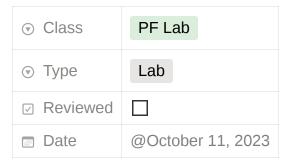
```
unsigned int shader = createShader(readFile("res/shaders/vertex.shader"),
    glUseProgram(shader);
    int location1 = glGetUniformLocation(shader, "u_color");

while(!glfwWindowShouldClose(window)) {
    // clear the buffer
    glClear(GL_COLOR_BUFFER_BIT);

    // sets the background color
    glClearColor(1.0f, 1.0f, 1.0f);

    // draw
    glUseProgram(shader);
    glUniform4f(location1, 85.0f*INV_255, 184.0f*INV_255, 237.0f*INV_255, 1.0f);
    glBindVertexArray(vertexArrayObj);
    glDrawElements(GL_TRIANGLES, 6, GL_UNSIGNED_INT, NULL);
```

Lab 1: Pseudo Code & Algorithm



▼ Task 1

Write a program along with its pseudo code to add two integers and display the sum on the console.

Pseudo Code

- 1. Create two integer variables as 'num' and 'num1'.
- 2. Get these two integer as input from users and store.
- 3. Create integer variable named "res".
- 4. Add 'num' and 'num1' and store it in 'res'.

5. Display the 'res' on screen.

Source Code

```
#include<iostream>
using namespace std;
int main()
{
   int num=0;
   int num1=0;
   cin>>num>>num1;
   int res = 0;
   res = num+num1;
   cout<<"Result of addition = "<<res;
   return 0;
}</pre>
```

Output

```
■ D:\My Notes\Semester 1\Programming Fundamentals\Lab\Lab 1\Task 1.exe  

23
76
Result of addition = 99

Process exited after 4.598 seconds with return value 0
Press any key to continue . . .
```

▼ Task 2

Amna Buys 5 boxes of chocolates. Each box has 23 chocolates in it. She wants to sell a chocolate for Rs. 13. Write a Pseudo code, along with program and display:

- 1. Total no. of chocolates Amna has.
- 2. Total no. of rupees she will earn after selling all chocolates.

3. Total no. of rupees she will earn after selling 19 chocolates.

Pseudo Code

- Create an integer variables as 'total_units'
- 2. Multiply 5 with 23 and store the res in 'total_units'.
- 3. Create an integer variables as 'unit_price' and Store price of one chocolate i.e 13.
- 4. Create two integer variable named as 'tot rev' and 'par rev'.
- 5. Multiply 'total units' with 'unit price' and store result in 'total rev'.
- 6. Multiply 'total units' with '19' and store result in 'par rev'.
- 7. Display 'total units' as total number of chocolates on console.
- 8. Display 'tot_rev' and 'par_rev' on console.

Source Code

```
#include<iostream>
using namespace std;
int main()
{
   int total_units = 5*23;
   int unit_price = 13;
   int tot_rev = 0;
   int par_rev = 0;
   tot_rev = total_units*unit_price;
   par_rev = unit_price*19;
   cout<<"Total Chocolates:"<<total_units<<endl;
   cout<<"Revenue after selling all chocolates:"<<tot_rev<<endl;
   cout<<"Revenue after selling 19 chocolates:"<<par_rev<<endl;
   return 0;
}</pre>
```

Output

```
■ D\My Notes\Semester 1\Programming Fundamentals\Lab\Lab 1\Task 2.exe —  

Total Chocolates:115
Revenue after selling all chocolates:1495
Revenue after selling 19 chocolates:247

Process exited after 0.57 seconds with return value 0
Press any key to continue . . . . ■
```

▼ Task 3

Ahmad takes five quizzes in science. Write a program along with its pseudo code which will calculate the average of all quizzes.

Pseudo Code

- 1. Create an integer variable as 'total_quizzes' and store '5' in it.
- 2. Create 5 decimal variables with names in the range 'obt1' to 'obt5'.
- 3. Get input for 5 obtained marks variable and store.
- 4. Create decimal variable 'sum'.
- 5. Add all obtained marks and store in 'sum'.
- 6. Create decimal variable 'avg'.
- 7. Divide 'sum' by 'total quizzes' and store it in 'avg'.
- 8. Display 'avg' as Average of all tests on console.

Source Code

```
#include<iostream>
using namespace std;
int main()
{
  int total_quizzes = 5;
```

```
float obt1=0,obt2=0,obt3=0,obt4=0,obt5=0;
cout<<"Enter obtained marks in five tests:";
cin>>obt1>>obt2>>obt3>>obt4>>obt5;
float sum = obt1+obt2+obt3+obt4+obt5;
float avg = sum/total_quizzes;
cout<<"Average of all quizzes taken by Ahmad: "<<avg;
return 0;
}</pre>
```

Output

```
Enter obtained marks in five tests:12.4
14.7
17
9.5
10.9
Process exited after 21.89 seconds with return value 0
Press any key to continue . . . •
```