     bound = pos;

     pos = 0;

     for(j = 0;j < bound;j++)

     {

         if(num[j] > num[j + 1])

         {

             hold = num[j];

             num[j] = num[j + 1];

             num[j + 1] = hold;

             pos = j;

         }

     }

}

cout<<"number in order: \n";

    cout<<"Top1: "<<num[49]<<", ";

    cout<<"Top2: "<<num[48]<<", ";

    cout<<"Top3: "<<num[47]<<".";

cout<<endl;

    int p, q, t;

    for(p = 0;p < bound;p++)

    for(q = 0;q < bound - 1;q++)

    for(t = 0;t < bound - 2;t++)

    {

        if(num[49] >= num[p])

        {

            if(num[48] >= num[q])

            {

                if(num[47] >= num[t])

                {

                    cout<<"True number"<<endl;

                }

                else

                {

                    cout<<"Wrong number"<<endl;

                }

         }

            else

            {

                cout<<"Wrong number"<<endl;

            }

        }

        else

        {

            cout<<"Wrong number"<<endl;

        }

    }

return 0;

}

1. swap

//============================================================================

// Name : 2swap.cpp

// Author :

// Version :

// Copyright : Your copyright notice

// Description : swap in C++, Ansi-style

//============================================================================

#include <iostream>

using namespace std;

void swap(char\*p1, char\*p2)

{

    char temp;

    temp = \*p1;

    \*p1 = \*p2;

    \*p2 = temp;

    cout<<\*p1<<", "<<\*p2<<endl;

}

int main()

{

    char\*gm;

    char\*gm = "good morning";

    char\*ga;

    char\*ga = "good afternoon";

    swap(gm, ga);

    cout<<gm<<", "<<ga<<endl;

    return 0;

}

1. reverse

//============================================================================

// Name : 3reverse.cpp

// Author :

// Version :

// Copyright : Your copyright notice

// Description : Reverse in C++, Ansi-style

//============================================================================

#include <iostream>

#include <string.h>

#define LENGTH 80

//reverse a char

void reverse(char s[])

{

    char c;

    int i, j;

    j = strlen(s) - 1;

    for(i = 0;i < j;i++)

    {

        c = s[i];

        s[i] = s[j];

        s[j] = c;

        j --;

    }

}

int main()

{

void reverse(char s[]);

cout<<"Input a string: ";

cin>>str;

void main(void)

char str[LENGTH + 1];

cout<<"The reversed string is: "<<reverse(str)<<endl;

}