



Conditional :- It is used as a condition where we use a decision block in flowchart
conditional statement are :-

if - else statement

Ex:- if (condition = true)

{
 body execute
}

if (marks > 95)

{
 print A grade;
}

if (condition = true)

{
}

else (condition != true)

{
}

Q-1- Make program of student Grade?

Ans/-

Done in Lec 1

Code in Lec 1 code file

Q# No. of buro

```
int main () {  
    cout << "Enter the burothum" << endl;  
    int buronum;  
    cin >> buronum;  
    if (buronum == 0) {  
        cout << "Baat Bangi" << endl; ?  
    } else {  
        cout << "Baat nhi Bani" << endl;  
    }  
}
```

Loops :- Loops are used when we want execute same lines of code again & again
There are 4 types of loops.

- ① for
- ② while
- ③ do-while
- ④ for each

Syntax of for loop:-

for(; ;)
 initialize condition ↗ increment / decrement

Ex:- for (int i=0 ; i<5 ; i=i+1)

{

 cout << "Hurray" ;

}

Q:- WAP to make a table of n numbers?

Ans:-

Done in C/C++ code

→ int i=5

if (i>=0 && i<=10)

O/P - 5

i will run from 5, ~~0,1,2,3,4,5,6,7,8,9,10~~

→ Ex:- for (int i=0 ; i<3 ; i=i+1)

{ cout << i ;

O/P - 0 1 2

}

`for (int i=5; i>0; i=i-1) {` $\text{o/p} = 5, 4, 3, 2, 1$
 `{ cout << i << endl; }`
 `}`

`for (int i=1; i<=10; i=i+1) {`
 `cout << 2*i << endl;`
 `}`
 $\text{o/p} = 2, 4, 6, 8, 10, 12, 14, 16, 18, 20$

`for (int i=0; i<25; i=i+2) {`
 `{ cout << i << endl; }`
 `}`
 $\text{o/p} = 0, 2, 4$

`for (int i=2; i<5; i=i+2) {`
 `cout << i << endl;`
 `}`
 $\text{o/p} = 1, 3, 5$

`for (int i=2; i<10; i=i*2) {`
 `cout << i << endl;`
 `}`
 $\text{o/p} = 1, 2, 4, 8$

`for (int i=100; i>0; i=i/2) {`
 `cout << i << endl;`
 `}`
 $\text{o/p} = 100, 50, 25, 12, 6, 3, 1$

`for (int i=0; (i>5 & i<=10); i=i+1) {`
 `cout << i << endl;`
 `}`

$\text{o/p} = \text{Blank}$

Q- What are mandatory in for loop?

Ans:- No nothing is mandatory in for loop
form (; ; ;)

initialization & condition & updation initialize
in body.

Q- What its output?

Q-
int n;
if (cin >> n)
{ cout << "Hough";
}

Ans/- Hough

It print only one time.

Q- (B) int n;

if (cout << "Babbu")
{ cout << "Love";
}

Ans/- Babbu Love

It print both statements if condition
become true. That's why it print
both parts.

→ Row ↓ column

Patterns in pattern increase our logic
building.

① → Solid Rectangle:-

R0 → * * * *
R1 → * * * *
R2 → * * * *
Col 0 Col 1 Col 2 Col 3 Col 4

→ Always uses

① outer loop
(rows)

② inner loop
(columns)

total view → 3

Col 0 → 3 *

Col 1 → 3 *

Col 2 → 3 *

Col 3 → 3 *

Col 4 → 3 *

four (int row=0; row < 3; row++) {

 four (int col=0; col < 5; col++) {

 cout << "*";

}

 cout << endl;

}

② Square Pattern:-

R0 → * * * *

total view → 4

R1 → * * * *

Col 0 → 4 *

R2 → * * * *

Col 1 → 4 *

R3 → * * * *

Col 2 → 4 *

Col 0 Col 1 Col 2 Col 3

Col 3 → 4 *

```

for (int row=0; row < 4; row++) {
    for (int col=0; col < 4; col++) {
        cout << "*";
    }
    cout << endl;
}

```

→ Points to Remember :-

- ① row & column count (first row then column)
- ② row break
* print next line

③ Hollow Rectangle :-

row 0 → * * * *	row 0. → 5*
row 1 → * * * *	row 1 → 1*, 5*, 2, 3, 4 space
row 2 → * * * *	row 2. → 5*
col 0 col 1 col 2 col 3 col 4	

```

for (int row=0; row < 3; row++) {
    if (row == 0 || row == 2) {
        cout << "*****";
    }
}

```

```

for (int col=0; col < 5; col++) {
    cout << "*";
}

```

}

else {

cout << "*"; → first start

```

for (int i=0; i<3; i++) {
    cout << "   ";
}

```

↓ ↓ ↓

cout << "*"; → last start

}

cout << endl;

}

→ Day Run All nosema's code

(4) Half Pyramid:-

$\text{u}0 \rightarrow *$	$\text{u}0 \rightarrow * \quad \text{"u}0\text{wt1"}$
$\text{u}1 \rightarrow **$	$\text{u}1 \rightarrow 2*$
$\text{u}2 \rightarrow ***$	$\text{u}2 \rightarrow 3*$
$\text{u}3 \rightarrow ****$	$\text{u}3 \rightarrow 4*$
$\text{u}4 \rightarrow *****$	$\text{u}4 \rightarrow 5*$
$\text{col}^0 \text{ col}^1 \text{ col}^2 \text{ col}^3 \text{ col}^4$	

$\text{for} (\text{int } \text{int}^{\text{u}00} = 0; \text{u}00 < n; \text{u}00++) \{$

$\text{for} (\text{int } \text{col} = 0; \text{col} < \text{u}0\text{wt1}; \text{col}++) \{$
 $\text{cout} \ll \text{u}*$ ";

}

$\text{cout} \ll \text{endl};$

}

(5) Inverted Half Pyramid:- $n=5$

$\text{u}0 \rightarrow * * * * *$	$\text{u}0 \rightarrow 5*$ "n=u0w"
$\text{u}1 \rightarrow * * * *$	$\text{u}1 \rightarrow 4*$
$\text{u}2 \rightarrow * * *$	$\text{u}2 \rightarrow 3*$
$\text{u}3 \rightarrow * *$	$\text{u}3 \rightarrow 2*$
$\text{u}4 \rightarrow *$	$\text{u}4 \rightarrow 1*$

$\text{for} (\text{int } \text{u}0w = 0; \text{u}0w = n; \text{u}0w++) \{$

$\text{for} (\text{int } \text{col} = 0; \text{col} < (\text{n}-\text{u}0w); \text{col}++) \{$
 $\text{cout} \ll \text{u}*$ ";

}

$\text{cout} \ll \text{endl};$

}

⑥ Numeric Half Pyramid

```

m 1   n=5      four (int row=0; row<n; row++) {
m 2   2           f four (int col=0; col<row; col++) {
m 3   2 3         cout << col+1;
m 4   2 3 4       }
m 5   2 3 4 5     cout << endl;

```

$m_0 \rightarrow 1$ col=0++ ;
 $m_1 \rightarrow 1 2$
 $m_2 \rightarrow 1 2 3$
 $m_3 \rightarrow 1 2 3 4$
 $m_4 \rightarrow 1 2 3 4 5$

⑦ Inverted Numeric Half Pyramid:-

m 0 1 2 3 4 5	$m_0 = \overbrace{1, 2, 3, 4, 5}^{\text{int}} \quad m=5$
m 1 1 2 3 4	$m_1 = \overbrace{1, 2, 3, 4}^{\text{int}} \quad "m=m-1"$
m 2 1 2 3	$m_2 = 1, 2, 3$
m 3 1 2	$m_3 = 1, 2$
m 4 1	$m_4 = 1$

four (int row=0; row<n; row++) {

 four (int col=0; col<(n-row); col++) {

 cout << *col+1 ;

 }

 cout << endl;

}

④ Full Pyramid :-

```

    *           n=5      row0 → 4 space, 1 star
   * *          row1 → 3 space, 2 stars
   * * *         row2 → 2 space, 3 stars
   * * * *        row3 → 1 space, 4 stars
   * * * * *       row4 → 0 space, 5 stars
  
```

① Space \Rightarrow $n - \text{row} - 1$

```

row0 : four (int row=0; row < n; row++)
        { cout << " ";
          four (int space=0; space < (n-(row+1));
                  { cout << " " );
          cout << endl;
        }
  
```

⑤ Inverted full pyramid

```

* * * * *      n=5
  
```

```

  * * * *      row0 → 0 space, 5 stars
  * * *        row1 → 1 space, 4 stars
  * *           row2 → 2 space, 3 stars
  *             row3 → 3 space, 2 stars
  -             row4 → 4 space, 1 star
  
```

space \Rightarrow row

star \Rightarrow $n - \text{row}$

```

four (int row=0; row < n; row++)
{ four (int space=0; space < row; space++)
  { cout << " " );
  }
  
```

```

four (int col=0; col < n-row; col++)
{ cout << "* ";
  
```

⑩ Numeric full pyramid :-

-	-	-	1
-	-	2	3 2
-	3	4	5 4 3
-	4	5	6 7 6 5 4
5	6	7	8 9 8 7 6 5

for (int row = 0; row < n; row = row + 1) {

 int start = row;

 for (int col = 0; col < row + 1; col++) {

 }

 Done

 cout << endl;

(Full Backside)

3

4

⑪ Numeric Hollow full pyramid :-

1

Done on

1 2

(Backpage)

1

3

1

4

1 2 3 4 5

⑪ - *

else {

`for i in range(1, n+1):`

$\text{if } \text{col} = 0 \text{ or } \text{col} = 2$

Constituting;

3

elpegs

333 cont cc end, 18

```
for(int now = 0; now < n; now++) {
```

```
for (int space = 0; space < n - now - 1; space++):  
    cout << " ";
```

3

if ($now == n - 1$) {

```
for (int start=0; start < (2*mow+1); start+=)
```

If ($\sin \theta / 2 = 0$) {

```
cout << "*" ; }
```

else { cont ce " " ; } }

Do Home work Weekly →

weekly C++ Quiz →

Debugging Exercise

~~Urging Exercise~~ →
~~Weekly Revision~~ ←

Q What is 'returning' operator?

Ansl.

A ternary operator evaluates the test condition & execute a block of code based on the result of the condition.

Syntax

condition? expression 1 : expression 2

what is an output?

① char charr = '2'; → 2

② char endl = 'a'; → aa

③ char marn = 'c'; → C

④ char int = 'd'; → Invalid combination two ^{identifiers}, n

⑤ shout a = 2¹⁶-1;
shout b = 10;
shout c = a+b;

⑥ int a = 5;
char b = 'd';

int sum1 = a+b;

cout << sum1

float f = 2.0 + sum1;

cout << f;

⑦ float f = 2.7;

int n = 157;

int diff = n-f;

cout << diff

→ Lecture - 4 →

* 13) Solid Diamond

* *

* * *

* * * *

* * * *

* *

*