Don Bosco Institute of Technology, Kurla(W)
Department of Electronics and Tele-Communication Engineering
ECL304 - Skill Lab: C++ and Java Programming
Sem III
2021-22

Lab Number:	**1**
Student Name:	**Pooja Jagdish Verma**
Roll No :	**21**

Title:

To Add Two Numbers, Print Number Entered by User, Swap Two Numbers, Check Whether Number is Even or Odd

1.1 Implement using C++

1.2 Implement using Java

Learning Objective:

- Students will be able to write C++ and java program for simple arithmetic operations and take input from user.

Learning Outcome:

- Ability to execute a simple C++ and Java program with and without any inputs to the program.
- Understanding the constructs in C++ and Java.

Course Outcome:

ECL304.1	Understand object-oriented programming concepts and implement using C++ and Java

Theory:

Difference between procedural and object oriented language

Application of object orientation

Brief introduction to C++ and Java

Faculty: Ms. Deepali Kayande

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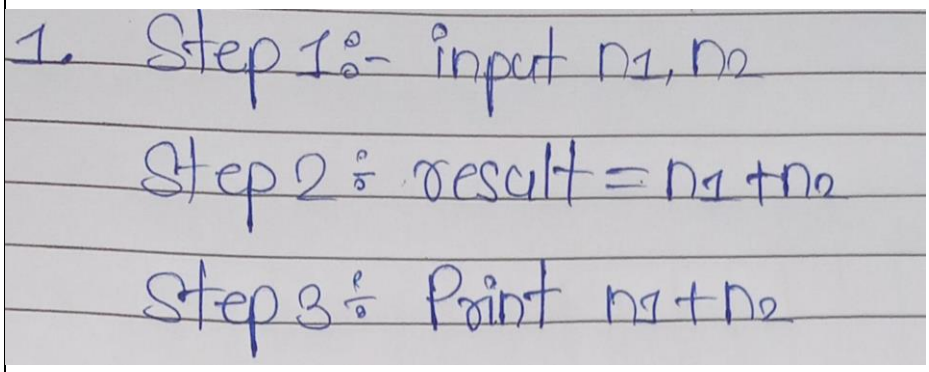
C ++ PROGRAMMING

1.TO ADD TWO NUMBERS :

Algorithm :	

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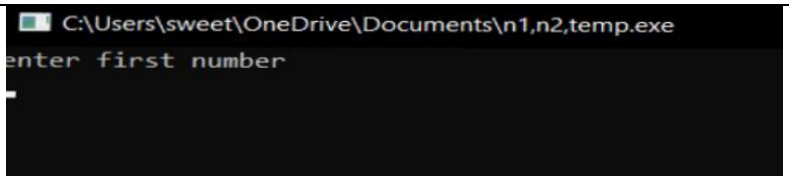
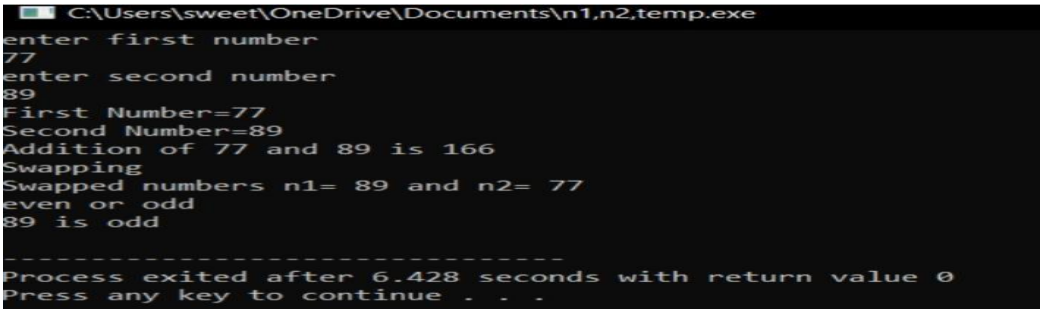
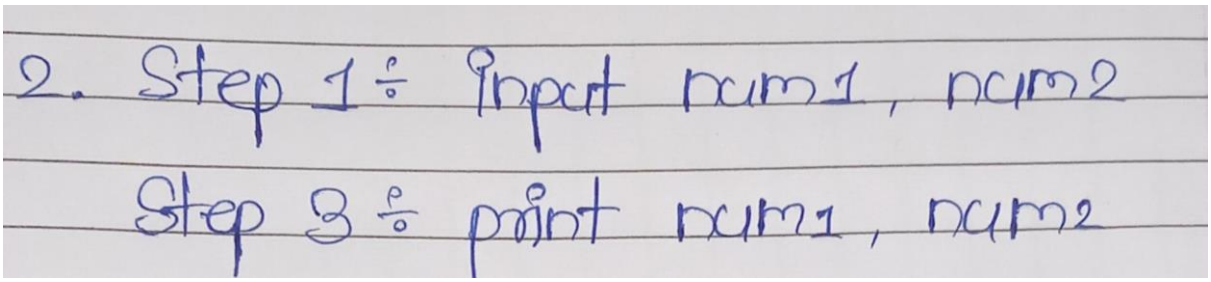
Program:

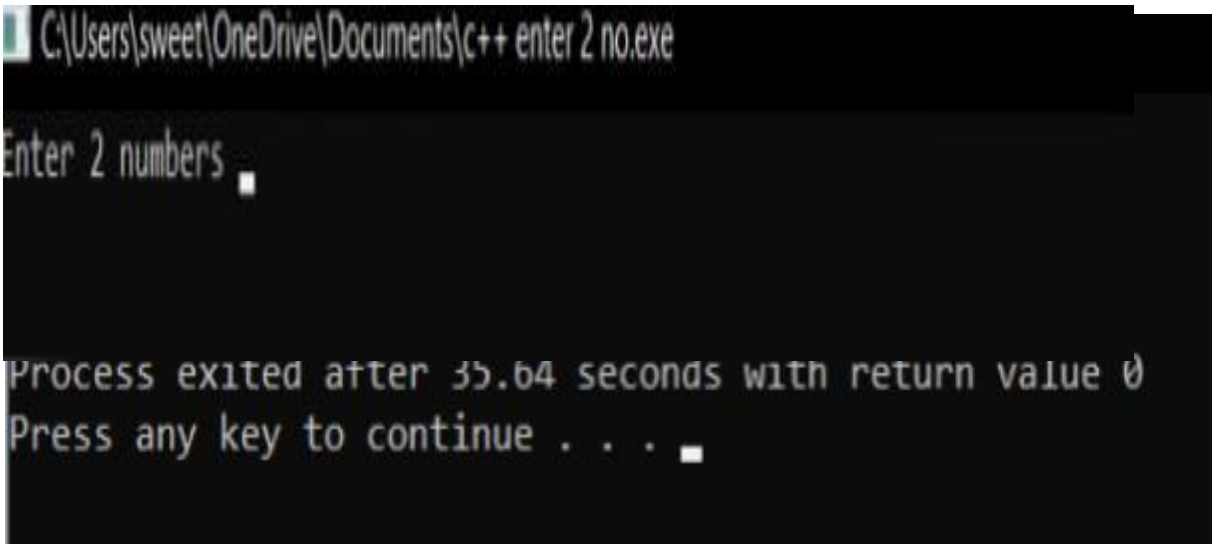
```
//To Add Two Numbers
#include<iostream>
using namespace std;
int main()
{
    int n1,n2,temp;
   cout << "enter first number" << endl;
   cin >> n1;
   cout << "enter second number" <<endl;
   cin >> n2;
   cout <<"First Number="<<n1<<endl<<"Second Number="<<n2<<endl;
   cout << "Addition of " <<n1<<" and "<<n2<<" is "<<n1+n2;
   cout<<"\nSwapping \n";
   temp=n1;
   n1=n2;
   n2=temp;
   cout<<"Swapped numbers n1= "<<n1<<" and n2= "<<n2<<endl;
     cout<<"even or odd \n";
     if(n1%2==0)
            cout<<n1<<" is even \n";
   else
   cout<<n1<<" is odd \n";
return 0;
}
```

Input given	
Output Screenshot:	

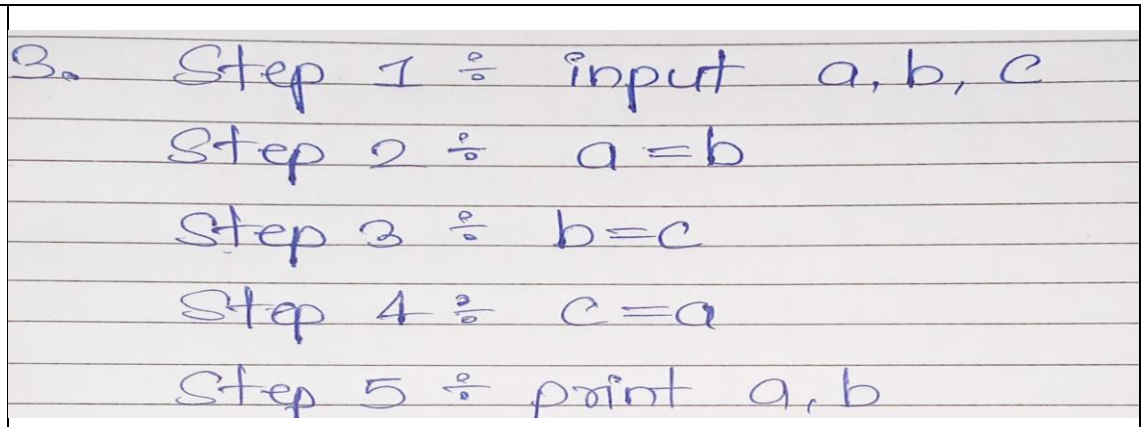
2. TO PRINT NUMBERS ENTERED BY USER

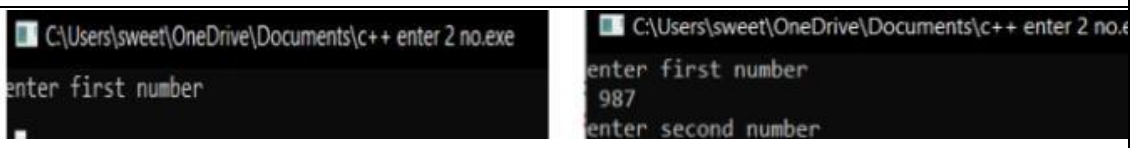
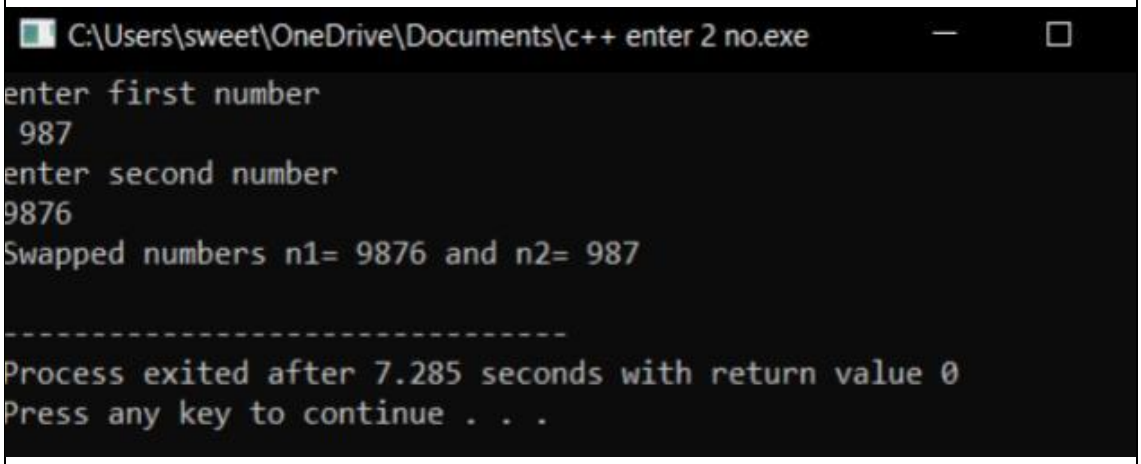
Algorithm	

Program :	//TO PRINT NUMBERS ENTERED BY USER
	
	// Print Number
	
	Entered by User
	#include<iostream>
	using
	namespace
	std; int
	main()
	{
	int num1,num2;
	cout<<"\n Enter 2
	numbers";
	cin>>num1>>num2;
	cout<< " Entered numbers are:" << num1<< " "

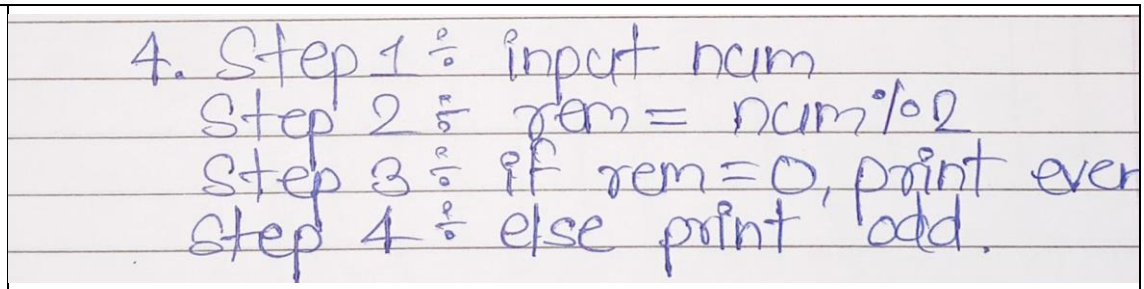
	<< num2; return 0; }
Input Given : Output Screenshot:	

3. TO SWAP TWO NUMBERS

Algorithm :	
Program :	**#include<iostream> using namespace std; int main()**

	{ **int n1,n2,temp;** **cout << "enter first number" << endl;** **cin >> n1;** **cout << "enter second number" <<endl;** **cin >> n2;** **cout<<"Swapped numbers n1= "<<n2<<" and n2= "<<n1<<endl;** **return 0;** **}**
Input given:	
Output Screenshot:	

4. TO CHECK WHETHER NUMBER IS EVEN OR ODD

Algorithm :	

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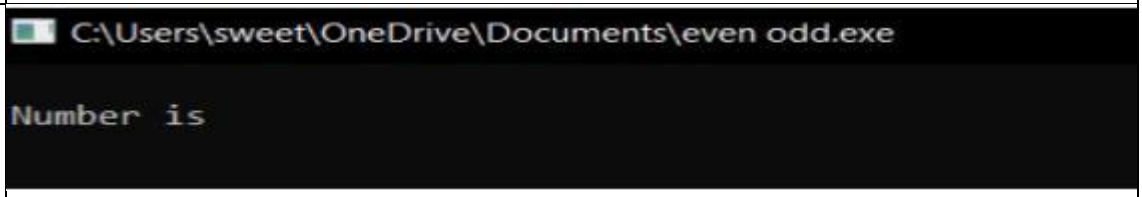
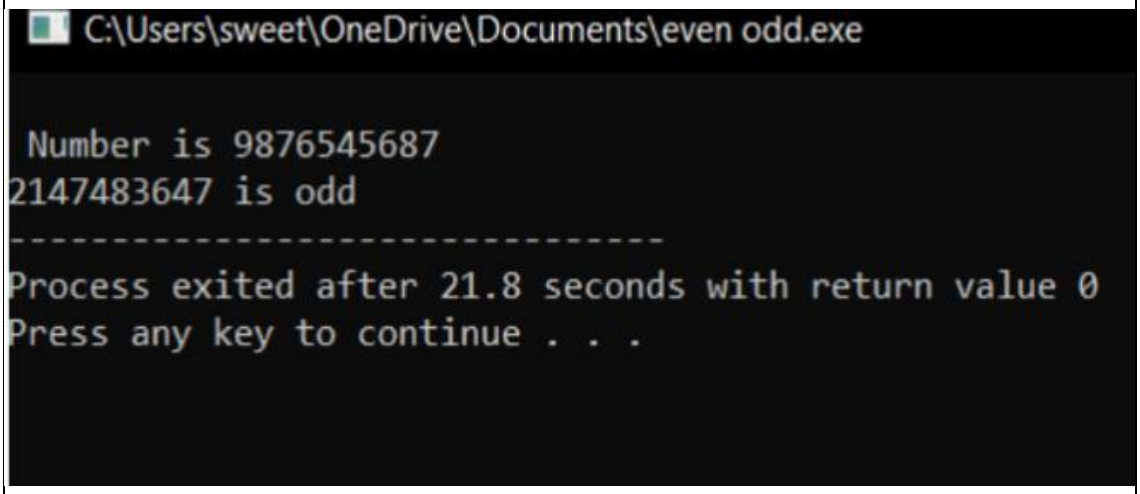
Program :

```
// To check whether the number is even or odd
#include<iostream>
using namespace std;

int main()
{
int num=5;
cout<<"\n Number is"; cin>>num;

 if ( num % 2 == 0) cout<<num<<" is even"; else
cout<<num<<" is odd";

}
```

Input given:



Output Screenshot:



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