

# IAP LAB 6

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BY

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# ARITHMETIC OPERATORS

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### 3 ARITHMETIC OPERATORS KINDS

Square root	sqrt
Power	$\wedge$
Unary	-
Unary Plus	+
Sub-expressions	()
Multiplication	*
Division	/
Addition	+
Subtraction	-

## 4 ARITHMETIC OPERATORS EXAMPLE

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- Problem:
  - What is the result of X?
  - $X = 5 * (9 - 7) + 6 ^ 2$
- Solution:
  - $X = 5 * (9 - 7) + 6 ^ 2$
  - $X = 5 * 2 + 6 ^ 2$
  - $X = 5 * 2 + 36$
  - $X = 10 + 36$
  - $X = 46$

## 5 EXERCISE I

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- Problem:
  - Write a program that reads 3 values x, y, and z from user and calculates the value of (w) according to the following equation:
- Solution I:
  - `float x, y, z, w ;`
  - `cin >> x >> y >> z ;`
  - `float tmp1, tmp2, tmp3, tmp4, tmp5 ;`
  - `tmp1 = x*x*x + 1 ;`
  - `tmp2 = y*z ;`
  - `tmp3 = tmp1 / tmp2 ;`
  - `tmp4 = x - 4 * z ;`
  - `tmp5 = tmp3 / tmp4 ;`
  - `w = tmp5 + 3 ;`
  - `cout << w << endl ;`

$$w = \frac{\frac{(x^3 + 1)}{y * z}}{(x - 4 * z)} + 3$$

## 6 EXERCISE I

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- Problem:
  - Write a program that reads 3 values x, y, and z from user and calculates the value of (w) according to the following equation:
- Solution 2:
  - `float x, y, z, w ;`
  - `cin >> x >> y >> z ;`
  - `w=(((x*x*x+1)/(y*z))/(x-4*z))+3 ;`
  - `cout << w << endl ;`

$$w = \frac{\frac{(x^3 + 1)}{y * z}}{(x - 4 * z)} + 3$$

# CONDITION STATEMENT

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## 8 IF STATEMENT

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- Syntax:

```
if (condition)
```

```
{
```

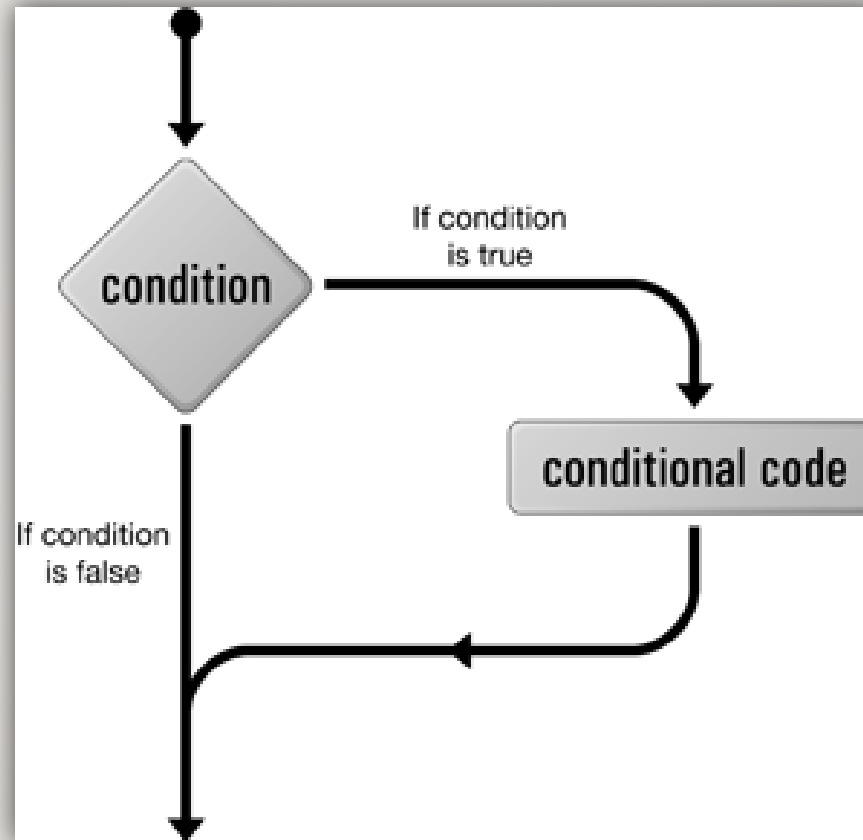
```
    // statements written here are executed only when the condition is true
```

```
}
```



## 9 IF STATEMENT

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# 10 IF – ELSE STATEMENT

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- Syntax:

```
if (condition)
```

```
{
```

```
    // statements written here are executed only when the condition is true
```

```
}
```

```
else
```

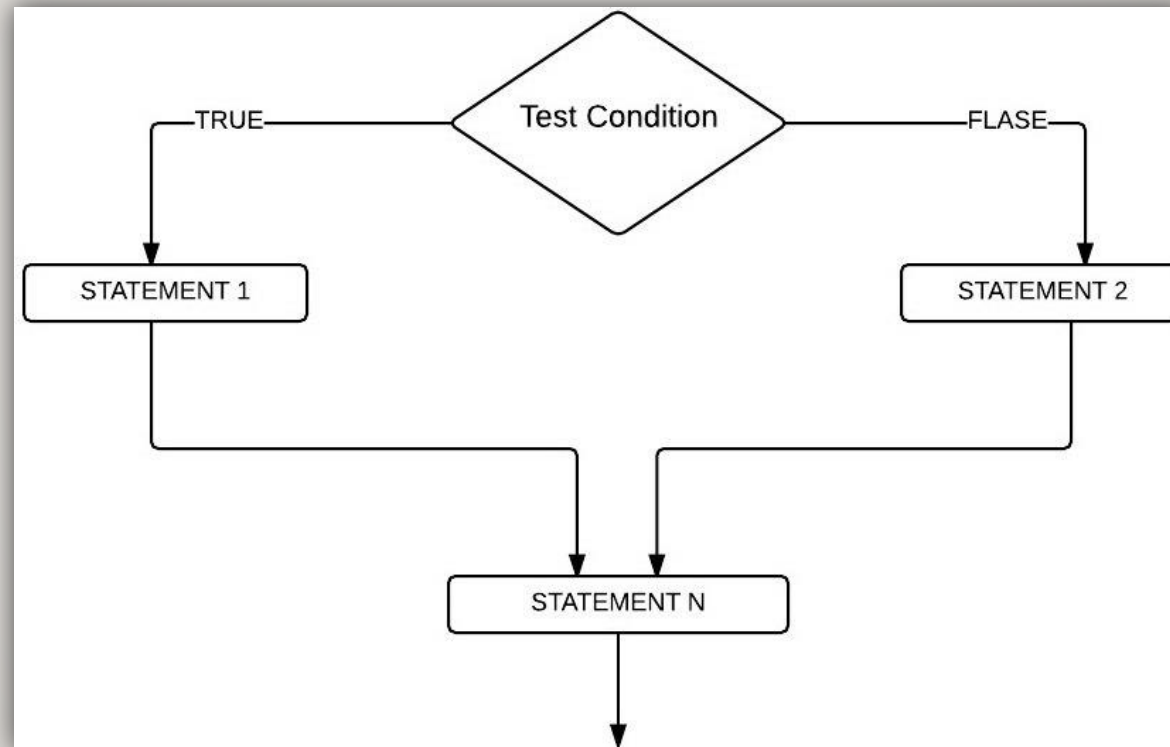
```
{
```

```
    // statements written here are executed only when condition is false
```

```
}
```

# IF – ELSE STATEMENT

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## 12 EXAMPLE I

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- Question:
  - Write program that reads integer number from the user, that represents a mark. The program should determine if the user (student) pass the course.

# I3 EXAMPLE I SOLUTION

```
#include <iostream>
using namespace std;
int main()
{
    int Mark;
    cout << "please enter your mark:";
    cin >> Mark;
    if (Mark >= 60)
    {
        cout << "Pass" << endl;
    }
    cout << "Bye" << endl;
}
```

will always  
execute

## I4 EXAMPLE 2

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- Question:
  - Write program that reads integer number from the user, that represents a mark. The program should determine if the user (student) pass the course **or not**.

# 15 EXAMPLE 2 SOLUTION

if condition  
is true

do this

other wise  
do this

will always  
execute

```
#include <iostream>
using namespace std;
int main()
{
    int Mark;
    cout << "please enter your mark:";
    cin >> Mark;
    if (Mark >= 60)
    {
        cout << "Pass" << endl;
    }
    else
    {
        cout << "Fail" << endl;
    }
    cout << "Bye" << endl;
}
```

## 16 EXAMPLE 3

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- Question:
  - Write a program that should determine whether a number is even or odd.



# 17 EXAMPLE 3 SOLUTION

```
#include <iostream>
using namespace std;
int main()
{
    int number;
    number = 30;
    if (number % 2 == 0)
    {
        cout << "Even" << endl;
    }
    else
    {
        cout << "Odd" << endl;
    }
}
```

Assign (=)

Equal (==)

# HOMEWORK

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# 19 HOMEWORK I

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- Problem:
  - Write an algorithm to solve a quadratic equation of the form:  $Ax^2+Bx+C = 0$
- Variables:
  - Variables to hold the input (unprocessed) data:  $A, B, C$
  - Variables to hold the (output) processed data:  $X1, X2$
- Calculation:
  - delta equation:  $\Delta = B^2 - 4AC$
  - Calculate  $x1$  and  $x2$  using the following two equations:

$$x_1 = \frac{-B + \sqrt{\Delta}}{2A} \quad x_2 = \frac{-B - \sqrt{\Delta}}{2A}$$

## 20 HOMEWORK 2

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- Problem:
  - Write an algorithm that reads three numbers that represent the length of triangle sides, the program should figure out if these lines can form triangle or not.