1. Write a program to display simple “Hello World” to the console.
2. WAP to demonstrate use of constant using const keyword and #define preprocessor directive.
3. WAP to perform basic arithmetic operations.
4. WAP to define user defined namespaces MathA and MathB. Both namespace should contain add() function. Finally use scope resolution operator(: :) to call functions defined in both MathA and MathB.
5. WAP to accept name, age and height from the user and display the output by using manipulators like setw(), setprecision(), setfill(), etc. to format the final output.
6. Create a program using all types of basic data types and type conversion between them (implicit and explicit)
7. Create a program that shows all basic data types, and uses static\_cast<> to convert from float to int
8. Write a program to dynamically allocate and deallocate memory for an integer, array of integers, and an object using new and delete
9. Write a C++ program that checks whether a number is positive, negative, or zero using if-else
10. Use switch-case to create a simple calculator (add, subtract, multiply, divide)
11. Display all even numbers between 1 and 100 using for, while, and do-while in separate programs
12. Create overloaded functions area() to calculate the area of:

* a square (one argument),
* a rectangle (two arguments),
* a circle (one float argument).

1. Write an inline function to calculate the cube of a number
2. Write a function printInfo with default argument for country = "Nepal"
3. Write a function that swaps two numbers using pass by reference
4. Return a reference from a function that returns the larger of two numbers
5. Write a C++ program to demonstrate the use of pointer arithmetic, including:

* ptr++ (pointer increment)
* ptr-- (pointer decrement)
* ptr1 - ptr2 (pointer subtraction)
* ptr1 > ptr2, ptr1 < ptr2, ptr1 == ptr2 (pointer comparisons)