### **ASSIGNMENT 1 OOPS WITH C++**

Print the numbers and character variables, we use the same cout object but without using quotation marks.

#### Answer:

```
E:\c++\number using cout.exe

70
256.783
character: A

Process exited after 0.05353 seconds with return value 0

Press any key to continue . . . _
```

2 Print the numbers by taking input from keyboard using cin object.

```
#include <iostream>
using namespace std;

int main() {
   int num;
   cout << "Enter an integer: ";
   cin >> num; // Taking input
   cout << "The number is: " << num;
   return 0;
}</pre>
```

```
Enter an integer: 45
The number is: 45
-----
Process exited after 3.932 seconds with return value 0
Press any key to continue . . .
```

3. Write a program in c++ by taking multiple input from keyboard using cin object and cout object.

```
#include <iostream>
using namespace std;

int main() {
    char a;
    int num;

    cout << "Enter a character and an integer: ";
    cin >> a >> num;

    cout << "Character: " << a << endl;
    cout << "Number: " << num;

    return 0;
}</pre>
```

```
Enter a character and an integer: A43
Character: A
Number: 43
Process exited after 13.69 seconds with return value 0
Press any key to continue . . . _
```

## 4. Check if a number is even or odd.

```
#include <iostream>
using namespace std;
int main() {
  int a;
  cout<<"Enter the number:";
  cin>>a;
  if(a%2 == 0) // if remainder is zero then even number
      cout<<"even";
  else      cout<<"odd";
  return 0;
}</pre>
```

### OUTPUT:

```
E:\c++\Odd or Even.exe

Enter the number:45
odd
------

Process exited after 4.108 seconds with return value 0

Press any key to continue . . .
```

# 5. find error in this program

```
series of no.cpp
     #include <iostream>
     using namespace std;
     int main()
4 🖵 {
 5
         int number;
         for (int i = 1; i <= 6; i++)
 7 🖨
              cout << "Value of variable i is: " << i << std::endl;</pre>
 8
 9
10
         return 0;
11 L }
12
```

### **OUTPUT:**

```
Value of variable i is: 1
Value of variable i is: 2
Value of variable i is: 3
Value of variable i is: 4
Value of variable i is: 5
Value of variable i is: 6

Process exited after 0.0559 seconds with return value 0
Press any key to continue . . .
```

```
6. #include void main() { int public=10; cout<public; }
```

```
series of no.cpp 1.cpp
   #include <iostream>
     using namespace std;
     int main()
4 🖵 {
5
         int myVariable = 10;
         cout << "Value of myVariable is: " << myVariable <<endl;</pre>
 6
7 |
         return 0;
     ■ E:\c++\1.exe
                                                           X
     Value of myVariable is: 10
     Process exited after 0.04788 seconds with return value 0
     Press any key to continue . . .
```

7. Write a c++ code for swapping of two numbers .

```
#include <iostream>
     using namespace std;
3 ☐ int main() {
         int num1, num2;
 5
 6
         cout << "Enter the value of num1: ";
 7
         cin >> num1;
 8
         cout << "Enter the value of num2: ";
9
         cin >> num2;
10
         std::cout << "Before swapping: num1 = " << num1 << ", num2 = " << num2 <<end1;</pre>
11
12
13
         // Swap the values using a temporary variable
14
         int temp = num1;
15
         num1 = num2;
         num2 = temp;
16
17
         cout << "After swapping: num1 = " << num1 << ", num2 = " << num2 <<end1;</pre>
18
19
20
         return 0;
21
  E:\c++\swap two no.exe
                                                       X
 Enter the value of num1: 23
 Enter the value of num2: 13
 Before swapping: num1 = 23, num2 = 13
 After swapping: num1 = 13, num2 = 23
  Process exited after 4.335 seconds with return value 0
  Press any key to continue . . . _
```

- 8. Wrapping data and its related functionality into a single entity is known as \_\_\_\_\_Encapsulation
- a) Abstraction

# b) Encapsulation

- c) Polymorphism
- d) Modularity

Answer: B

9. What happens if the following program is executed in C and C++?

```
#include<stdio.h>
int main()
{
   foo();
}
int foo()
{
   printf("Hello");
   return 0;
}
```

Error in both C and C++

- b) Warning in both C and C++
- c) Error in C++ but Warning in C
- d) Error in C but Warning in C++

#### Answer: c

Explanation: In C++ all the functions should be declared before it is called otherwise the C++ compiler will give an error but in case of C the compiler just gives a warning and the program can be executed.

10. Write a C++ code to area of circle and area of rectangle.

#### AREA OF CIRCLE:

```
series of no.cpp | 1.cpp | swap two no.cpp | area of circle.cpp
    #include <iostream>
      using namespace std;
 3 ☐ int main() {
          double radius;
 5
 6
         // Input radius from user
          cout << "Enter the radius of the circle: ";
 7
          cin >> radius;
 8
 9
          // Calculate area of circle
10
          const double pi = 3.14159265359;
11
          double area = pi * radius * radius;
12
13
          // Display area of circle
14
          cout << "Area of the circle: " << area <<endl;</pre>
15
16
17
          return 0;
18
19
     E:\c++\area of circle.exe
                                                       Enter the radius of the circle: 12
     Area of the circle: 452.389
     Process exited after 3.719 seconds with return value 0
 n Press any key to continue . . . _
Compi
```

#### AREA OF RECTANGLE:

```
area of rectangle.cpp
     #include <iostream>
     using namespace std;
3 ☐ int main() {
 4
         double length, breadth;
 5
        // Input length and breadth from user
 6
         cout << "Enter the length of the rectangle: ";</pre>
 7
 8
         cin >> length;
 9
        cout << "Enter the breadth of the rectangle: ";</pre>
         cin >> breadth;
10
11
         // Calculate area of rectangle
12
13
         double area = length * breadth;
14
15
        // Display area of rectangle
        cout << "Area of the rectangle: " << area <<endl;</pre>
16
17
18
         return 0;
19
20
     E:\c++\area of rectangle.exe X
    Enter the length of the rectangle: 2
    Enter the breadth of the rectangle: 3
    Area of the rectangle: 6
    Process exited after 9.318 seconds with return value 0
Wa Press any key to continue . . .
```