



Week 02 - Lab Manual

Introduction

Welcome to your favorite programming Lab. In this lab manual, we shall work together to learn and implement new programming concepts

Skills to be learned:

- Writing, compiling, and executing a program to print the output on the screen.
- Using special directives to control output on the screen

Let's do some coding.

Skill: Writing, compiling, and executing a program to print the output on the screen.

Introduction

In this lab, we will learn how to write a basic structure of a c++ program. In addition, we will learn to print the desired text on the console screen.

Task 01(WP): Write, Compile and Execute a C++ Program to Print Hello World on Screen.

```
01: Create a new Text Document.
02: Rename the file as test.
03: Write down the Basic structure of the C++ program.

#include<iostream> using namespace std;
int main() {
    return 0;
}
```

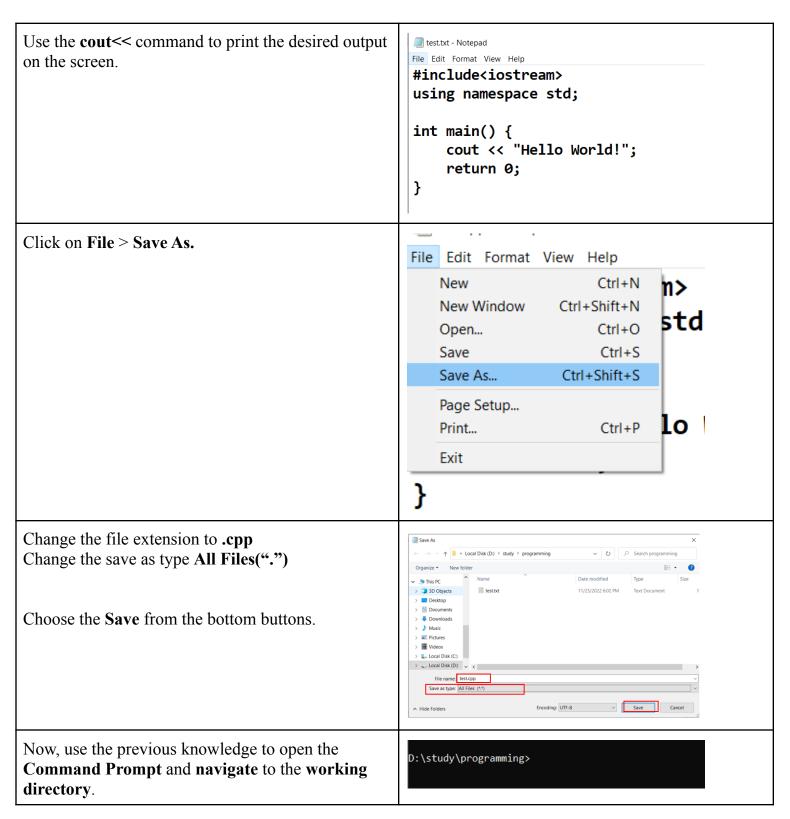
Skill: Writing, compiling, and executing a program to print the output on the screen.

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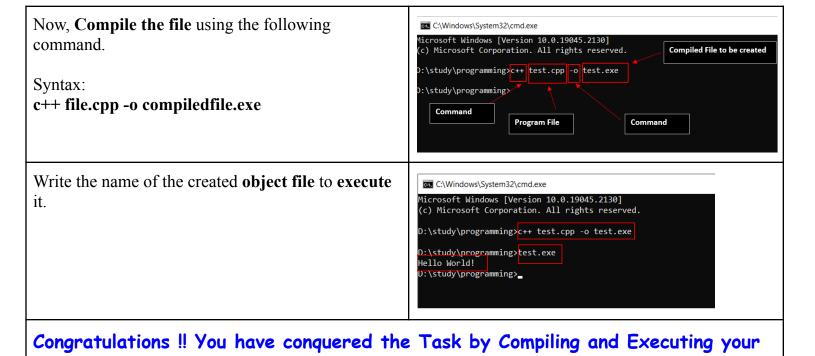
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Conclusion

First C++ Program.

Command	Description
cout << "statement";	Used to print the "statement" on the console
cout << endl;	It is used to take the cursor to the next line.

Skill: Writing, compiling, and executing a program to print the output on the screen.

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Skill: Using special directives to control output on the screen.

Introduction

In the last lab, you learned how to print the desired output on the screen. Let's put that skill into action now. Consider the tasks mentioned below:

Task 01(WP): Write and Execute a Program to Print a Line of Asterisks.

Task 02(CL): Write and Execute a Program to Print Geometric Shapes

- Square
- Triangle
- Circle
- Parallelogram
- Hexagon

Sample Output

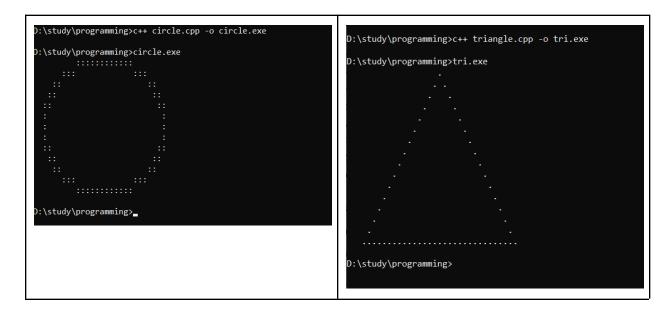
Skill: Using special directives to control output on the screen.

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Good Luck and Best Wishes!!
Happy Coding ahead:)