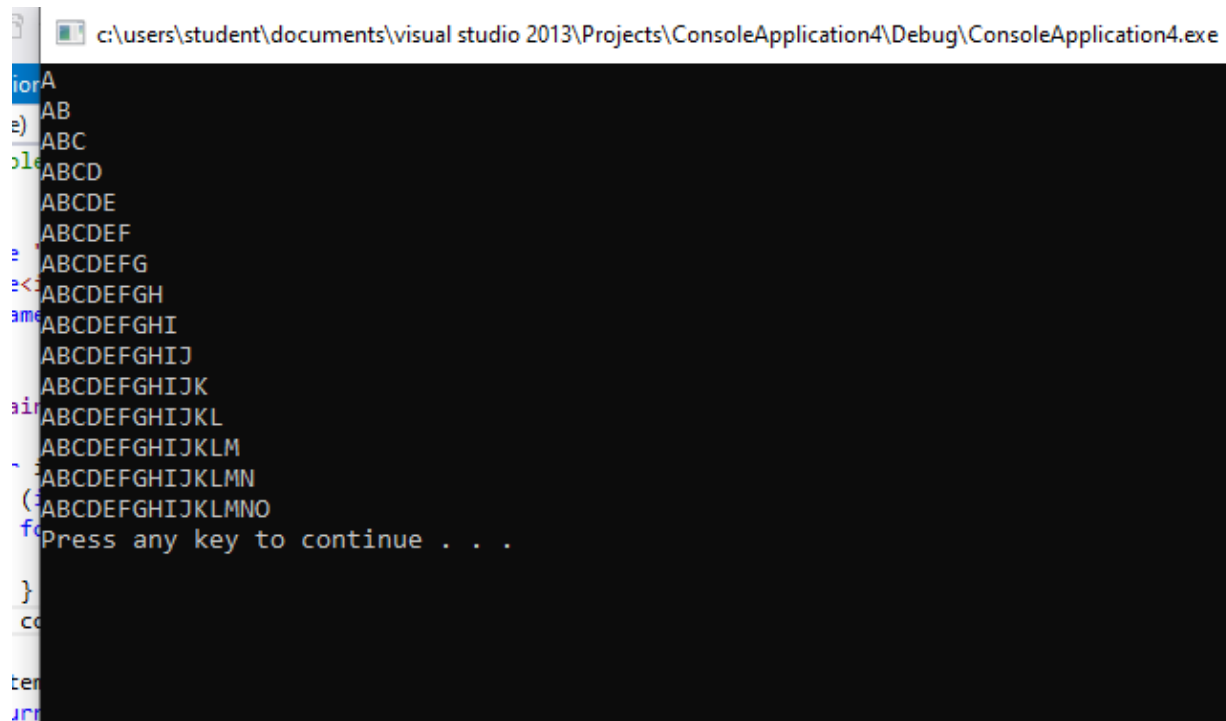


Quetion2b

```
// ConsoleApplication4.cpp : Defines the entry point for the console application.  
//
```

```
#include "stdafx.h"  
#include<iostream>  
using namespace std;
```

```
int _tmain(int argc, _TCHAR* argv[])  
{  
    char i, j;  
    for (int i = 'A'; i <='O'; i++){  
        for (int j = 'A'; j <= i; j++){  
            cout << char(j);  
        }  
        cout << endl;  
    }  
    system("pause");  
    return 0;  
}
```



```
c:\users\student\documents\visual studio 2013\Projects\ConsoleApplication4\Debug\ConsoleApplication4.exe  
A  
AB  
ABC  
ABCD  
ABCDE  
ABCDEF  
ABCDEFG  
ABCDEFGH  
ABCDEFGH  
ABCDEFGHI  
ABCDEFGHIJ  
ABCDEFGHIJK  
ABCDEFGHIJKL  
ABCDEFGHIJKLM  
ABCDEFGHIJKLMN  
ABCDEFGHIJKLMNO  
Press any key to continue . . .
```

```
// ConsoleApplication5.cpp : Defines the entry point for the console application.  
//
```

```
#include "stdafx.h"  
#include<iostream>
```

```

using namespace std;

int _tmain(int argc, _TCHAR* argv[])
{
    int numbers[10];
    int even = 0;
    for (int i = 0; i < 10; i++){
        cout << "Enter integer " << endl;
        cin >> numbers[i];
    }
    for (int i = 0; i < 10; i++){
        cout << numbers[i];
    }
    for (int i = 0; i < 10; i++){
        if (numbers[i] % 2 == 0){
            cout << "even numbers" << even << endl;
        }
    }
    system("pause");
    return 0;
}

// ConsoleApplication6.cpp : Defines the entry point for the console application.
//

#include "stdafx.h"
#include<iostream>
using namespace std;

class rectangle{
private:
    double area, width, length;
public:
    void calculate(){
        cout << "enter length" << endl;
        cin >> length;
        cout << "enter width" << endl;
        cin >> width;
        area = length*width;
    }
    void display(){
        cout << "the area is" << area << endl;
    }
};

int _tmain(int argc, _TCHAR* argv[])
{
    rectangle m;
    m.calculate();
    m.display();
    system("pause");
    return 0;
}

```

c:\users\student\documents\visual studio 2013\Projects\ConsoleApplication6\Debug\ConsoleApplication6.exe

enter length

4

enter width

7

the area is 28

Press any key to continue . . .