WEST BENGAL STATE UNIVERSITY

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Programming Fundamentals using C/C++ Lab Practical

Laboratory Note Book

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PROGRAM 1: WAP to print the sum and product of digits of an integer.

Algorithm :

```
STEP_1: Start
STEP_2: sum := 0, product := 1
STEP_3: Read integer i
STEP_4: while ( i != 0 )
STEP_4.1: sum ⇐ sum + ( i % 10 )
STEP_4.2: product ⇐ product * ( i % 10)
STEP_4.3: i ⇐ i / 10
STEP_5: end while
STEP_6: Print sum and product
STEP_7: End
```

Program Code :

```
#include<iostream>
using namespace std;
int main(void){
int sum = 0, product = 1, i{};
std::cout << "Enter an Integer : " && std::cin >> i;
while (i != 0) {
sum += (i % 10);
product *= (i % 10);
i /= 10;
}
std::cout << "The sum is : " << sum << std::endl
std::cout << "The product is : " << product << std::endl;
return 0;
}
```

Output :

SET-1 :

```
Enter an Integer : 1010010
The sum is : 3
The product is : 0
```

SET-2 :

```
Enter an Integer : 119
The sum is : 11
The product is : 9
```

Discussion :

Time Complexity: O(n)

Space Complexity: O(1)

Program Limitation: Integer input beyond the range of 0 to INT_MAX will return inaccurate results.

PROGRAM 2: WAP to reverse a number

Algorithm :

```
STEP_1: Start
STEP_2: reverse := 0
STEP_3: Read integer i
STEP_4: while ( i != 0 )
STEP_4.1: reverse ⇐ ( reverse * 10 ) + ( i % 10 )
STEP_4.2: i ⇐ i / 10
STEP_5: end while
STEP_6: i := reverse
STEP_7: Print i
STEP_8: End
```

Program Code :

```
#include <iostream>
using namespace std;
int main(void){
int i{}, reverse = 0;
std::cout << "Enter an Integer : " && std::cin >> i;
while (i != 0){
reverse = (reverse * 10) + (i % 10);
i /= 10;
}
i = reverse;
std::cout << "Reverse of the given integer is : " << i << endl;
return 0;
}
```

Output :

SET-1 :

```
Enter an Integer : 17625
Reverse of the given integer is : 52671
```

SET-2 :

```
Enter an Integer : -1661
Reverse of the given integer is : -1661
```

Discussion :

Time Complexity: O(n)
Space Complexity: O(1)
Program Limitation: Integer input beyond the range of INT_MIN to INT_MAX will return inaccurate results.

PROGRAM 3: WAP to compute the sum of the first n terms of the following series : S = 1 + 1/2 + 1/3 + 1/4 + ...

Algorithm :

```
STEP_1: Start
STEP_2: S := 0
STEP_3: Read integer i
STEP_4: while ( i != 0 )
STEP_4.1: S ⇐ S + (1/i)
STEP_4.2:  i ⇐ i  - 1
STEP_5: end while
STEP_6: Print S
STEP_7: End
```

Program Code :

```
#include <iostream>
using namespace std;
int main() {
int i{};
double S = 0;
std::cout << "Enter the value of n : " && std::cin >> i;
if (i< 1) return -1;
while ( i != 0) {
S += ( 1 / double(i));
--i;
}
std::cout << fixed << setprecision(2) << "The required sum is : " << S << std::endl;
return 0;
}
```

Output :

SET-1 :

```
Enter the value of n : 42
The required sum is : 4.33
```

SET-2 :

```
Enter the value of n : 2
The required sum is : 1.5
```

Discussion :

Time Complexity: O(n)
Space Complexity: O(1)
Program Limitation: Input number is a Natural Number and beyond the range of 1 to INT_MAX will return inaccurate results.

PROGRAM 4: WAP to compute the sum of the first n terms of the following series : S = 1 - 2 + 3 - 4 + ...

Algorithm :

```
STEP_1: Start
STEP_2: S := 0
STEP_3: Read integer i
STEP_4: if ( i % 2 == 0)
STEP_4.1: S ⇐ S – (i / 2)
STEP_5: else
STEP_5.1: S ⇐ (i + 1)/2
STEP_6: Print S
STEP_7: End
```

Program Code :

```
#include <iostream>
using namespace std;
int main(){
int i{}, S = 0;
std::cout << "Enter the value of n : " && std::cin >> i;
if (i < 1) return -1;
S = ( i % 2 == 0) ? S - (i / 2) : ( i + 1) / 2;
std::cout << "The obtained result is : " << S << endl;
return 0;
}
```

Output :

SET-1 :

```
Enter the value of n : 16
The obtained result is : -8
```

SET-2 :

```
Enter the value of n : 47
The obtained result is : 24
```

Discussion :

Time Complexity: O(1)
Space Complexity: O(1)
Program Limitation: Input number is a Natural Number and beyond the range of 1 to INT_MAX will return inaccurate results.

PROGRAM 5: Write a function that checks whether a given string is Palindrome or not. Use this function to find whether the string entered by user is Palindrome or not.

Algorithm :

```
STEP_1: Start
STEP_2: function check_if_palindrome
STEP_2.1: Input string
STEP_2.2: n := string.length
STEP_2.3: for (i := 0; i < n / 2; ++i)
STEP_2.3.1: if (string[i] != string [n – i – 1]) return false
STEP_2.4: end for
STEP_2.5: return true
STEP_3: end function check_if_palindrome
STEP_4: Read string str
STEP_5: Print ( check_if_palindrome(str) ) ? “Is a Palindrome” :  “Not a Palindrome”
STEP_6: End
```

Program Code :

```
#include <iostream>
using namespace std;
bool check_if_palindrome(string str) {
for (size_t i = 0; i < str.length() / 2; ++i)
if (str[i] != str[str.length() - i - 1]) return false;
return true;
}
int main(void){
string str{};
std::cout << "Enter a string : " && std::cin >> str;
std::cout << (check_if_palindrome(str) ? "Is a palindrome" : "Not a palindrome") << endl;
}
```

Output :

SET-1 :

```
Enter a string : madam
Is a palindrome
```

SET-2 :

```
Enter a string : me
Not a palindrome
```

Discussion :

Time Complexity: O(n)
Space Complexity: O(1)
Program Limitation: Can check only one word at a time. The input of the program is case sensitive.

PROGRAM 6: Write a function to find whether a given no. is prime or not. Use the same to generate the prime numbers less than 100

Algorithm :

```
STEP_1: Start
STEP_2: function is_prime
STEP_2.1: Input x
STEP_2.2: for (i := 2; i <= x/2; ++i)
STEP_2.2.1: if (x % i == 0)
STEP_2.2.1.1: is_prime := false
STEP_2.2.1.2: break
STEP_2.2.2: else
STEP_2.2.2.1: is_prime := true
STEP_2.3: end for
STEP_2.4: if (is_prime)
STEP_2.4.1: Print “Is a prime number”
STEP_2.5: else
STEP_2.5.1: Print “Not a prime number”
STEP_2.6: return is_prime
STEP_3: end function is_prime
STEP_3: function prime_under_100
STEP_3.1: for (i := 0; i < 100; ++i)
STEP_3.1.1: if (is_prime(i))
STEP_3.1.1.1: Print i
STEP_3.2: end for
STEP_4: end function prime_under_100
STEP_5: Read i
STEP_6: print a menu to choose whether to check if variable i is a prime number or not else
choose to print all prime integers under 100
STEP_7: perform selected operation
STEP_8: End
```

Program Code :

```
#include <iostream>
using namespace std;
bool is_prime(unsigned x){
bool is_prime{};
for (unsigned i = 2; i <= x/2 ; i++) {
if (x % i == 0){is_prime = false;break;}
is_prime = true;}
return is_prime;}
void prime_under_100(){ // function for printing prime numbers under 100
std::cout << "Prime Numbers under 100 : ";
for (unsigned i = 0; i < 100; i++)
std::cout << (is_prime(i) ? to_string(i) : "" ) << (is_prime(i) ? " " : "" );
std::cout << endl;
}
```

```
int main(void){
unsigned i{};
std::cout << "1. check prime or not " << std::endl;
std::cout << "2. print prime numbers under 100 " << std::endl;
std::cout << "Enter your choice : " && std::cin >> i;
switch (i) {
case 1: {
unsigned x{};
std::cout << "Enter a positive integer : ";
std::cin >> x;
std::cout << ((is_prime(x)) ? "Is a prime numer" : "Not a prime number") << endl;
break;
}
case 2: prime_under_100();break;
default: std::cout << "Invalid choice" << std::endl; return -1;
}
return 0;
}
```

Output :

SET-1 :

```
1. check prime or not
2. print prime numbers under 100
Enter your choice : 1
Enter a positive integer : 100
Not a prime number
```

SET-2 :

```
1. check prime or not
2. print prime numbers under 100
Enter your choice : 2
Prime Numbers under 100 : 3 5 7 11 13 17 19 23 29 31 37 41 43 47 53 59 61 67 71 73 79 83
89 97
```

Discussion :

Time Complexity: O(n)
Space Complexity: O(1)
Program Limitation: Inside the function of checking for prime numbers, input number should be a Natural Number and beyond the range of 1 to INT_MAX will return inaccurate results.

PROGRAM 7: WAP to compute the factors of a given number

Algorithm :

```
STEP_1: Start
STEP_2: Read integer i
STEP_3: Exit program, if (i == 0)
STEP_4: if (i < 0) then, do i ⇐ i / -1 and Print -1
STEP_5: if (i > 0) then, Print 1
STEP_6: Set factor := 2
STEP_6: while (i != 1)
STEP_6.1: if (i % factor != 0) then, set factor ⇐ factor + 1 and continue
STEP_6.2: Print factor and  set i ⇐ i / factor
STEP_7: end while
STEP_8: End
```

Program Code :

```
#include <iostream>
using namespace std;
int main(void){
int n{}, factor{2};
std::cout << "Enter an Integer : " && std::cin >> n;
if (n == 0) exit(EXIT_SUCCESS);
std::cout << "Factor(s) of " << n << " is/are : ";
if (n > 0){std::cout << " 1 ";}
if (n < 0){std::cout << " -1 "; n /= -1;}
while ( n != 1 ){
if (n % factor != 0) {++f; continue;}
std::cout << f actor<< " ";
n /= factor;
} std::cout << std::endl;
}
```

Output :

SET-1 :

```
Enter an Integer : -1616
Factors of -1616 is :  -1 2 2 2 2 101
```

SET-2 :

```
Enter an Integer : 126
Factors of 126 is :  1 2 3 3 7
```

Discussion :

Time Complexity: O(n)
Space Complexity: O(1)
Program Limitation: Integer input beyond the range of INT_MIN to INT_MAX will return inaccurate results.

PROGRAM 8: WAP to print a triangle of stars as follows (take number of lines from user) :

```
    *
  * * *
* * * * *
```

Algorithm :

```
STEP_1: Start
STEP_2: Read positive integer lines
STEP_3: for (i := 0; i < lines; ++i)
STEP_3.1: for (j := 0; j < lines; ++j)
STEP_3.1.1: if (i + j >= lines) then, print “* ”
STEP_3.1.2: else print “ ”
STEP_3.2: end for
STEP_3.3:for (j := 0; j < i; ++j)
STEP_3.3.1: Print “* ”
STEP_3.4: end for
STEP_3.4: endline
STEP_4: end for
STEP_5: End
```

Program Code :

```
#include <iostream>
using namespace std;
int main(void){
int lines{};
std::cout << "Enter the height of the triangle : " && std::cin >> lines;
for (int i = 0; i < lines; i++){
for (int j = 0; j <= lines; j++){std::cout << (i + j >= lines ? "* " : "  ");}
for (int j = 0; j < i; j++){std::cout << "* ";}
std::cout << endl;}
}
```

Output :

```
Enter the height of the triangle : 5
        *
      * * *
    * * * * *
  * * * * * * *
* * * * * * * * *
```

Discussion :

Time Complexity: O(n)
Space Complexity: O(1)
Program Limitation: Integer input beyond the range of INT_MIN to INT_MAX will return inaccurate results.

Program 9 : WAP to calculate GCD of two numbers (i) with recursion (ii) without recursion.

Algorithm :

(i) Using recursion

```
STEP_1: Start
STEP_2: function GCD
STEP_2.1: input positive integer n1 and n2
STEP_2.2: if ( n1 == 0) then return n2
STEP_2.3:else return GCD ( n2 % n1, n1)
STEP_3:end function GCD
STEP_4: Read positive integer n1 and n2
STEP_5: call GCD function with n1 and n2 as parameters
STEP_6: Print the value returned by the function
STEP_7: End
```

(ii) Without using recursion

```
STEP_1: Start
STEP_2: Read positive integer n1 and n2
STEP_3: if ( n1 < 1 or n2 < 1) then print “Invalid Input” and exit Program
STEP_4: Set the minimum value between n1 and n2 inside variable named “min”
STEP_5: While ( min != 1)
STEP_5.1: if ( n1 % min == 0 and n2 % min == 0) then print min
STEP_5.2: --min
STEP_6: end While
STEP_7: End
```

Program Code :

(i) Using recursion

```
#include <iostream>
unsigned GCD (unsigned n1, unsigned n2) {
if (n1 == 0) return n2;
return GCD(n2 % n1 , n1);
}
int main(){
unsigned n1 = 0, n2 = 0;
std::cout << "Enter two positive integers : " && std::cin >> n1 >> n2;
if ( n1 < 1 || n2 < 1) {
std::cout << "invalid input" << std::endl;
exit(EXIT_FAILURE);
}
std::cout << "The GCD of " << n1 << " and " << n2 << " is : " << GCD(n1, n2) << std::endl;
return 0;
}
```

(ii) Without using recursion

```
#include <iostream>
#include <algorithm>
int main(){
int n1 = 0, n2 = 0;
std::cout << "Enter two positive integers : " && std::cin >> n1 >> n2;
if ( n1 < 1 || n2 < 1) {
std::cout << "invalid input" << std::endl;
exit(EXIT_FAILURE);
}
int min = std::min(n1, n2);
while (min != 1) {
if (n1 % min == 0 && n2 % min == 0) break;
--min;
}
std::cout << "The GCD of " << n1 << " and " << n2 << " is : " << min << std::endl;
return 0;
}
```

Output :

SET-1 :

```
Enter two positive integers : 72 63
The GCD of 72 and 63 is : 9
```

SET-2 :

```
Enter two positive integers : 32 48
The GCD of 32 and 48 is : 16
```

Discussion :

Time Complexity: O(n)
Space Complexity: (i) Using recursion : O(n) (ii) Without using recrsion : O (1)
Program Limitation: Input number is a Natural Number and beyond the range of 1 to INT_MAX will return inaccurate results.

PROGRAM 10 : Create a class object with show as virtual function. Inherit two other classes sphere and cube from object. Calculate volume of sphere and cube using necessary parameters and member function.

Algorithm :

```
STEP_1: Start
STEP_2: Declare class “object” with data member “volume” and virtual member function “show” that prints the value of the  data member volume
STEP_3: Declare a derived class “sphere” that inherits the base class “object” with data member “radius” and a parameterized constructor that takes and integer input “radius” and sets “radius” and calculates and sets “volume” of the object
STEP_4: Declare a derived class “cube” that inherits the base class “object” with data member “side” and a parameterized constructor that takes and integer input “side” and sets “side” and calculates and sets “volume” of the object
STEP_5: Declare pointer object *obj;
STEP_6: Choose between either “sphere” or “cube” derived class to create an instance
STEP_7: Write the address of the created instance to the created pointer variable “obj” of class “object”
STEP_8: Read input
STEP_9: Print volume by calling the “show” function
STEP_10: End
```

Program Code :

```
#include <iostream>
#include <cmath>
#define PI 3.14
using namespace std;
class object{
public:
double volume{};
virtual void show(){std::cout << "Volume is : " << volume << std::endl;};
};
class sphere: public object{
double radius{};
public:
sphere(double radius){
this->radius = radius;
object::volume = 4/3 * PI * pow(radius, 3);
};
~sphere(){};
};

class cube: public object{
double side{};
public:
cube(double side){this->side = side;object::volume = pow(side, 3);
}
~cube(){};
};
```

```
int main(void){
double n{};
int choice{};
object *obj;
std::cout << "Object type : (1) Sphere (2) Cube" << std::endl;
std::cout << "Enter choice : " && std::cin >> choice;
switch(choice) {
case 1 :{
std::cout << "Enter the radius the sphere : " && std::cin >> n;
if(n < 0){std::cout << "Invalid input!!" << std::endl; exit(EXIT_FAILURE);};
sphere obj1(n);
obj = &obj1;
break;}
case 2 :{
std::cout << "Enter the length of each side of the cube : " && std::cin >> n;
if(n < 0){std::cout << "Invalid input!!" << std::endl; exit(EXIT_FAILURE);};
cube obj1(n);
obj = &obj1;
break;}
default :{std::cout << "Invalid Choice!!" << std::endl;exit(EXIT_FAILURE);}
}
obj->show();
return 0;
}
```

Output :

Set-1 :

```
Object type : (1) Sphere (2) Cube
Enter choice : 1
Enter the radius the sphere : 21
Volume is : 29079.5
```

Set-2 :

```
Object type : (1) Sphere (2) Cube
Enter choice : 2
Enter the length of each side of the cube : 4.5
Volume is : 91.125
```

Discussion :

Time Complexity : O(n)
Space Complexity : O(1)
Program limitations : In the above program, input range of “side” and “range” is within range of 1 to INT_MAX. Input beyond this limit may return inaccurate results.

Program 11 : Copy the contents of one text file to another file, after removing all whitespaces.

Algorithm :

```
STEP_1: Start
STEP_2:  function copyToAnotherFile
STEP_2.1: Input filename “fin”
STEP_2.2: Input filename “fout”
STEP_2.3: Declare two file pointers fl1 and fl2
STEP_2.4: Declare ch
STEP_2.5: Set fl1 file ponter at the beginning of “fin” in read mode
STEP_2.6: Set fl2 file ponter at the beginning of “fout” in write mode
STEP_2.7: Read character fl1 and set it inside ch
STEP_2.8: While ((ch = fgetc(fl1))!= EOF)
STEP_2.8.1: Print ch
STEP_2.8.2: if (ch != ‘ ‘)
STEP_2.8.2.1: Insert ch through fl2 pointer inside “fout” file
STEP_2.8.3: end if
STEP_2.9: end While
STEP_2.10: Close fl2 file pointer
STEP_2.11: Set fl2 file ponter at the beginning of “fout” in read mode
STEP_2.12: Read character fl2 and set it inside ch
STEP_2.13: While ((ch = fgetc(fl1))!= EOF)
STEP_2.13.1: Print ch
STEP_2.14:end While
STEP_3: end function copyToAnotherFile
STEP_4: Read input and output filenames
STEP_5: Call function copyToAnotherFile with both filenames as arguments
STEP_ 6 : End
```

Program Code :

```
#include <iostream>
#include <fstream>
#include <stdlib.h>
#include <unistd.h>
using namespace std;
void copyToAnotherFile(char fin[], char fout[]){
FILE *fl1,*fl2;
char ch;
fl1 = fopen(fin, "r");
fl2 = fopen(fout, "w");
std::cout << "[CONTENTS OF \"" << fin << "\" FILE]" <<std::endl;
while ((ch = fgetc(fl1))!= EOF){
std::cout << ch;
if (ch != ' '){fputc(ch, fl2);};
}
std::cout << "[CONTENTS OF \"" << fout << "\" FILE]" <<std::endl;
fclose(fl2);
fl2 = fopen(fout, "r");
while ((ch = fgetc(fl2))!= EOF){std::cout << ch;}
fclose(fl1);
fclose(fl2);
}
int main(int argc, char **argv){
switch (argc) {
case 1 : {std::cout << "Specify Input and Output file" << std::endl;exit(EXIT_FAILURE);}
case 2 : {std::cout << "Specify Output file" << std::endl;exit(EXIT_FAILURE);}
case 3 : {if (access(argv[1], F_OK) != 0) {
std::cout << argv[1] << "Input file not found!!" << std::endl;
exit(EXIT_FAILURE);}
copyToAnotherFile(argv[1], argv[2]);
break;
}
default : {std::cout << "Too many arguments" << std::endl;exit(EXIT_FAILURE);}
}
return 0;
}
```

Output :

Set-1 : [$ ./a.out sample.txt new.txt **]**

```
[CONTENTS OF "sample.txt" FILE]
foot ball
water melon
jack pot
[CONTENTS OF "new.txt" FILE]
football
watermelon
jackpot
```

Set-2 : [$ ./a.out sample2.txt new2.txt **]**

```
[CONTENTS OF "sample2.txt" FILE]
butter flies
robin hood
note book
[CONTENTS OF "new2.txt" FILE]
butterflies
robinhood
notebook
```

Discussion :

Time Complexity: O(n)
Space Complexity: O(1)
Program Limitation: In the above program, only plain text files are allowed as input file.

Program 12 : Design a class polar which describes a point in the plain using polar coordinates radius and angle. Use overloaded operator to add two objects of Polar.

Algorithm :

```
STEP_1: Start
STEP_2: Declare class “polar” with data members “radius” and “angle”, member functions
“set_data” to read and set “radius” and “angle”
STEP_3: Inside the class “polar”, “+” operator is overloaded in order to add two polar
objects together by using the mathematical rules of addition of polar coordinates.
STEP_4: In the “main” function, create three polar objects “obj1”, “obj2” and “obj3”
STEP_5: Call “set_data” member function over “obj1” and “obj2” and set the values
STEP_6: obj3 ⇐ obj1 + obj2
STEP_7: print “radius” and “angle” which were stored data inside “obj3”
STEP_8: End
```

Program Code :

```
#include <iostream>
#include <cmath>
#define PI 3.14
class polar{
double radius{}, angle{};
public:
void set_data(){
double r{}, a{};
std::cout << "Enter radius : " && std::cin >> r;
std::cout << "Enter angle (in degree[°]) : " && std::cin >> a;
radius = r;
angle = a;
}
double deg_to_rad(double angle){return PI / double(180) * angle;};
double rad_to_deg(double angle){return double(180) / PI * angle;};
polar operator + (polar obj){
polar temp_p;
double temp_1{}, temp_2{}, temp_rad{};
double obj_angle_in_rad = (deg_to_rad(obj.angle));
double temp_angle_in_rad = (deg_to_rad(angle));
temp_1 = (radius * cos(temp_angle_in_rad)) + (obj.radius * cos(obj_angle_in_rad));
temp_2 = (radius * sin(temp_angle_in_rad)) + (obj.radius * sin(obj_angle_in_rad));
temp_rad = atan(temp_2 / temp_1);
temp_p.radius = sqrt(temp_1 * temp_1 + temp_2 * temp_2);
temp_p.angle = rad_to_deg(temp_rad);
return temp_p;
}
void display(){std::cout << "Polar value : " << radius << "  ∠" << angle  << "°" <<
std::endl;};
};
```

```
int main(void){
polar obj1, obj2, obj3;
obj1.set_data();
obj1.display();
obj2.set_data();
obj2.display();
obj3 = obj1 + obj2;
std::cout << "Value after addition" << std::endl;
obj3.display();
return 0;
}
```

Output :

Set-1 :

```
Enter radius : 6
Enter angle (in degree[°]) : 120
Polar value : 6 ∠120°
Enter radius : 10
Enter angle (in degree[°]) : 36.9
Polar value : 10 ∠36.9°
Value after addition
Polar value : 12.268 ∠65.9594°
```

Set-2 :

```
Enter radius : 20
Enter angle (in degree[°]) : 22.5
Polar value : 20 ∠22.5°
Enter radius : 35
Enter angle (in degree[°]) : 75
Polar value : 35 ∠75°
Value after addition
Polar value : 49.7773 ∠56.4094°
```

Discussion :

Time Complexity: O(n)
Space Complexity: O(1)