OOP with C++

Er. Piyush Pant



+

0

Prerequisite

Install Visual Studio 2022 Community

Visual Studio Community | Download Latest Free Version

Register GitHub account and send me username of your account

All the learning materials and code will be pushed to

https://github.com/epiyushpant/MRC202 500P.git

You need to create your own branch like MRC2025Piyush and push your code to your branch.

Email: piyush.pant@mrc.tu.edu.np

Building Logic Before Coding



Programming is not just writing code.



It starts with understanding the problem and planning how to solve it.



This is done using Algorithm, Flowchart, and Pseudocode.

Logic building means



Thinking clearly



Solving problems step-by-step



Planning before writing code



Helps avoid errors and makes programs work properly

Why Build Logic Before Coding? To understand the problem

To plan the solution clearly

To make fewer mistakes

To write clean and correct code

Algorithm

- An algorithm is a set of steps to solve a problem
- Written in simple language

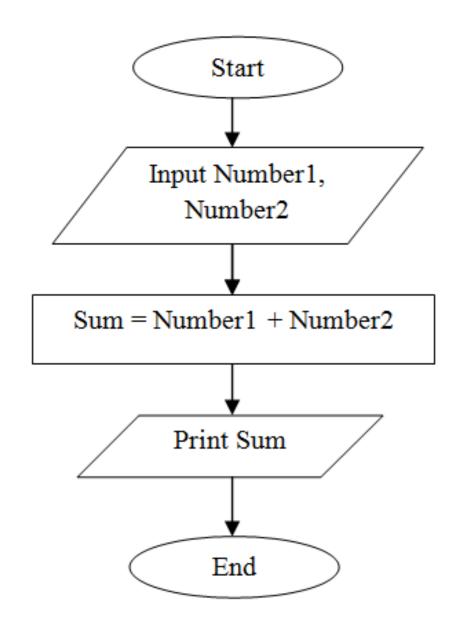
Problem: Add two numbers

Steps

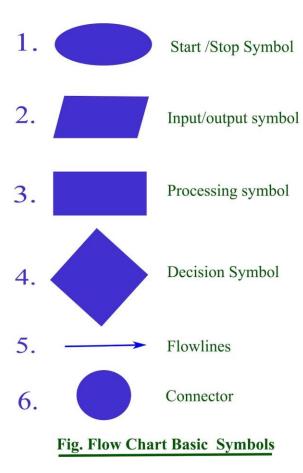
- Start
- Take two numbers A and B
- Add A and B
- Show the result
- Stop

Flowchart

- A flowchart is a diagram that shows steps of a program
- Uses symbols and arrows
- Helps visualize how a program will run



Flow chart Basic Symbols



Pseudocode

- Pseudocode means writing steps in plain English
- Not real code, but close to it
- Helps plan what the code will do

Start

Input A, B

If A > B then

Print "A is bigger"

Else

Print "B is bigger"

End If

Stop

Summary

- Algorithm = Step-by-step instructions
- Flowchart = Picture of the steps
- Pseudocode = Simple English version of logic
- Use these before writing code!

- Plan your logic first.
- Code will be easier and better!

Questions

Write algorithm, flowchart and pseudocode for following questions:

Input required value form user and calculate

- Maximum of two input numbers.
- Calculate area of rectangle.
- Calculate Simple Interest.
- Is Number Prime or Not.
- Sum of Numbers 1 to N.
- Factorial of N. 6.

```
2. A B C D E
                         28. A B C D E
3. (A) (B) (C) (D) (E)
                         29. A B C D E
 4. (A) (B) (C) (D) (E)
                         30. ABCDE
 5. A B C D E
                          31. (A) (B) (C) (D) (E)
 6. A B C D E
                          32. (A) (B) (C) (D) (E)
  7. (A) (B) (C) (D) (E)
                           33. (A) (B) (C) (D) (E)
  8. A B C D E
                           34. (A) (B) (C) (D) (E)
   9. A B C D E
                            35. (A) (B) (C) (D) (E)
  10. (A) (B) (C) (D) (E)
                            36. ABCDE
   11. (A) (B) (C) (D) (E)
                            37. (A) (B) (C) (D) (E)
   12. (A) (B) (C) (D) (E)
                             38. (A) (B) (C) (D) (E)
    13. A B C D E
                             39. (A) (B) (C) (D) (E)
    14. (A) (B) (C) (D) (E)
                             40. (A) (B) (C) (D) (E)
    15. (A) (B) (C) (D) (E)
                              41. (A) (B) (C) (D) (E)
     16. (A) (B) (C) (D) (E)
                              42. (A) (B) (C) (D) (E)
     17. (A) (B) (C) (D) (E)
                               43. (A) (B) (C) (D) (E)
      18. A B C D E
                               44. (A) (B) (C) (D) (E
      19. (A) (B) (C) (D) (E)
                                45. A B C D E
      20. (A) (B) (C) (D) (E)
       21. (A) (B) (C) (D) (E)
       22. (A) (B) (C) (D) (E)
       23. (A) (B) (C) (D) (E)
        21 ABCOE
```

46. (A) (B) (C) (D) (E

47. (A) (B) (C) (D) (

48. A B C D

49. (A) (B) (C) (D)