Assignment - 23 A Job Ready Bootcamp in C++, DSA and IOT MySirG

Basics of C++

1. Write a C++ program to print Hello MySirG on the screen.

#include <iostream>

int main()

{

std::cout<<"Hello MySirG";

return 0;

}

2. Write a C++ program to print Hello on the first line and MySirG on the second line

using endl.

#include <iostream>

int main()

{

std::cout<<"Hello "<<std::endl<<"MySirG";

return 0;

}

3. Write a C++ program to calculate the sum of two numbers.

#include <iostream>

using namespace std;

int main()

{

int num1 = 5, num2 = 6;

int sum = num1 + num2;

cout << "Sum of " << num1 << " and " << num2 << " is " << sum;

return 0;

}

4. Write a C++ program to calculate the area of a circle

#include <iostream>

using namespace std;

int main()

{

float radius = 5.4f;

float areaOfCircle = 3.14 \* radius \* radius;

cout << "Area of Circle is: " << areaOfCircle << " having radius " << radius;

return 0;

}

5. Write a C++ program to calculate the volume of a cuboid.

#include <iostream>

using namespace std;

int main()

{

int length = 3, breadth = 4, height = 5;

int volumeOfCubiod = length \* breadth \* height;

cout << "Volume of Cubiod is: " << volumeOfCubiod << "m3, having length: " << length << " breath: " << breadth << " height: " << height;

return 0;

}

6. Write a C++ program to calculate an average of 3 numbers.

#include <iostream>

using namespace std;

int main()

{

int num1 = 5, num2 = 4, num3 = 8;

cout << "Average of three numbers is: " << (num1 + num2 + num3) / 3.0f;

return 0;

}

7. Write a C++ program to calculate the square of a number

#include <iostream>

using namespace std;

int main()

{

int num1 = 5;

cout << "Square of " << num1 << " is: " << num1 \* num1;

return 0;

}

8. Write a C++ program to swap values of two int variables without using third variable

#include <iostream>

using namespace std;

int main()

{

int num1 = 5, num2 = 3;

cout << "Before Swapping, a = " << num1 << " b = " << num2 << endl;

num1 = num1 + num2; // 8

num2 = num1 - num2; // 3

num1 = num1 - num2; // 5

cout << "After Swapping, a = " << num1 << " b = " << num2 << endl;

return 0;

}