

TOSEEF HAIDER 457249

LAB MANUAL 4:

TASK 1:

```
#include <iostream>

using namespace std;

int main (){

    int x;


    int sum = 0;
    for (int i =0;i<10; i=i+1 ){
        cout << "Enter your number:";
        cin >> x;


        sum = sum + x;}
    cout << "Sum of first 10 natural numbers :"<<sum <<endl;
    return 0;

}
```

Result:

Enter your number:1

Enter your number:2

Enter your number:3

Enter your number:4

Enter your number:5

Enter your number:6

Enter your number:7

Enter your number:8

Enter your number:9

Enter your number:10

Sum of first 10 natural numbers :55

Task 2:

#include <iostream>

using namespace std;

int main (){

int table;

cout << "Enter the number:";

cin >> table;

for(int j =1; j<=10; j++){

int result = table *j;

cout <<table << '*' <<j << '='<<result<<endl;

}

return 0;

}

Result:

Enter the number:5

5*1=5

5*2=10

5*3=15

5*4=20

5*5=25

5*6=30

5*7=35

5*8=40

5*9=45

5*10=50

Process exited after 2.374 seconds with return

TASK3:

```
#include <iostream>
```

```
using namespace std;
```

```
int main (){
```

```
int num;
```

```
int factorial = 1;
```

```
cout <<"Enter the number : " <<endl;
```

```
cin >> num;
```

```

if (num<0)
cout <<"does not exist";
else if (num <=1)
cout <<num<<"! =" <<factorial;
else {
for (int i = num;i>=2; i--){
factorial = factorial * i;
}
cout <<num<<"! =" <<factorial;
}
return 0;
}

```

RESULT:

Enter the number :

5

5! =120

Process exited after 2.213 seconds with return value 0

Press any key to continue . . .

TASK 4:

```

#include <iostream>

using namespace std;

```

```
int main (){
int l,x,y,sum;
cout << "Length of sequence:";
cin >> l;
cout << "Enter the first number:";
cin >> x;
cout << "Enter the second number:";
cin >> y;
for (int i = 0;i<l;i++){
sum = x +y;
cout << sum <<" , ";
x = y;
y = sum;
}
return 0;
}
```

RESULT:

Length of sequence:8

Enter the first number:1

Enter the second number:2

3 , 5 , 8 , 13 , 21 , 34 , 55 , 89 ,

Process exited after 4.309 seconds with return value 0

Press any key to continue . . .