|  |  |
| --- | --- |
|  | Give the output of the following program. Assuming all the desired header files are already included, which are required to run the code.  struct Pixel  {             int C, R; };  void Display(Pixel P) {             cout << "Col "<< P.C << " Row " << P.R << endl; }  int main() {            Pixel X = {40,50}, Y, Z;             Z = X;             X.C += 10;             Y = Z;             Y.C += 10;             Y.R += 20;             Z.C -= 15;             Display(X);             Display(Y);             Display(Z);              return 0; } |

ANSWER

Col 50 Row 50

Col 50 Row 70

Col 25 Row 50

Find the output of the following program. Assuming all the desired header files are already included, which are required to run the code.

struct Play  
{  
            int score, bonus;  
};

void calculate(Play &P, int N = 10)  
{  
            P.score++;  
            P.bonus += N;  
}

int main()  
{  
            Play PL = {10, 15};  
            calculate(PL, 5);  
            cout << PL.score << ":" << PL.bonus << endl;  
            calculate(PL);  
            cout << PL.score << ":" << PL.bonus << endl;  
            calculate(PL, 15);  
            cout << PL.score << ":" << PL.bonus << endl;

            return 0;  
}

ANSWER

11:20

12:30

13:45

Find the output of the following program. Assuming all the desired header files are already included, which are required to run the code.

struct MyBox  
{  
            int length, breadth, height;  
};

void dimension (MyBox M)  
{  
            cout << M.length << "x" << M.breadth << "x";  
            cout << M.height << endl;  
}

int main ()  
{  
            MyBox B1 = {10, 15, 5}, B2, B3;  
            ++B1.height;  
            dimension(B1);  
            B3 = B1;  
            ++B3.length;  
            B3.breadth++;  
            dimension(B3);  
            B2 = B3;  
            B2.height += 5;  
            B2.length--;  
            dimension(B2);

           return 0;  
}

ANSWER

10x15x6

11x16x6

10x16x11

Rewrite the following program after removing the syntactical errors (if any). Underline each correction.   
  
struct Pixels  
{   
            int color, style;  
}

void showPoint(Pixels P)  
{  
            cout << P.color, P.style << endl;  
}

int main()  
{   
            Pixels Point1 = (5, 3);   
            showPoint(Point1);   
            Pixels Point2 = Point1;   
            color.Point1 += 2;   
            showPoint(Point2);

            return 0;  
}

ANSWER

struct Pixels

{

int color, style;

};

void showPoint(Pixels P)

{

cout << P.color << P.style << endl;

}

int main()

{

Pixels Point1 = {5, 3} ;

showPoint(Point1);

Pixels Point2 = Point1;

Point1.color += 2;

showPoint(Point2);

return 0;

}