

19103277

B9

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Data Structure

T.T-5

1)

X=1 count=0
X=1 count=1
X=1.1 count=0.

2)

2 1

3)

```
#include <bits/stdc++.h>
using namespace std;
```

```
template <class T>
class calculator
{
```

```
private :
```

```
    T num1, num2;
```

```
public :
```

```
    calculator (T n1, T n2)
    {
```

```
        num1 = n1;
```

```
        num2 = n2;
```

```
    }.
```

```
    void display Result ()
    {
```

```
        cout << " Numbers are" << num1 << " and " <<
            num2 << endl;
```



```
cout << "Add is" << add() << endl;
cout << "Subtract is" << subtract() << endl;
cout << "Product is" << multiply() << endl;
cout << "Division is" << divide() << endl;
```

3.

```
T add ()
```

```
{
```

```
    return num1 + num2; }
```

```
}
```

```
T subtract ()
```

```
{ return num1 - num2; }
```

```
T multiply ()
```

```
{ return (num1 * num2); }
```

```
T divide ()
```

```
{ return (num1 / num2); }
```

```
}
```

```
int main ()
```

```
{
```

```
    calculator calculator <int> intCalc (2, 1);
```

```
    Calculator <float> floatCalc (2.4, 1.2);
```

```
    cout << "Int results : " << endl;
```

```
    int Calc. - display Result ();
```

```
    cout << " " << endl << "float results" << endl;
```

```
    float Calc. display Result ();
```

```
    return ()
```

```
}
```


Q 4 Q will be reversed

S # include < bits/stdc++.h >
using namespace std;

int main ()

{

int sum = 0;

queue < int > myqueue;

~~myqueue~~ myqueue.push(1);

myqueue.push(8);

myqueue.push(3);

myqueue.push(6);

myqueue.push(2);

// Queue is 1 8 3 6 2

while (! myqueue.empty())

{

sum = sum + myqueue.front();

myqueue.pop();

}

return 0;

}