

# Experiment 10

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a) WAP to find sum of array elements using function template:

#include <iostream>

using namespace std;

template <typename T>

T arraysum (T arr[], int n) {

T sum = 0;

for (int i=0; i < n; i++)

sum += arr[i];

return sum;

}

int main () {

int intArr[] = {1, 2, 3, 4, 5};

double doubleArr[] = {1.5, 2.5, 3.5};

cout << "sum of int array:" << arraysum (intArr, 5) << endl;

cout << "sum of double array:" << arraysum (doubleArr, 3) << endl;

}

Output :

sum of int array: 15

sum of double array: 7.5

- b. WAP of square function using template specialization.
- calculate square of integer no. & a string.  
 (square of string is nothing but concatenation of a string with itself.)
  - Write a specialized function for the square of a string.

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

```
template <class T>
```

```
T square (T n) {
    return n * n;
```

```
}
```

```
template <>
```

```
string square (string s) {
    return s + s;
```

```
int main() {
```

```
    int n;
```

```
    string str;
```

```
    cout << "enter an integer:";
```

```
    cin >> n;
```

```
    cout << "square of integer:" << square (n) << endl;
```

```
    cout << "enter a string:";
```

```
    cin >> str;
```

```
    cout << "square of strings:" << square (str) << endl;
```

```
    return 0;
```

Output :

Enter an integer : 2

Square of integer : 4

Enter a string : abc

Square of string: abcabc.

c) WAP to build simple calculator using class template.  
 (using 10 operations & switch case in main())

→ #include <iostream>

#include <cmath>

using namespace std;

template <class T >

class calc {

    T a, b;

public :

    calc (Tx, Ty) {

        a = x;

        b = y;

}

    void add() {

        cout << " sum = " << a + b << endl;

}

    void subtract() {

        cout << " difference = " << a - b << endl;

}

```
void mul() {
    cout << "Product = " << a * b << endl;
```

{

```
void div() {
    cout << "Quotient = " << a / b << endl;
```

{

```
void mod() {
    cout << "Remainder = " << (int)a % (int)b << endl;
```

{

```
void sinv() {
    cout << "sin(a) = " << sin(a) << ", sin(b) = " << sin(b) << endl;
```

{

```
void cosv() {

```

```
    cout << "cos(a) = " << cos(a) << ", cos(b) = " << cos(b) << endl;
```

{

```
void tanv() {

```

```
    cout << "tan(a) = " << tan(a) << ", tan(b) = " << tan(b) << endl;
```

{

```
void logv() {

```

```
    cout << "log(a) = " << log(a) << ", log(b) = " << log(b) << endl;
```

{

```
void root() {

```

```
    cout << "root(a) = " << sqrt(a) << ", root(b) = " << sqrt(b)
        << endl;
```

{

3;

```
int main () {
    int ch;
    double x, y;
    cout << " enter two numbers : ";
    cin >> x >> y;
    calc <double> c (x, y);
```

cout << "\n 1. add \n 2. subtract \n 3. multiply \n 4.  
 divide \n 5. modulus \n 6. sin \n 7. cos \n 8. tan  
 \n 9. log \n 10. Root \n Enter choice :";

cin >> ch;

switch (ch) {

case 1 :

c.add();  
 break;

case 2 :

c.subtract();  
 break;

case 3 :

c.mul();  
 break;

case 4 :

c.div();  
 break;

case 5 :

```
c.mad();  
break;
```

case 6 :

```
c.sinv();  
break;
```

case 7 :

```
c.cosv();  
break;
```

case 8 :

```
c.tanv();  
break;
```

case 9 :

```
c.logv();  
break;
```

case 10 :

```
c.root();  
break;
```

default :

```
?  
cout << " Invalid choice: ".  
return 0;  
?.
```

Output :

Enter two numbers :

2 4

1. Add
2. Subtract
3. Multiply
4. Divide
5. Modulus
6. Sin
7. Cos
8. Tan
9. Log
10. Root

Enter choice : 2

Difference : -2 .

→ WAP to implement Push & Pop from stack using class template .

```

→ #include <iostream>
using namespace std;
template <class T>
class Stack {
    Ts[10];
    int top;
public:
    Stack() {
        top = -1;
    }
}

```

```
void push (T x) {
    if (top == -1)
        cout << "overflow\n";
    else s[++top] = x;
}
```

```
void pop() {
    if (top == -1)
        cout << "underflow\n";
    else
        cout << "Popped: " << s[top--] << endl;
}
```

```
void display() {
    for (int i = top; i >= 0; i--)
        cout << s[i] << " ";
    cout << endl;
}
```

```
int main() {
    stack<int> st;
    int ch, x;
    do {
        cout << "\n1.push 2.pop 3.display 4.exit \nEnter choice: ";
        cin >> ch;
        switch (ch) {
            case 1: cout << "enter value: ";
                      cin >> x;
                      st.push(x);
                      break;
        }
    } while (ch != 4);
}
```

case 2 :

st.pop();

break;

case 3 :

st.display();

break;

}

}

while (chl=4);

}

### Output :

1.push 2.pop 3.display 4.exit

enter choice : 1

enter choice : 10

1.push 2.pop 3.display 4.exit.

~~enter choice : 1~~

~~enter choice : 20~~

1.push 2.pop 3.display 4.exit

enter choice : 3

enter choice : 20 10

Q  
|||||

## Experiment 11

- \* WAP to implement generic vectors. Include following member functions.

- To create the vector
  - a) to modify the value of a given element.
  - b) to multiply by scalar value.
  - c) to display the vector in form (10, 20, 30).

→ #include <iostream>

using namespace std;

template <class T> = class is generic

class Vector {

T a[10]; array to store up to 10 elements.

int n;

Public:

    ↓ create function

    void create() {

        cout << "enter size:";

        cin >> n;

        cout << "enter elements:";

        for (int i=0; i<n; i++)

            cin >> a[i];

}

    ↓ to change the values

    void modifyElement (int pos, T val) {

        if (position pos = 0 && pos < n)

            a[pos] = val;

        else

            cout << "invalid position\n";

}

    void multiplyScalar (T s) {

        for (int i=0; i<n; i++)

            a[i] \*= s;

}

eg (10, 20, 30) X 2

⇒ (20, 40, 60)

```

void display() {
    cout << "(";
    for (int i=0; i<n; i++) {
        cout << a[i];
        if (i<n-1)
            cout << ",";
    }
    cout << ")\n";
}

int main() {
    vector<int> v; // creates a vector of integers
    int ch, pos, val, s;
    v.create();
    do {
        cout << "1. modify element 2. multiply by scalar 3."
             . display 4. Exit In Enter choice: ";
        cin >> ch;
        switch (ch) {
            case 1:
                cout << " enter position and new value: ";
                cin >> pos >> val;
                v.modifyElement(pos, val);
                break;
            case 2:
                cout << " enter scalar value: ";
                cin >> s;
                v.multiplyScalar(s);
                break;
            case 3:
                v.display();
        }
    } while (ch != 4);
}

```

```

break;
}
while (ch != 4);
}

```

\* Output:

```

Enter size: 3
enter elements: 10 20 30

```

1. Modify element    2. multiply by scalar    3. display    4. exit  
 enter choice: 3  
 (10, 20, 30)

b With Iterators:

```

#include <iostream>
#include <vector>
using namespace std;
template <class T>
class MyVector {
    vector<T> v = {10, 20, 30};
public:
    void modify (int i, T val) {
        v[i] = val;
    }
    void multiply (T s) {
        for (typename vector<T> :: iterator it = v.begin();  

            it != v.end();  

            ++it)
            *it = (*it) * s;
    }
}

```

```

    }

void display() {
    cout << "(";
    for (typename Vector<int>::iterator it = v.begin(); it != v.end(); ++it) {
        cout << *it;
        if (it != v.end() - 1)
            cout << ", ";
    }
    cout << ")" << endl;
}

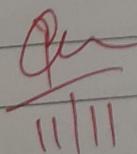
int main() {
    MyVector<int> v;
    v.display();
    v.modify(1, 50);
    v.display();
    v.multiply(2);
    v.display();
}
  
```

Output :

(10, 20, 30)

(10, 50, 30)

(20, 100, 60)

  
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## Experiment - 12

\* WAP using STL

a) Implement Stack

b) Implement Queue

c) Implement sorting & searching with user-defined records  
Such as Person Record (Name, birth date, telephone no.),  
item Record (item name, code, quantity & cost)

a) 

```
#include <iostream>
```

```
#include <stack>
```

```
using namespace std;
```

```
int main () {
```

```
stack<int> s;
```

```
s.push(10);
```

```
s.push(20);
```

```
s.push(30);
```

```
cout << " stack elements (top to bottom):";
```

```
while (!s.empty ()) {
```

```
cout << s.top() << " ";
```

```
s.pop();
```

}

}

■ Output :

stack elements (top to bottom): 30 20 10

```
b) #include <iostream>
#include <queue>
using namespace std;
int main () {
    queue<int> q;
    q.push(10);
    q.push(20);
    q.push(30);
    cout << "Queue elements (front to rear): ";
    while (!q.empty()) {
        cout << q.front() << " ";
        q.pop();
    }
}
```

### Output:

Queue elements (front to rear): 10 20 30

```
c) #include <iostream>
#include <vector>
#include <algorithm>
using namespace std;
struct person {
    string name;
    string birthDate;
    string phone;
};
bool compareByName (const person &a, const person &b) {
    return a.name < b.name;
}
int main () {
```

```

vector<Person> people = {{"Alice", "01-01-2000", "111"},  

    {"Bob", "02-02-1999", "222"}, {"Charlie", "03-03-2001", "333"}];  

sort(people.begin(), people.end(), compareByName);  

cout << "sorted list by name:\n";  

for (auto sp : people)  

    cout << p.name << " " << p.birthDate << " " << p.phone  

    << "\n";  

string searchName = "Bob";  

auto it = find_if(people.begin(), people.end(), [8](  

    Person sp) { return p.name == searchName; })  

if (it != people.end())  

    cout << "found: " << it->name << " " << it->birthDate << " " << it->  

    phone << "\n";  

else  

    cout << "person not found\n";

```

### Output:

sorted list by name:  
 Alice 01-01-2000 111  
 Bob 02-02-1999 222  
 Charlie 03-03-2001 333

Found: Bob 02-02-1999 222

~~Out~~  
111