

File Edit Search Run Compile Debug Project Options Window Help

AS3P1_16.CPP

P1_160.CPP

1
2=[↑]

```
[■]=
class fibo
{
int n,i,a,b,c;
public:
    void data()
    {
        cout<<"Enter a number:";
        cin>>n;

        a=0;
        b=1;

        for(i=0;i<=n;i++)
        {
            c=a+b;
            b=a;
            a=c;
            cout<<c<<endl;
        }
    };
}
23:1
```

F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu



```
a=0;
b=1;

for(i=0;i<=n;i++)
{
    c=a+b;
    b=a;
    a=c;
    cout<<c<<endl;
}

void main()
{
    clrscr();
    fibo f;
    f.data();
    getch();
}
```

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P1_160.CPP P2_160.CPP 2
3=[↑]

```
#include<iostream.h>
#include<conio.h>

class fact
{
int i,ft,n;
public:
    void data()
    {
        cout<<"Enter any number : ";
        cin>>n;

        ft=1;

        for(i=1;i<=n;i++)
        {
            ft=ft*i;
        }
        cout<<"The factorial of "<<n<<" is "<<ft;
    }
}
```

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```
File Edit Search Run Compile Debug Project Options Window Help
P1_160.CPP 2
P2_160.CPP 3-[↑]
cout<<"Enter any number:";
cin>>n;

ft=1;

for(i=1;i<=n;i++)
{
    ft=ft*i;
}
cout<<"The factorial of "<<n<<" is "<<ft;
}

void main()
{
    clrscr();
    fact f;
    f.data();
    getch();
}
29:1
F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu
```



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P1_160.CPP 2
P2_160.CPP 3
P3_160.CPP 4=[1]

```
#include<iostream.h>
#include<conio.h>

class person
{
int age;
char nm[20],ct[30];
public:
    void getdata()
    {
        cout<<"Enter Your Name:";
        cin>>nm;

        cout<<"Enter Your Age:";
        cin>>age;

        cout<<"Enter Your City:";
        cin>>ct;
    }
}
```

1:1

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```
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P1_160.CPP 2
P2_160.CPP 3
P3_160.CPP 4=[↑]

}

void printdata()
{
    cout<<"Name :"<<nm;
    cout<<"\nAge :"<<age;
    cout<<"\nCity :"<<ct;
}

void main()
{
    clrscr();
    person p;
    p.getdata();
    p.printdata();
    getch();
}
37:1
```

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```
File Edit Search Run Compile Debug Project Options Window Help
P1_160.CPP 2
P2_160.CPP 3
P3_160.CPP 4
P4_160.CPP 5=[↑]
[ ]= class student {
{
int rn,m1,m2,m3,tot,per;
char nm[20];
public:
    void getdata()
    {
        cout<<"Enter student name:"; cin>>nm;
        cout<<"Enter student number:"; cin>>rn;
        cout<<"Enter marks 1:"; cin>>m1;
        cout<<"Enter marks 2:"; cin>>m2;
    }
};

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```

```
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P1_160.CPP ----- 2
P2_160.CPP ----- 3
P3_160.CPP ----- 4
P4_160.CPP ----- 5=[↑]

cout<<"Enter marks 3:";
cin>>m3;

tot=m1+m2+m3;
per=(tot*100)/300;

cout<<"*****Student Data*****" << endl;
cout<<"Student name :" << nm << endl;
cout<<"Student number :" << rn << endl;
cout<<"Marks 1 :" << m1 << endl;
cout<<"Marks 2 :" << m2 << endl;
cout<<"Marks 3 :" << m3 << endl;
cout<<"Total :" << tot << endl;
cout<<"Percentage :" << per;

};

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```

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P1_160.CPP 2
P2_160.CPP 3
P3_160.CPP 4
P4_160.CPP 5-[↑]

```
[ ] cout<<"Student name:"<<nm<<endl;
cout<<"Student number:"<<rn<<endl;
cout<<"Marks 1:"<<m1<<endl;
cout<<"Marks 2:"<<m2<<endl;
cout<<"Marks 3:"<<m3<<endl;
cout<<"Total:"<<tot<<endl;
cout<<"Percentage:"<<per;

};

void main()
{
    clrscr();
    student s;
    s.getdata();

    getch();
}
```

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```
File Edit Search Run Compile Debug Project Options Window Help  
P1_160.CPP 2  
P2_160.CPP 3  
P3_160.CPP 4  
P4_160.CPP 5  
P5_160.CPP 6=[↑]  
[+] -----  
#include<iostream.h>  
#include<conio.h>  
#include<stdlib.h>  
  
class myarray  
{  
int i,j,n,t,a[20];  
public:  
    void getdata()  
    {  
        cout<<"Enter the size of the array:";  
        cin>>n;  
  
        for(i=0;i<n;i++)  
        {  
            cout<<"Enter value of a["<<i<<"]:";  
        }  
    }  
};  
4:1  
F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu
```



```
File Edit Search Run Compile Debug Project Options Window Help
P1_160.CPP 2
P2_160.CPP 3
P3_160.CPP 4
P4_160.CPP 5
P5_160.CPP 6=[↑]
cout<<"Enter value of a["<<i<<"]:";
cin>>a[i];
}
}

void asc()
{
    for(i=0;i<n;i++)
    {
        for(j=i+1;j<n;j++)
        {
            if(a[i]>a[j])
            {
                t=a[i];
                a[i]=a[j];
                a[j]=t;
            }
        }
    }
}

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```



```
File Edit Search Run Compile Debug Project Options Window Help
P1_160.CPP 2
P2_160.CPP 3
P3_160.CPP 4
P4_160.CPP 5
P5_160.CPP 6=[↑]
}
}
cout<<"Ascending order:"<<endl;
for(i=0;i<n;i++)
{
    cout<<a[i]<<endl;
}

void desc()
{
for(i=0;i<n;i++)
{
    for(j=i+1;j<n;j++)
50:1
```

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```
File Edit Search Run Compile Debug Project Options Window Help
P1_160.CPP ----- 2
P2_160.CPP ----- 3
P3_160.CPP ----- 4
P4_160.CPP ----- 5
P5_160.CPP ----- 6=[↑]
[ ]----- [ ]
for(j=i+1;j<n;j++)
{
    if(a[i]<a[j])
    {
        t=a[i];
        a[i]=a[j];
        a[j]=t;
    }
    cout<<"Descending order:"<<endl;
    for(i=0;i<n;i++)
    {
        cout<<a[i]<<endl;
    }
}
66:1
```

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```
File Edit Search Run Compile Debug Project Options Window Help
P1_160.CPP ----- 2
P2_160.CPP ----- 3
P3_160.CPP ----- 4
P4_160.CPP ----- 5
P5_160.CPP ----- 6=[↑]
};

void main()
{
    int ch;
    clrscr();
    myarray a;

    menu:
    cout<<"*****MENU*****"<<endl;
    cout<<"1. Ascending"<<endl;
    cout<<"2. Descending"<<endl;
    cout<<"3. Exit"<<endl;
    cout<<"*****"<<endl;

    cout<<"What is your choice:";

84:1
```

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```
File Edit Search Run Compile Debug Project Options Window Help
P1_160.CPP 2
P2_160.CPP 3
P3_160.CPP 4
P4_160.CPP 5
P5_160.CPP 6=[↑]
cout<<"What is your choice:";
cin>>ch;

if(ch==1)
{
    a.getdata();
    a.asc();
}
else if(ch==2)
{
    a.getdata();
    a.desc();
}
else if(ch==3)
{
    exit(0);
}
100:1
```

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```
File Edit Search Run Compile Debug Project Options Window Help  
P1_160.CPP 2  
P2_160.CPP 3  
P3_160.CPP 4  
P4_160.CPP 5  
P5_160.CPP 6=[↑]  
[ ]  
else if(ch==2)  
{  
    a.getdata();  
    a.desc();  
}  
else if(ch==3)  
{  
    exit(0);  
}  
else  
{  
    cout<<"Wrong choice";  
    goto menu;  
}  
  
getch();  
108:1
```

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```
File Edit Search Run Compile Debug Project Options Window Help
P1_160.CPP 2
P2_160.CPP 3
P6_160.CPP 4=[↑]
[ ]
#include<iostream.h>
#include<conio.h>
#include<stdlib.h>
#include<string.h>

class string
{
char a[30],b[30];
public:
    void fun(char a[30],char b[30])
    {
        cout<<"Length of first string is "<<strlen(a)<<" and length of second string is "<<strlen(b)<<endl;
        cout<<"String 1 after copying second string is "<<strcpy(a,b)<<endl;
        cout<<"Both string of concatenation is "<<strcat(a,b)<<endl<<endl;

        if(strcmp(a,b)==0)
        {
            cout<<"After comparison both string are same";
        }
    }
};

1:1
```

F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu



```
File Edit Search Run Compile Debug Project Options Window Help
P1_160.CPP 2
P2_160.CPP 3
P6_160.CPP 4=[↑]=

}

};

void main()
{
    int ch;
    clrscr();
    char a[20],b[20];

    cout<<"Enter string 1:";
    cin>>a;

    cout<<"Enter string 2:";
    cin>>b;

    string s;
    s.fun(a,b);

38:1
```

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```
File Edit Search Run Compile Debug Project Options Window Help
P1_160.CPP 2
P2_160.CPP 3
P6_160.CPP 4=[↑]
};

void main()
{
    int ch;
    clrscr();
    char a[20],b[20];

    cout<<"Enter string 1:";
    cin>>a;

    cout<<"Enter string 2:";
    cin>>b;

    string s;
    s.fun(a,b);

    getch();
}

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F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu
```



File Edit Search Run Compile Debug Project Options Window Help
P7_160.CPP 2=[]

```
#include<iostream.h>
#include<conio.h>
#include<stdlib.h>
#include<string.h>

class string
{
char a[30];
public:
    void getdata()
    {
        cout<<"Enter the string:";
        cin>>a;
    }

    void rev()
    {
        cout<<"String after reversing is "<<strrev(a);
    }

    void lwr()

```

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```
File Edit Search Run Compile Debug Project Options Window Help
P7_160.CPP 2=[+]
{
    cout<<"Uppercase of given string is "<<strlwr(a);
}

void upr()
{
    cout<<"Lowercase of given string is "<<strupr(a);
}

void len()
{
    cout<<"Lengent of given string is "<<strlen(a);
}

void main()
{
    int ch;
    clrscr();
    string a;
}
42:1
F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu
```



```
File Edit Search Run Compile Debug Project Options Window Help  
P7_160.CPP 2=[]  
  
menu:  
cout<<"*****MENU*****" << endl;  
cout<<"1. Reverse the string" << endl;  
cout<<"2. Uppercase of the string" << endl;  
cout<<"3. Lowercase of the string" << endl;  
cout<<"4. Length of the string" << endl;  
cout<<"5. Exit";  
cout<<"*****" << endl;  
  
cout<<"What is your choice:";  
cin>>ch;  
  
if(ch==1)  
{    a.getdata();  
    a.rev();  
}  
else if(ch==2)  
{    a.getdata();  
    a.upr();  
}  
62:1 [ ]  
F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu
```



```
File Edit Search Run Compile Debug Project Options Window Help  
[ ] P7_160.CPP 2 [ ]  
}  
else if(ch==3)  
{    a.getdata();  
    a.lwr();  
}  
else if(ch==4)  
{    a.getdata();  
    a.len();  
}  
else if(ch==5)  
{  
    exit(0);  
    goto menu;  
}  
  
else  
{  
    cout<<"Wrong choice";  
    goto menu;  
}  
82:1
```

F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu



File Edit Search Run Compile Debug Project Options Window Help

P7_160.CPP AS2P1_16.CPP 2 3=[↑]

```
#include<iostream.h>
#include<conio.h>

class emp
{
int empno,sal;
char empnm[20];

public:

    emp()
    {
        cout<<"Enter Employee Name:";
        cin>>empnm;

        cout<<"Enter Employee Number:";
        cin>>empno;

        cout<<"Enter Employee's Salary:";
        cin>>sal;
    }
}
```

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P7_160.CPP

AS2P1_16.CPP

Z

3 [1]

```
[*] cout<<"Enter Employee's Salary:";  
    cin>>sal;  
  
    cout<<"*****DATA*****" << endl << endl;  
  
    cout<<"Employee's name is "<<empnm<<endl;  
    cout<<"Employee's number is "<<empno<<endl;  
    cout<<"Employee's salary is "<<sal<<endl;  
  
}  
  
};  
  
void main()  
{  
    clrscr();  
    emp e;  
  
    getch();
```

38:1

F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu



```
File Edit Search Run Compile Debug Project Options Window Help
P7_160.CPP AS2P1_16.CPP 2 3=[↑]
    cin>>sal;

    cout<<"*****DATA*****"<<endl<<endl;

    cout<<"Employee's name is "<<empnm<<endl;
    cout<<"Employee's number is "<<empno<<endl;
    cout<<"Employee's salary is "<<sal<<endl;
}

void main()
{
    clrscr();
    emp e;

    getch();
}
39:1
F1 Help File-management commands (Open, Save, Print, etc.)
```



```
File Edit Search Run Compile Debug Project Options Window Help
P7_160.CPP 2
AS2P1_16.CPP 3
AS2P2_16.CPP 4=[↑]=

#include<iostream.h>
#include<conio.h>
#include<stdlib.h>

class num
{
int n,tot,a,sum,i;
public:
    num()
    {
        cout<<"Enter a number:";
        cin>>n;
    }

    void odd()
    {
        int tot=0;
    }
}

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```



```
File Edit Search Run Compile Debug Project Options Window Help
P7_160.CPP 2
AS2P1_16.CPP 3
AS2P2_16.CPP 4=[↑]
[■]=====
for(i=0;i<n;i++)
{
    if(i%2!=0)
    {
        cout<<i<<endl;
        tot=tot+i;
    }
    cout<<"Total of odd numbers is "<<tot;
}

void even()
{
int sum=0;

    for(i=0;i<n;i++)
    {
        if(i%2==0)
        {
38:1
F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu
```



```
File Edit Search Run Compile Debug Project Options Window Help
P7_160.CPP ----- 2
AS2P1_16.CPP ----- 3
AS2P2_16.CPP ----- 4=[↑]
cout<<i<<endl;
sum=sum+i;
}
cout<<"Total of even numbers is "<<sum;
}
};

void main()
{
    int ch,n;
    clrscr();

    num e;

    cout<<"*****MENU*****"<<endl;
57:1
```

F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu



```
File Edit Search Run Compile Debug Project Options Window Help
P7_160.CPP -----2
AS2P1_16.CPP -----3
AS2P2_16.CPP -----4-[↑]

cout<<"*****MENU*****"<<endl;
cout<<"1. Sum of odd numbers"<<endl;
cout<<"2. Sum of even numbers"<<endl;
cout<<"3. Exit"<<endl;
cout<<"*****"<<endl;

menu:
cout<<"What is your choice:";
cin>>ch;

if(ch==1)
{
    e.odd();
}
else if(ch==2)
{
    e.even();
}
```

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F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu



```
File Edit Search Run Compile Debug Project Options Window Help
P7_160.CPP 2
AS2P1_16.CPP 3
AS2P2_16.CPP 4=[↑]

}
else if(ch==2)
{
    e.even();
}
else if(ch==3)
{
    exit(0);
}
else
{
    cout<<"Wrong choice";
    goto menu;
}

getch();
}
```

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F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu



```
File Edit Search Run Compile Debug Project Options Window Help  
P7_160.CPP 2  
AS2P1_16.CPP 1  
AS2P2_16.CPP 3  
AS2P4_16.CPP 4  
5=[↑]=  
[ ]  
#include<iostream.h>  
#include<conio.h>  
#include<stdlib.h>  
  
class num  
{  
int n,a,ft,i;  
public:  
    num()  
    {  
        cout<<"Enter a number:";  
        cin>>n;  
    }  
  
    void fr()  
    {  
        int ft=1;  
        1:1
```

F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu



```
File Edit Search Run Compile Debug Project Options Window Help  
P7_160.CPP 2  
AS2P1_16.CPP 3  
AS2P2_16.CPP 4  
AS2P4_16.CPP 5=[↑]  
[ ]  
for(i=1;i<=n;i++)  
{  
    ft=ft*i;  
}  
cout<<"The factorial of "<<n<<" is "<<ft;  
  
void wh()  
{  
  
    i=1;  
    ft=1;  
  
    while(i<=n)  
    {  
        ft=ft*i;  
        i++;  
    }  
}  
36:1 F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu
```



```
File Edit Search Run Compile Debug Project Options Window Help
P7_160.CPP 2
AS2P1_16.CPP 3
AS2P2_16.CPP 4
AS2P4_16.CPP 5=[↑]
[ ] }

        cout<<"The factorial of "<<n<<" is "<<ft;
}

void dw()
{
    i=1;
    ft=1;

    do
    {
        ft=ft*i;
        i++;
    }
    while(i<=n);
    cout<<"The factorial of "<<n<<" is "<<ft;
}

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```



```
File Edit Search Run Compile Debug Project Options Window Help
P7_160.CPP ----- 2
AS2P1_16.CPP ----- 3
AS2P2_16.CPP ----- 4
AS2P4_16.CPP ----- 5=[↑]

[■]-
};

void main()
{
    int ch,n;
    clrscr();

    num e;
    menu:
    cout<<endl<<"*****MENU*****"<<endl;
    cout<<"1. Factorial using for..."<<endl;
    cout<<"2. Factorial using do while"<<endl;
    cout<<"3. Factorial using while"<<endl;
    cout<<"4. Exit"<<endl;
    cout<<"*****"<<endl;

    cout<<endl<<"What is your choice:";

76:1
```

F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu



```
File Edit Search Run Compile Debug Project Options Window Help
P7_160.CPP 2
AS2P1_16.CPP 3
AS2P2_16.CPP 4
AS2P4_16.CPP 5=[↑]=

[ ] cin>>ch;

if(ch==1)
{
    e.fr();
    goto menu;
}
else if(ch==2)
{
    e.dw();
    goto menu;
}
else if(ch==3)
{
    e.wh();
    goto menu;
}
else if(ch==4)
94:1
```

F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu



```
= File Edit Search Run Compile Debug Project Options Window Help  
- P7_160.CPP ----- 2  
- AS2P1_16.CPP ----- 3  
- AS2P2_16.CPP ----- 4  
- AS2P4_16.CPP ----- 5=[↑]  
[ ]  
{  
    e.wh();  
    goto menu;  
}  
else if(ch==4)  
{  
    exit(0);  
}  
else  
{  
    cout<<"Wrong choice";  
    goto menu;  
}  
  
getch();  
}  
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```

hp

File Edit Search Run Compile Debug Project Options Window Help

P7_160.CPP 2
AS2P1_16.CPP 3
AS2P2_16.CPP 4
AS2P4_16.CPP 5
AS3P1_16.CPP 6=[↑]

```
[ ]-#include<iostream.h>
#include<conio.h>
#include<stdlib.h>

class bank
{
public:
char nmdep[30],actype[30];
int bal,acno,damt,wt,rb;

void val()
{
    cout<<"Enter the name of depositor:";
    cin>>nmdep;

    cout<<"Enter type of account:";
    cin>>actype;
}
```

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P7_160.CPP 2
AS2P1_16.CPP 3
AS2P2_16.CPP 4
AS2P4_16.CPP 5
AS3P1_16.CPP 6=[↑]

[] cout<<"Enter the name of depositor:";
cin>>nmddep;

cout<<"Enter type of account:";
cin>>actype;

cout<<"Enter the account number:";
cin>>acno;

cout<<"Enter the balance amount:";
cin>>bal;

}

void dep()
{

cout<<"Enter the amount to be deposited:";
cin>>damt;

28:1

F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu



```
File Edit Search Run Compile Debug Project Options Window Help
P7_160.CPP 2
AS2P1_16.CPP 3
AS2P2_16.CPP 4
AS2P4_16.CPP 5
AS3P1_16.CPP 6=[↑]

}

void wtd()
{
    cout<<"Enter the amount you want to withdraw:";
    cin>>wt;

    rb=bal-wt;

    if(rb<damt)
    {
        cout<<"Insufficient balance";
    }
    else
    {
        cout<<"The amount in the account is "<<rb;
    }
}

46:1
```

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```
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P7_160.CPP 2
AS2P1_16.CPP 3
AS2P2_16.CPP 4
AS2P4_16.CPP 5
AS3P1_16.CPP 6=[↑]

}

void balance()
{
    cout<<"The balance in the account is "<<rb:>
}

void det()
{
    cout<<"Account holder's name:"<<nmdep<<endl;
    cout<<"Account type:"<<ctype<<endl;
    cout<<"Account number:"<<acno<<endl;
    cout<<"Remaining balance:"<<rb<<endl;
}

};

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```



```
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P7_160.CPP ----- 2
AS2P1_16.CPP ----- 3
AS2P2_16.CPP ----- 4
AS2P4_16.CPP ----- 5
AS3P1_16.CPP ----- 6=[↑]
[ ]-----void main()
{
int ch;
clrscr();

bank b;

b.val();
    menu:
cout<<endl<<"*****Bank***"<<endl;
cout<<"1. Check full details "<<endl;
cout<<"2. Withdraw "<<endl;
cout<<"3. Check balance "<<endl;
cout<<"*****"<<endl;

cout<<"Enter your choice:";
cin>>ch;
82:1 -----
```

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P7_160.CPP 2
AS2P1_16.CPP 3
AS2P2_16.CPP 4
AS2P4_16.CPP 5
AS3P1_16.CPP 6=[↑]

```
[■] if(ch==1)
{
    b.det();
    goto menu;
}
else if(ch==2)
{
    b.wtd();
    goto menu;
}
else if(ch==3)
{
    b.balance();
    goto menu;
}
else if(ch==4)
{
}
```

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```
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P7_160.CPP ----- 2
AS2P1_16.CPP ----- 3
AS2P2_16.CPP ----- 4
AS2P4_16.CPP ----- 5
AS3P1_16.CPP ----- 6=[↑]=

[■]----- goto menu;
}
else if(ch==4)
{
    exit(0);
}
else
{
    cout<<"Wrong choice";
    goto menu;
}

getch();
113:43
```

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P1_161.CPP

AS2P4_16.CPP

AS2P3_16.CPP

```
[ ]= [↑]=  
[include<iostream.h>  
[include<conio.h>  
[include<stdlib.h>  
class num  
{  
int n;  
  
public:  
    num()  
    {  
        cout<<"enter number:";  
        cin>>n;  
  
    }  
  
first(int a,int b)  
{  
  
int d1=a;
```

* 5:1 =

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P1_161.CPP

AS2P4_16.CPP

AS2P3_16.CPP

```
[ ] P1_161.CPP [↑] AS2P4_16.CPP AS2P3_16.CPP

first(int a,int b)
{
    int d1=a;
    int d2=b;

    d1=d1+d2;
    d2=d1-d2;
    d1=d1-d2;

    cout<<"after swaping is"<<d1<<endl;
    cout<<"after swaping is"<<d2<<endl;
}

second(int c,int d)
{
    int d3=c;
```

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P1_161.CPP

AS2P4_16.CPP

AS2P3_16.CPP

```
[ ] } second(int c,int d){ int d3=c; int d4=d; d3=d3+d4; d4=d3-d4; d3=d3-d4; cout<<"after swaping is"<<d3<<endl; cout<<"after swaping is"<<d4<<endl; } }; void main(){ int ch,d1,d2,d3,d4; num e;
```

* 47:1

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P1_161.CPP

AS2P4_16.CPP

AS2P3_16.CPP

[■] clrscr();

[▲]

```
cout<<"*****MENU*****" << endl;
cout<<"1.first real number:" << endl;
cout<<"2.second real number:" << endl;
cout<<"3.exit" << endl;
cout<<"*****" << endl;
```

menu:

```
cout<<"enter your choice:" ;
cin>>ch;
```

```
if(ch==1)
{
```

```
    cout<<"after swaping first real number:" ;
    cin>>d1;
    cout<<"after swaping second real number:" ;
```

66:1

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P1_161.CPP

AS2P4_16.CPP

AS2P3_16.CPP

```
[ ]= P1_161.CPP = [ ↑ ]= AS2P4_16.CPP = [ ↑ ]= AS2P3_16.CPP =  
if(ch==1)  
{  
    cout<<"after swaping first real number:";  
    cin>>d1;  
    cout<<"after swaping second real number:";  
    cin>>d2;  
    e.first(d1,d2);  
}  
else if(ch==2)  
{  
    cout<<"after swaping first real number:";  
    cin>>d3;  
    cout<<"after swaping second real number:";  
    cin>>d4;  
    e.second(d3,d4);  
}  
else if(ch==3)  
{  
    exit(0);  
}
```

80:1

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P1_161.CPP

AS2P4_16.CPP

AS2P3_16.CPP

```
[■]= cin>>d4;
e.second(d3,d4);
}
else if(ch==3)
{
exit(0);
}
else
{
cout<<"wrong choice";
goto menu;
}
```

```
getch();
```

* 93:1

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