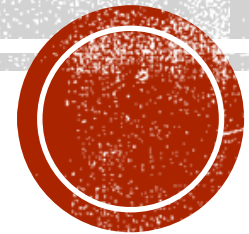


EXERCISES CIN, COUT

Introduction To Programming
2020-2021



Exercise 1:

Write a program that prints the value of the surface of a rectangle

- Inputs of the program?

Data needed to calculate the surface?

- ➔ We need Length and width of the rectangle

- ➔ We need two variables de type float: one for length and one for width;

- Output of the program?

surface of the rectangle i.e. length multiplied by its width



SOLUTION- EXERCISE 1

```
1  #include <iostream>
2  using namespace std;
3  int main()
4  {
5      float width, length, surface;
6      cin>>length>>width;
7      surface=width*length;
8      cout<<"surface of the rectangle ="<<surface;|
9      return 0;
10 }
```

Screen

```
5
3
surface of the rectangle =15
```



REMARK

- We can rewrite the program with declaration of 2 variables only (width, length).

```
1  #include <iostream>
2  using namespace std;
3  int main()
4  {
5      float width, length;
6      cin>>length>>width;
7      cout<<"surface of the rectangle ="<<length*width;
8      return 0;
9  }
```

```
5
3
surface of the rectangle =15
```



EXERCISE 2

Write a program that reads two real numbers and prints their sum, their multiplication, their division and their subtraction.

```
1  #include <iostream>
2  using namespace std;
3  int main()
4  {
5      float num1, num2;
6      cin >> num1 >> num2;
7
8      cout<<"sum = " << num1 + num2 << " \n multiplication =" << num1 * num2 << "\n subtraction = ";
9      cout << num1-num2 << "\n division = "<< num1/num2;
10 return 0;
11 }
```

```
14
3
sum = 17
multiplication =42
subtraction = 11
division = 4.66667
```



Execution of the program (case of num1=15.7 and num2=9.64)

```
1  #include <iostream>
2  using namespace std;
3  int main()
4  {
5      float num1, num2;
6      cin >> num1 >> num2;
7
8      cout<<"sum = " << num1 + num2 << " \n multiplication =" << num1 * num2 << "\n subtraction = ";
9      cout << num1-num2 << "\n division = "<< num1/num2;
10     return 0;
11 }
```

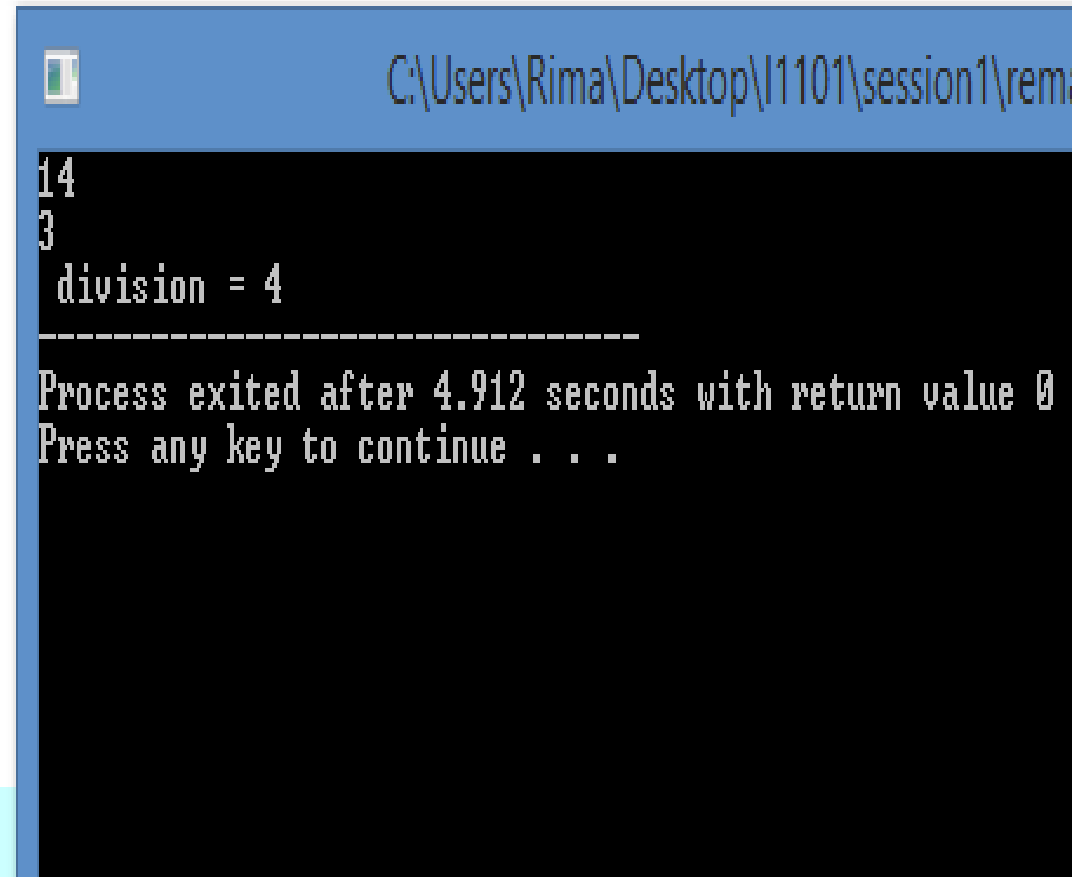
```
15.7
9.64
sum = 25.34
multiplication =151.348
subtraction = 6.06
division = 1.62863
```



REMARK

- If num1 et num2 are of type integer (int), and we want to get the value of num1/num2.

```
1 #include <iostream>
2 using namespace std;
3 int main()
4 {
5     int num1, num2;
6     cin >> num1 >> num2;
7     cout << " division = " << num1/num2;
8     return 0;
9 }
```



```
C:\Users\Rima\Desktop\I1101\session1\rem
14
3
division = 4
-----
Process exited after 4.912 seconds with return value 0
Press any key to continue . . .
```



EXPLANATION

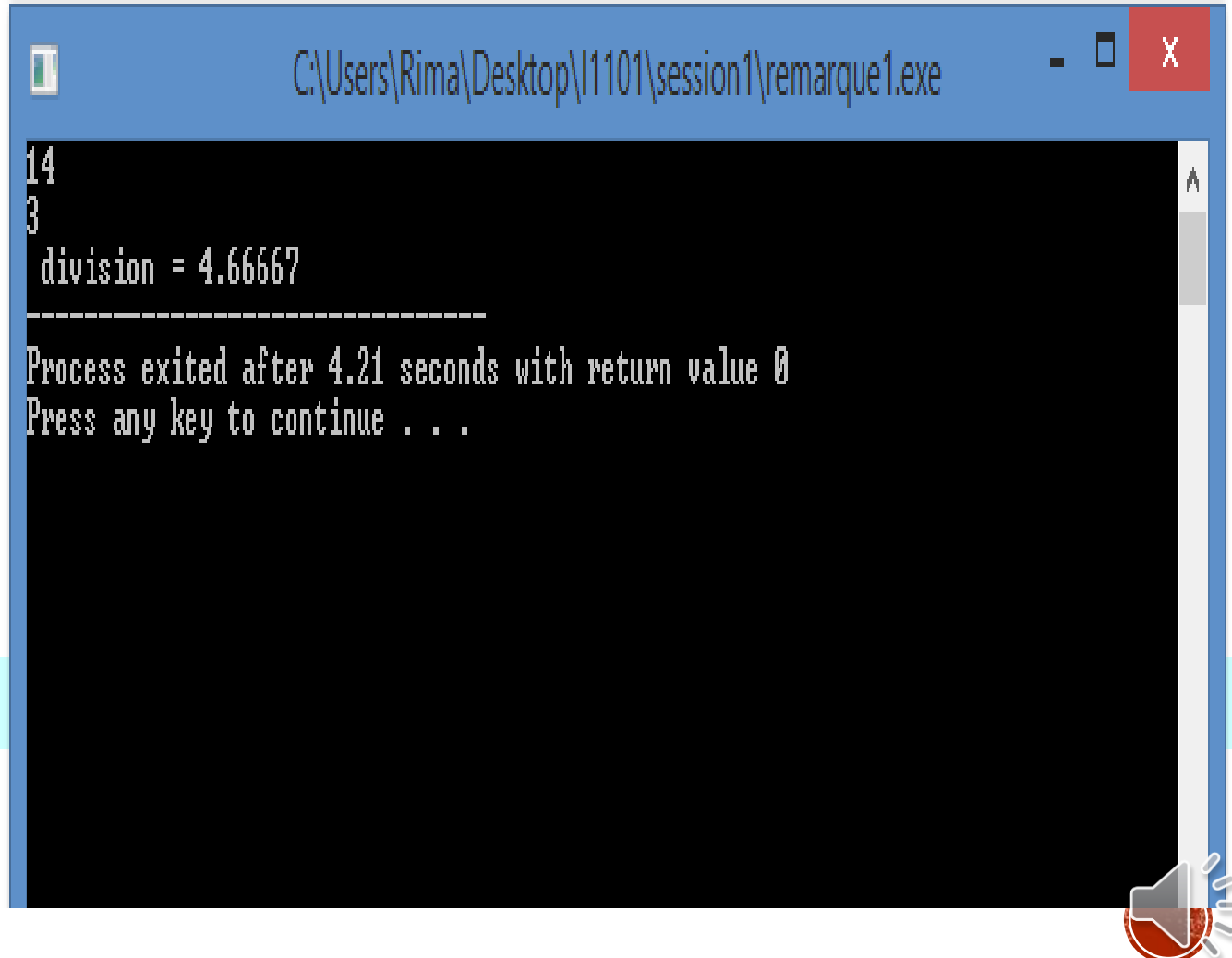
- 1) You remarked that the result of `num1/num2` displayed on the screen output (displayed by `cout<<`) is equal to 4 instead of 4.666667.
- 2) If the operands of the operator `/` are integers, then the result of `/` is integer. The operator `/` will give a float value if and only if one of its operand is of type float.
- 3) Therefore, we need to convert one of the operand to float, this can be done by: `(float) num1` (see next slide)
- 4) **Conclusion:** if we have two integer variables and we want to get their division (with float value) we need to convert at least one of them to float type.



EXPLANATION

remarque1.cpp

```
1 #include <iostream>
2 using namespace std;
3 int main()
4 {
5     int num1, num2;
6     cin >> num1 >> num2;
7     cout << " division = "<< (float)num1/num2;
8     return 0;
9 }
```



```
C:\Users\Rima\Desktop\11101\session1\remarque1.exe
14
3
division = 4.66667
-----
Process exited after 4.21 seconds with return value 0
Press any key to continue . . .
```

EXERCISE 3

- Write a program that reads an integer number and prints its opposite

Solution 1

```
1  #include <iostream>
2  using namespace std;
3  int main()
4  {
5      int num, x;
6      cin >> num;
7      x=-num;
8      cout << " opposite of " << num << " is equal to " << x;
9      return 0;
10 }
```

```
10
 opposite of 10 is equal to -10
```

Solution 2

```
1  #include <iostream>
2  using namespace std;
3  int main()
4  {
5      int num;
6      cin >> num;
7      cout << " opposite of " << num << " is equal to " << -num;
8      return 0;
9  }
```

