

```
1. #include <iostream>

using namespace std;

int main()
{
    cout<<"Enter the size of array : ";
    int n;cin>>n;
    int arr[n];
    cout<<"Enter elements :";
    for(int i=0;i<n;i++){
        cin>>arr[i];
    }
    for(int i=0;i<n-1;i++){
        for(int j=i+1;j<n;j++){
            if(arr[i]>arr[j]){
                int tmp=arr[i];
                arr[i]=arr[j];
                arr[j]=tmp;
            }
        }
    }
    cout<<"The ascending array is :";
    for(int i=0;i<n;i++){
        cout<<arr[i]<<" ";
    }
    return 0;
}
```

```
2. import java.util.Scanner;
```

```
public class Descending_sort {
```

```
    public static void main(String[] args) {
```

```
        Scanner input = new Scanner(System.in);
```

```
        System.out.print("Enter the number of elements :");
```

```
        int n = input.nextInt();
```

```
        int[] arr = new int[n];
```

```
        System.out.print("Enter the elements :");
```

```
        for (int i = 0; i < n; i++) {
```

```
            arr[i] = input.nextInt();
```

```
        }
```

```
        descendingSort(arr);
```

```
        // Print the sorted array
```

```
        System.out.print("The Array in descending order is :");
```

```
        for (int num : arr) {
```

```
            System.out.print(num + " ");
```

```
        }
```

```
        input.close();
```

```
    }
```

```
    public static void descendingSort(int[] arr) {
```

```
        int n = arr.length;
```

```
for (int i = 0; i < n - 1; i++) {  
    for (int j = i+1; j < n; j++) {  
        if (arr[i] < arr[j]) {  
            // Swap the elements  
            int tmp = arr[i];  
            arr[i] = arr[j];  
            arr[j] = tmp;  
        }  
    }  
}  
}
```

3.

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

```
int main()  
{  
    int rows;  
  
    // Get the number of rows from the user  
    cout << "Enter the number of rows: ";  
    cin >> rows;  
  
    // Outer loop for rows  
    for (int i = 1; i <= rows; i++)
```

```
{  
    // Inner loop for columns  
    for (int j = 1; j <= i; j++)  
    {  
        cout << "* ";  
    }  
  
    cout << endl;  
}  
  
return 0;  
}
```

```
4. #include <iostream>  
#include <fstream>  
using namespace std;  
int main()  
{  
    ofstream file("test.txt");  
    if (!file.is_open())  
    {  
        cout << "Error opening the file." << endl;  
        return 1;  
    }  
  
    string name;  
    int rollNumber;  
    cout << "Enter your name: ";
```

```
getline(cin, name);  
cout << "Enter your roll number: ";  
cin >> rollNumber;  
file << "Name: " << name << endl;  
file << "Roll Number: " << rollNumber << endl;  
file.close();  
cout << "Data written to the file successfully." << endl;  
  
return 0;  
}
```

```
5. #include <iostream>  
#include <fstream>  
using namespace std;  
int main()  
{  
    ifstream file("test.txt");  
    if (file.is_open())  
    {  
        string line;  
        while (getline(file, line))  
        {  
            cout << line << endl;  
        }  
        file.close();  
    }  
    else
```

```
{  
    cout << "Unable to open the file." << endl;  
}  
return 0;  
}
```

```
6. import java.util.Scanner;  
import java.io.BufferedReader;  
import java.io.FileReader;  
import java.io.FileWriter;  
import java.io.IOException;
```

```
public class FileCreateJava {  
    public static void main(String[] args) {  
        Scanner scanner = new Scanner(System.in);  
        System.out.print("Enter your name: ");  
        String name = scanner.nextLine();  
        System.out.print("Enter your roll number: ");  
        int rollNumber = scanner.nextInt();  
  
        try {  
            FileWriter writer = new FileWriter("test1.txt");  
            writer.write("Name: " + name + "\nRoll Number: " + rollNumber);  
            writer.close();  
  
            System.out.println("Data written to file successfully!");  
        } catch (IOException e) {
```

```
        System.out.println("An error occurred while writing to the file.");
    }

    try (BufferedReader br = new BufferedReader(new FileReader("test1.txt"))) {
        System.out.println("Displaying the information :");
        String line;
        while ((line = br.readLine()) != null) {
            System.out.println(line);
        }
    } catch (IOException e) {
        System.out.println("An error occurred while reading the file.");
    }
    scanner.close();
}
}
```

```
7. #include <iostream>

#include <string>

using namespace std;

class Student
{
protected:
    int roll;
    string name;
    float mark;
public:
    void getInfo()
```

```
{  
    cout << "Enter Roll Number: ";  
    cin >> roll;  
    cin.ignore();  
    cout << "Enter Name: ";  
    getline(cin, name);  
    cout << "Enter Mark: ";  
    cin >> mark;  
}  
void displayInfo()  
{  
    cout << "Roll Number: " << roll << endl;  
    cout << "Name: " << name << endl;  
    cout << "Mark: " << mark << endl;  
}  
};  
class Grade : public Student  
{  
private:  
    string letterGrade;  
public:  
    void convertToLetterGrade()  
    {  
        if (mark >= 80)  
            letterGrade = "A+";  
        else if (mark >= 75 && mark < 80)  
            letterGrade = "A";  
    }
```



```
        else
            letterGrade = "F";
    }
    void displayInfo()
    {
        Student::displayInfo();
        cout << "Letter Grade: " << letterGrade << endl;
    }
};
```

```
int main()
{
    Grade obj;
    obj.getInfo();
    obj.convertToLetterGrade();
    obj.displayInfo();
    return 0;
}
```

```
8. #include <iostream>
using namespace std;
class Rectangle
{
private:
    double length;
```

```
    double width;
public:
    Rectangle(double l, double w)
    {
        length = l;
        width = w;
    }
    double calculateArea()
    {
        return length * width;
    }
};

class Square
{
private:
    double side;
public:
    Square(double s)
    {
        side = s;
    }
    double calculateArea()
    {
        return side * side;
    }
};

int main()
```

```
{  
    double length = 20.0;  
    double width = 6.0;  
    double side = 6.0;  
  
    Rectangle rectangle(length, width);  
    Square square(side);  
  
    double rectangleArea = rectangle.calculateArea();  
    double squareArea = square.calculateArea();  
  
    cout << "Area of Rectangle: " << rectangleArea << " square meters" << endl;  
    cout << "Area of Square: " << squareArea << " square meters" << endl;  
    return 0;  
}
```

```
9. public class Calculate {  
    public static double calculate(double length, double width) {  
        return length * width;  
    }  
  
    public static double calculate(double length, double width, double height) {  
        return length * width * height;  
    }  
  
    public static void main(String[] args) {  
        double length = 50.0;  
        double width = 7.0;
```

```
double height = 15.0;

double area = calculate(length, width);
double volume = calculate(length, width, height);

System.out.println("Room Area: " + area + " square meters");
System.out.println("Room Volume: " + volume + " cubic meters");
}
}
```

```
10. class NumberDisplayer {
    public void display(int num1) {
        System.out.println("Number 1: " + num1);
    }
}

class TwoNumberDisplayer extends NumberDisplayer {
    @Override
    public void display(int num1) {
        System.out.println("Overridden Number 1: " + num1);
    }

    public void display(int num1, int num2) {
        System.out.println("Number 1: " + num1);
        System.out.println("Number 2: " + num2);
    }
}
```

```

public class NumberDisplay {
    public static void main(String[] args) {
        int number1 = 10;
        int number2 = 20;
        NumberDisplayer displayer1 = new NumberDisplayer();
        displayer1.display(number1);
        TwoNumberDisplayer displayer2 = new TwoNumberDisplayer();
        displayer2.display(number1); // This will use the overridden method
        displayer2.display(number1, number2);
    }
}

```

```

11. #include <iostream>
using namespace std;
int main()
{
    int num1, num2;
    char operation;
    cout << "Enter first number: ";
    cin >> num1;
    cout << "Enter second number: ";
    cin >> num2;
    cout << "Enter operation (+, -, *, /): ";
    cin >> operation;
    switch (operation)
    {
        case '+':

```

```
        cout << "Addition: " << num1 + num2 << endl;
        break;
    case '-':
        cout << "Subtraction: " << num1 - num2 << endl;
        break;
    case '*':
        cout << "Multiplication: " << num1 * num2 << endl;
        break;
    case '/':
        if (num2 != 0)
        {
            cout << "Division: " << num1 / num2 << endl;
        }
        else
        {
            cout << "Cannot divide by zero!" << endl;
        }
        break;
    default:
        cout << "Invalid operation!" << endl;
    }
    return 0;
}
```

```
12. #include <iostream>

using namespace std;

class Product
{
```

private:

string code;

double price;

public:

Product()

{

code = "";

price = 0.0;

}

void setCode(string c)

{

code = c;

}

void setPrice(double p)

{

price = p;

}

string getCode()

{

return code;

}

string getPrice()

{

string formattedPrice = to_string(price);

formattedPrice += " Tk";

return formattedPrice;

}

```
};  
  
int main()  
{  
    int numProducts;  
  
    cout << "Enter the number of products: ";  
    cin >> numProducts;  
  
    // Dynamically allocate an array of Product objects  
    Product *products = new Product[numProducts];  
  
    // Input product code and price  
    for (int i = 0; i < numProducts; i++)  
    {  
        string code;  
        double price;  
  
        cout << "Enter code for product " << i + 1 << ": ";  
        cin >> code;  
        products[i].setCode(code);  
  
        cout << "Enter price for product " << i + 1 << ": ";  
        cin >> price;  
        products[i].setPrice(price);  
    }  
  
    // Display product information using pointers  
    for (int i = 0; i < numProducts; i++)
```



```
{  
    Product *p = &products[i];  
    cout << "Product " << i + 1 << " code: " << p->getCode() << endl;  
    cout << "Product " << i + 1 << " price: " << p->getPrice() << endl;  
}  
  
// Deallocate the dynamically allocated array  
delete[] products;  
  
return 0;  
}
```